

Pointers

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Introduction

Talking about memory this week.

- Pointers.
- References.
- Dynamic vs. static memory allocation.
- Memory leaks.

- Very important subject.
 - Difficult subject.

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Recap

- Variables are pieces of information stored in a computers memory.
- Don't typically care where in the memory.
- Just care that we can use the variables.
- Pointers store memory locations.
 - Find where variables are stored.
 - Move through memory.
- In Python almost everything is a pointer.
 - So we don't notice.
- Technically Python uses aliases not a pointers.
- In C++ pointers are explicitly stated.

- Variables are stored in memory.
 - Can be visualised as series of uniquely addressed boxes.

```
char myVariable = 'Q';
```

Address	Value
1242	'Q'

- OS picks an unused memory location e.g. 1242
 - This location must have enough space to store the variable.
 - Different variable types have different sizes.
 - I.e. `sizeof(int) == 4 bytes`, `sizeof(double) == 8 bytes`.
 - Need multiple 'boxes'.
- `myVariable` is our name for memory location 1242.
- In Python can get memory location info using `id(myVariable)` function.

- Variables are stored in memory.
- Arrays are groups of variables called elements.
- Array elements stored sequentially in contiguous blocks of memory.
 - Large objects, i.e. arrays, class instances, floats may span multiple blocks.

```
array<char,6> myArray = {"Hello"};
```

Address	Value
4213	'H'
4214	'e'
4215	'l'
4216	'l'
4217	'o'
4218	'\0'

```
float myVariable = 12.34;
```

Address	Value
4213	
4214	12.34
4215	
4216	
4217	
4218	

Variables are named blocks of memory.

- Pointers are variables that hold memory addresses.
- Each type of variable has an associated pointer type.
- We declare a pointer using an `*` after the type name.

```
typename * variableName;  
int * i;  
char * c;  
float * f;
```

- Pointers "point to" other variables in memory.

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- Referencing is when we store a memory address in a pointer.
- The pointer is now 'pointing' to that memory address.
- Is achieved using the & operator.
- & means the memory address of.

```
char myVariable = 'Q';  
char *myPointer = &myVariable;
```

Name	Address	Value
char myVariable;	4213	'Q'
	4214	
	4215	
char *myPointer;	4216	

- The opposite of referencing is dereferencing.
- A pointer stores a memory address.
- Dereferencing means getting the value that is stored in that memory address.
- Is achieved using the `*` operator.

```
char myVariable = 'Q';  
char *myPointer = &myVariable;  
char myOther = *myPointer;
```

Name	Address	Value
char myVariable;	4213	'Q'
	...	
char *myPointer;	5617	
	...	
char myOther;	7584	'Q'

- Already seen that we can get the value of a variable via a dereferenced pointer.
- Can also set the value of a variable through a pointer.

```
char myVariable = 'Q';  
char *myPointer = &myVariable;  
myVariable = 'A';  
*myPointer = 'Z';
```

Name	Address	Value
char myVariable;	4213	'Z'
	...	
char *myPointer;	5617	

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- Have seen how to change variables pointed to by a pointer.
- Pointers are also variables.
- Can change the values of pointers.
 - Can change where they are pointing.
- Powerful but highly dangerous.

```
array<int,4> myArray {69, 42, 99, 3};
```

```
int *myPointer = myArray.data();
```

```
cout << *myPointer << endl; // 69
```

```
myPointer += 1;
```

```
cout << *myPointer << endl; // 42
```

```
myPointer += 2;
```

```
cout << *myPointer << endl; // 3
```

Name	Addr	Value
myArray	4213	69
	4214	42
	4215	99
	4216	3
myPointer	4217	4216

Pointers don't have to point anywhere.

- If they don't point to anything they are called null pointers.
- Dereferencing a null pointer will cause your program to crash.
- You can set any pointer to point to null.

- Old way (still works).

```
int *myPointer = NULL;
```

- New C++11 way (use this one).

```
int *myPointer = nullptr;
```

Why use pointers/references?

C

Advantages.

- Pointers/references are small.
 - Instead of copying big data structures around just copy the pointer.
 - E.g. an array storing a picture == millions of bytes.
 - Pointer/reference to an array storing a picture == 4-8 bytes.
- Pointers are required for dynamic memory allocation (C++).
 - Required for some behaviours.

Disadvantages.

- Pointers are dangerous.
 - Buggy pointer code can crash your program/computer.

Pointers let us move around the memory.

- ANYWHERE in memory.
 - Newer systems are getting more secure.
 - Segmentation fault.
- Reading from invalid memory is bad.
 - Writing to invalid memory can be disastrous.

```
array<int,4> myArray {69, 42, 99, 3};  
int *myPtr = myArray.data();  
  
for( int i=0; i<=myArray.size(); ++i )  
{  
    cout << *myPtr << endl;  
    myPtr += 1;  
}
```

lec_bad.cpp

Address	Value
4213	69
4214	42
4215	99
4216	3
4217	?????
4218	?????

← myPtr

Simple function that doubles all the values given to it.

```
import sys

def some_function( values ):
    for i in range(len(values)):
        values[i] *= 2

def main():
    v = [ i for i in range(5) ]
    print(v)    # [0, 1, 2, 3, 4]

    some_function(v)
    print(v)    # [0, 2, 4, 6, 8]

if __name__ == '__main__':
    sys.exit(main())
```

Same program in C++ doesn't work.

```
void some_function( array<int,5> values )
{
    for( int i=0; i<values.size(); ++i )
        values[i] *= 2;
}

int main()
{
    array<int,5> v {0, 1, 2, 3, 4};

    for( int i : v )           // 0,1,2,3,4
        cout << i << ",";
    cout << endl;

    some_function(v);
    for( int i : v )           // 0,1,2,3,4
        cout << i << ",";
    cout << endl;
}
```


The C++ program didn't work, why?

- In Python everything is an 'alias'.
 - Variables are aliases for a memory location.
 - Aliases are similar to pointers/references.
- When Python variable passed to a function, just passing alias to memory location.
- Changing value/s in function changes original variable/s too.
- When C++ variable passed to a function, creates a new variable.
 - New variable stored in a new memory location.
- Changing value/s in function doesn't change original variable/s.
- How to fix?

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C++ also has references.

- Safer than pointers.
 - Less powerful.
- Declared like pointers but with `&` instead of `*`.

```
int myVariable = 42;  
  
int &refA = myVariable;  
int &refB = refA;
```

Looking at the earlier function example.

```
int some_function( array<int,5> &values )
{
    for( int i=0; i<values.size(); ++i )
        values[i] *= 2;
}

int main()
{
    array<int,5> v {0, 1, 2, 3, 4};
    array<char,6> myArray { "Hello"};
    some_function(v);

    for( int i : v )    // 0,2,4,6,8
        cout << i << ", ";
    cout << endl;

    return 0;
}
```



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- Can't be null.
- Can't be changed to point at different locations.
- References automatically redirects to the variable.
 - Automatic dereferencing.
- Have to be initialised on creation.
 - References point at a variable the instant they are created.

Use references instead of pointers whenever possible.

Most important feature of pointers.

- Can't always know how much memory program will need at compile time.
 - E.g. a program that reads in a file, memory required depends on size of the file.
- Have to allocate it at run time.
 - Dynamic memory allocation.
 - As opposed to Static memory allocation.
- Code gives itself more memory, has to remember to give it back when it's finished
 - Deallocation.

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```
int *myInt;  
myInt = new int;  
*myInt = 42;  
delete myInt
```

Name	Address	Value
int *myInt;	4213	4215
	4214	
	4215	42
	4216	
	4217	
	4218	

Used to have to dynamically ask for more memory.

- Create a chunk of memory of the size requested.
- Return a pointer to it so know where it is.

E.g. vectors.

- C/C++ arrays can't be resized.
- But vectors are resizeable arrays.
 - How?
 - 1 Dynamically allocate new array.
 - 2 Copy old array contents into new array.
 - 3 Deallocate old array.

How to dynamically allocate arrays?

- Have to use old, C-style arrays.
 - For the moment, talk again after C++17.

```
int staticArray[10]; // works  
int* dynamicArray = new int[10]; // works
```

```
int size;  
cout << "How big an array do you want?" << endl;  
cin >> size;
```

```
int staticArray[size]; // won't compile  
int* dynamicArray = new int[size]; // works
```


- You **MUST** remember to deallocate your memory.
- Failure to do so causes a memory leak.
 - Memory gradually gets 'lost'.
- No exceptions.
- NO EXCEPTIONS!

```
int* myVariable = new int;  
int* myArray = new int[1000];
```

```
// do stuff
```

```
delete myVariable;  
delete [] myArray;
```

- Python does memory allocation and deallocation for you automatically.
 - Automatically allocates memory as you create variables.
 - Automatically deallocates memory that isn't in use.
 - Garbage collection.
- Can still manually deallocate Python objects.

```
variable = 42

// do stuff

del(variable)
```

C++ does not have automatic garbage collection.

- C++11 comes close.
- New features - `shared_ptr` and `unique_ptr`, `weak_ptr`.
- Special new smart pointers.
 - Automatically deallocate memory when nothing pointing at it.
 - Don't need to remember to `delete`.
 - No memory leaks!
- `shared_ptr` is 99% the same as 'normal' pointers.
 - `unique_ptr` and `weak_ptr` have extra features.

C++ is moving away developer allocated memory.

- Use vectors instead of arrays etc.
 - Handles memory allocation for you.
- Safe, bug free.

When you HAVE to dynamically allocate memory...

- C++11 has new features.
 - `shared_ptr` and `unique_ptr`, `weak_ptr`.
- Special new smart pointers.
 - Automatically deallocate memory when nothing pointing at it.
 - Don't need to remember to `delete`, no memory leaks!
- `shared_ptr` is 99% the same as 'normal' pointers.

STRONGLY recommend you use `shared_ptr`.

- Whenever dynamically allocating memory.
- No memory leaks.

```
int main()
{
    shared_ptr<int> pointerA = make_shared<int>();
    *pointerA = 42;

    cout << pointerA.use_count() << endl; // 1

    shared_ptr<int> pointerB = pointerA;
    cout << pointerA.use_count() << endl; // 2

    pointerB = nullptr;
    cout << pointerA.use_count() << endl; // 1

    return 0;
}
```

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- Variables stored in memory.
- Different variables need different amounts of memory.
- Array elements stored in contiguous sequential blocks of memory.
- Pointers/references store memory addresses.
- Pointers are dangerous but necessary.
- If, at compile time, we don't know how much memory our program will need use dynamic memory allocation.
- Always deallocate memory before the program exits.

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The End