

Praktikum: SystemC C++-Labs

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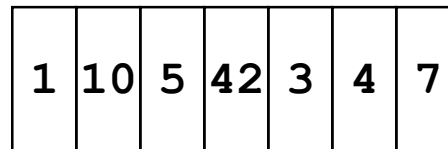
Friedrich-Alexander-Universität Erlangen-Nürnberg



- 1. Writing a Vector Class**
- 2. Constructor, References, Overloading**
- 3. Templates, Virtual Functions**
- 4. Standard Template Library (ADVANCED)**
- 5. Smart Pointer (ADVANCED)**

1. Writing a simple vector class

1. a vector is an one-dimensional array of objects



1	10	5	42	3	4	7
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a vector for 7 element of type int4

item index: 0 1 2 3 4 5 6

2. start with a simple object
3. integer values - type int
4. to make future changes easier use a typedef - t_vector

1. Writing a simple vector class

6. provide methods to
 1. create a vector of given size
 2. read/write to/from that vector (implemented later)
 3. destroy a vector without memory leakage

Vector Class| Header

```
#ifndef _INCLUDED_VECTOR_HPP  
#define _INCLUDED_VECTOR_HPP  
  
#include <iostream>  
  
typedef int t_vector;  
  
// class declaration  
class vector {  
public:  
    vector(int size = 16);  
    ~vector();  
  
protected:  
    t_vector *_buf;  
    int _size;  
}; // Note the semicolon  
  
#endif // _INCLUDED_VECTOR_HPP
```

avoid multiple inclusion

data type to be stored in
vector

constructor and
destructor

member variables to
store the vector elements
and the size of the vector

Vector Class| Implementation

```
// use header from previous slide
#include "vector.hpp"

vector::vector(int size) { // constructor
    _size = size;
    _buf = new t_vector[_size];

    for(int idx = 0; idx < _size; ++idx) {
        _buf[idx] = -1;
    }
    std::cout << "vector of size: "
                << _size << " created [ ";
    for(int idx = 0; idx < _size; ++idx) {
        std::cout << _buf[idx] << " ";
    }
    std::cout << "]" << std::endl;
}

vector::~~vector() { // destructor
    delete[] _buf;
    std::cout << "vector of size: "
                << _size << " deleted"
                << std::endl;
}
```

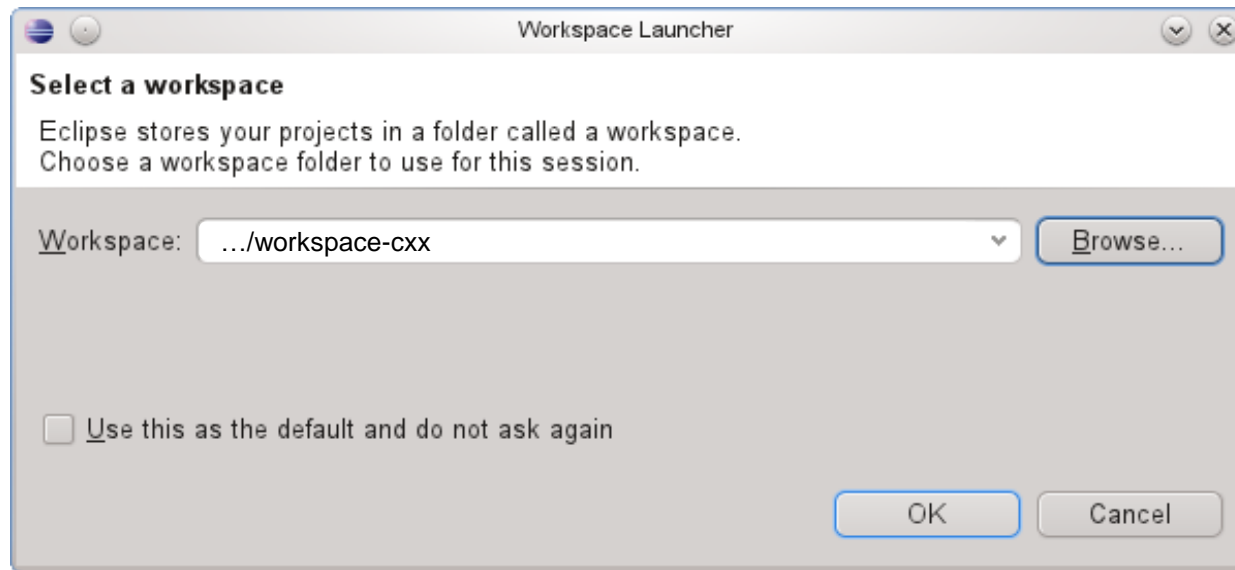
allocate storage for
vector elements

data type to be stored in
vector

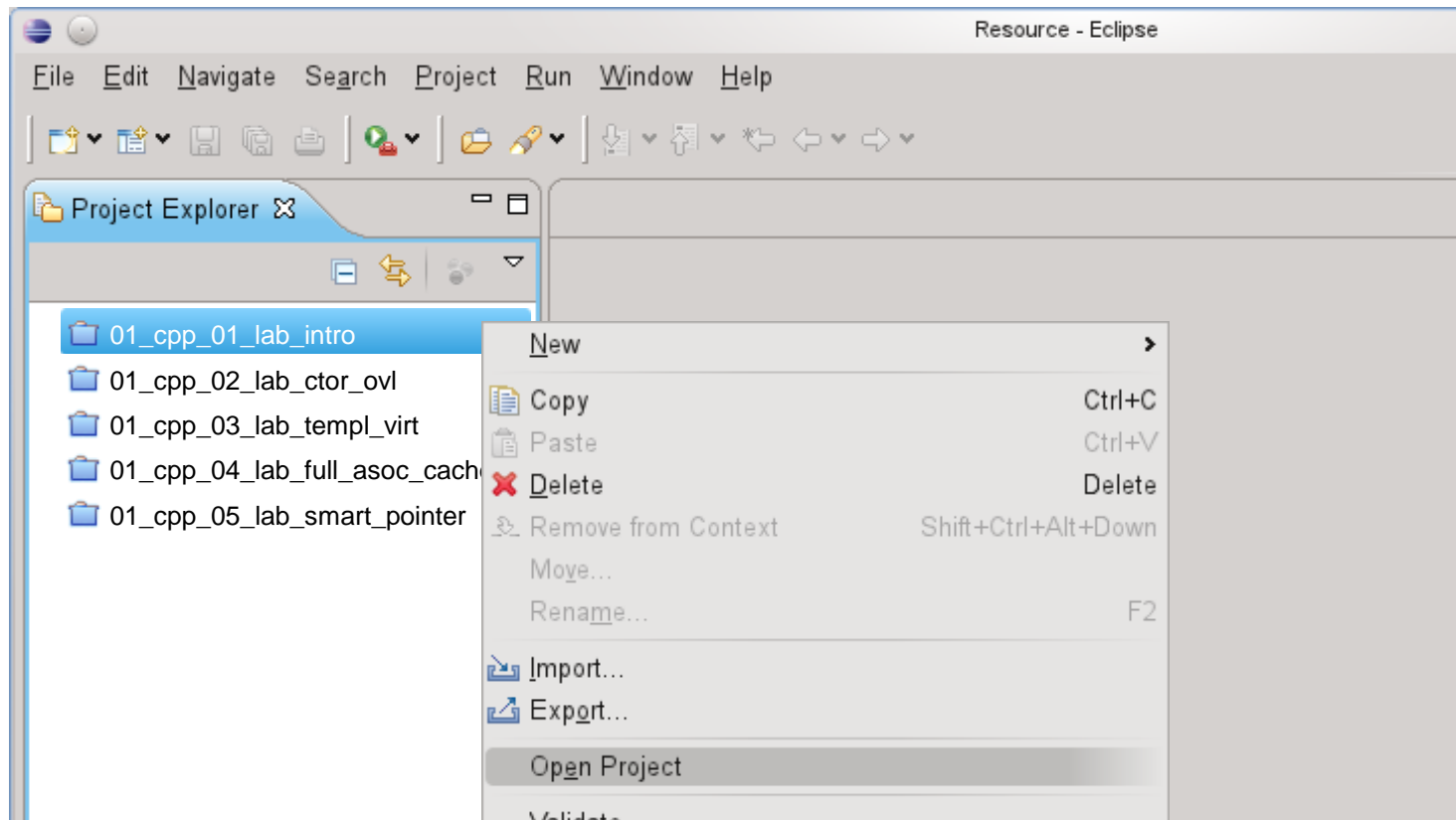
initialize vector elements
to known value

free the storage allocated
by the vector elements

1. Open the Eclipse workspace “workspace-cxx”



1. Then open the 01_cpp project in there



1. Modify main.cpp to

1. instantiate vectors of size 2, 5 and 10
2. explicitly call the destructor of one vector

2. Compile and Run the program using the eclipse

1. “Build” menu



2. “Run” menu



1. Writing a Vector Class
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For the vector class

1. a constructor with the size parameter and an optional parameter for the initial value is needed (default = 0)
2. the **read** method with two arguments that reads values from the vector is needed
 1. Argument 1: a reference to the value to be read
 2. Argument 2: the index of the value to be read
 3. The function has to implement a range check for the index argument

For the vector class

3. two operators have to be implemented

```
vector &operator =(const vector &rhs);
```

```
vector &operator +=(const vector &rhs);
```

(implements pointwise addition; check if both vectors are of equal length)

1. References and Overloading

1. in **vector.h**

Extend the function prototype of the constructor to take two arguments (vector size and initial value) and declare the function prototype for the new **read** function that takes two arguments (value and index).

2. in **vector.cpp**

Implement the element initialization in the constructor, the new **read** method, the **operator=()**, and the **operator+=()**.

2. Compile and Run the program using the eclipse

“Build” menu



“Run” menu



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Converting the vector to a **template**

Modify the vector class to be a template class that can store an arbitrary data type.

Test with class hierarchy of graph objects

Pure virtual base class **graph_obj** declares a method **area** to return the area. Concrete implementations derived from **graph_obj** (e.g., the **rect** and **circle** classes) have to implement that method.

Store rectangles and circles within **vector<rect>** and **vector<circle>**

1. Templates in **vector.h**

modify the code to make vector a **template class**
vector<T>

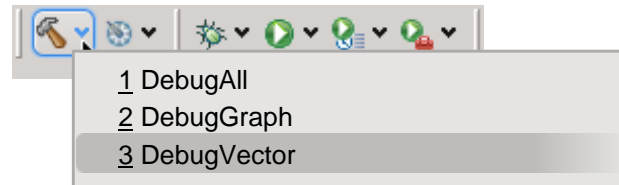
Hint: In our original code we used **t_vector** as a
typedef for the data type to store in the
vector!

Hint: Have a look at the constructor, as it has
already been transferred to a template style!

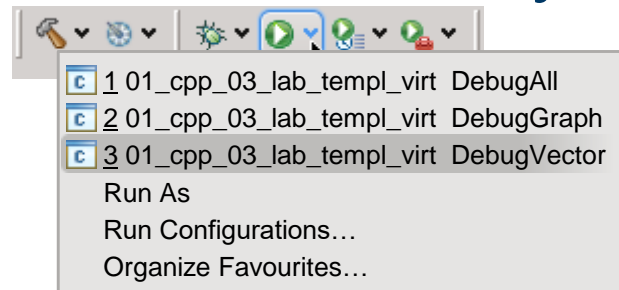
Hint: Remember that the complete class
implementation of a template class has to
reside in the header file!

2. Compile and Run the program using the eclipse

DebugVector “Build” menu entry



DebugVector “Run” menu entry



3. Virtual Methods in `graph_obj.h`

implement a class **circle** (realizing a circle graph object) that inherits from the virtual base class `graph_obj`

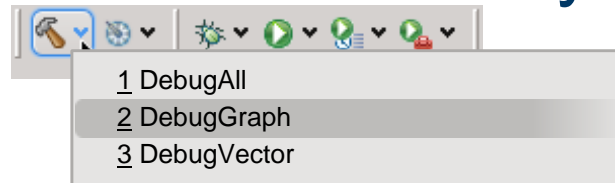
the constructor should take the radius as an optional argument (default = 0.0)

implement the method **area()**

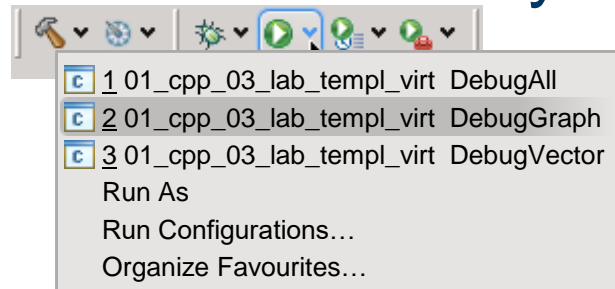
Hint: Don't forget to implement a destructor as well!

4. Compile and Run the program using the eclipse

DebugGraph “Build” menu entry



DebugGraph “Run” menu entry



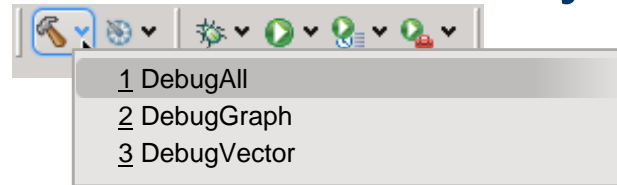
5. Integration Test in `main.cpp`

instantiate a vector of **rect** with 2 elements, the
elements should have width=1, height=2

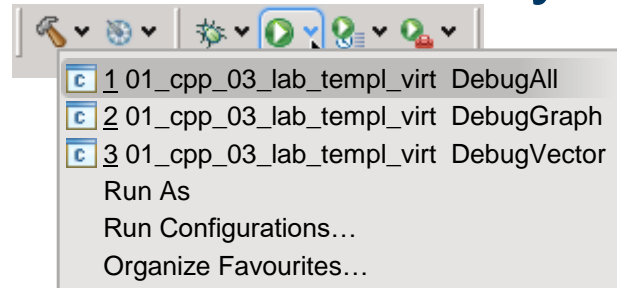
instantiate a vector of **circle** with 3 elements, the
elements should have radius=2

6. Compile and Run the program using the eclipse

DebugAll “Build” menu entry



DebugAll “Run” menu entry



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Problem

Associative hardware caches have fixed sizes and a replacement strategy

The C++ STL provides associative container classes, but these do not have a fixed size and no replacement strategy

Idea

Implement a fully associative cache as a template class **full_asoc_cache**<>, that uses the **map**<> container from the STL.

1. The data types for the key and for the entry are given as template parameters.
2. The size of the cache (the number of cache-lines) is given as constructor parameter.
3. To simplify the implementation, inserting a new entry into a full cache replaces a random cache line.

1. Standard Template Library

in **full_asoc_cache.h** implement following methods

bool get(**const** TAG_T&, ENTRY_T&);

Hint: Use the method find() from the class map<>

void insert(**const** TAG_T&, **const** ENTRY_T&);

Hint: Use the operator[] from the class map<>

void erase(**const** TAG_T&);

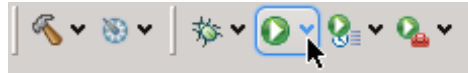
void clear();

2. Compile and Run the program using the eclipse

"Build" menu



"Run" menu



Output:

```
re:10.1 im:0  
re:12.1 im:0.2  
re:14.1 im:0.4  
Re:15.1 im:0.5
```

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Problem

Unlike Java, C++ provides no built-in garbage collector that deletes unreferenced objects, thus eliminating memory leaks.

Smart pointers manage reference counts for every allocated object and are, thus, able to know when the last reference to an object is gone to trigger deletion of the object.

Idea

1. Implement a template class **smart_ptr<>** that represents a pointer to a given object type **T**
2. Copy Constructors and the Assignment Operators have to manage the reference counts
3. The Destructor and the Assignment Operators may delete the referenced object
4. A **smart_ptr<>** can be created from a pointer to an object of type **T**
5. A common reference count value is allocated if the pointer is not NULL

1. Smart Pointer in `smart_ptr.h`

1. implement a constructor to create a **`smart_ptr<T>`** from a pointer **`T*`**
2. implement the copy constructors and the assignment operator with reference counting
3. implement the destructor and avoid memory leaking
4. implement the missing operators to create a complete smart pointer

2. Compile and Run the program using the eclipse

“Build” menu



“Run” menu



Output:

```
*ptr3 = black-colored car with speed 12.0416  
*ptr4 = silver-colored jet with speed 100.125  
*ptr5 = 42
```