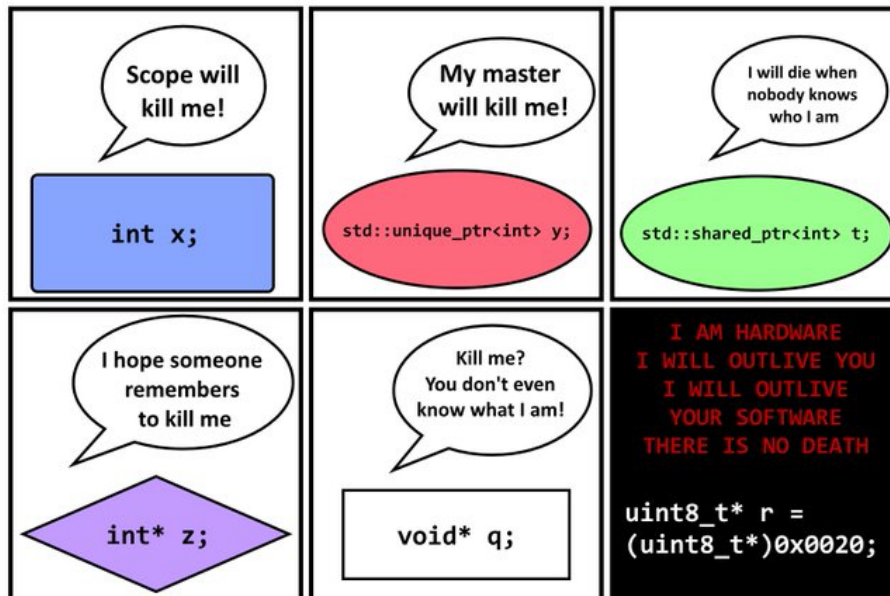


# VE280 Programming and Elementary Data Structures

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## Dynamic Memory Allocation; Overloading, Default arguments; Destructor

### Death and Memory (C++ Stories)



2017 Ólafur Waage (@olafurw)  
with thanks to Frank A. Krueger (@praeclarum)

# Learning Objectives

- Understand how dynamic memory allocation works
- Know how to define arrays whose sizes are determined at runtime
- Know what is overloading and how to have default arguments in functions
- Know what is a destructor, how to write one and when it is needed

# Outline

- Dynamic Memory Allocation
- Dynamic Arrays
- Overloaded Constructor and Default Argument
- Destructor

# Memory

## Dynamic Allocation

- So far, the data structures we've **built** have all had room for "at most N" elements.
  - E.g., the two `IntSet` implementations could have at most `MAXELTS` distinct integers.
- Sometimes, a **fixed-sized** structure is reasonable.
  - E.g., a deck of cards has 52 individual cards in it
- However, there is no meaningful sense in which "a set of integers" is limited to some particular size.
  - No matter how big you make the set's capacity, an application that needs more will eventually come along.

# Memory

## Dynamic Allocation

- We have seen two types of variables so far:
  1. Global Variables
  2. Local Variables

### 1. Global Variables

- These are defined anywhere outside of a function definition.
- Space is set aside for these variables **before** the program begins its execution, and is reserved for them **until** the program completes.
- This space is reserved at **compile time**.

# Memory

## Dynamic Allocation

### 2. Local Variables

- Local variables are defined **within a block**.
    - These include function arguments.
  - Space is set aside for these variables when the relevant block is entered, and is reserved for them until the block is exited.
  - This space is reserved at **run time**, but the size is known to the compiler.
- 
- Since the compiler must know how big all of these variables will be, it is **static** information, and must be declared by the programmer.

# Memory

## Dynamic Allocation

- It turns out that there is a **third** type of object you can create, a "**dynamic**" one.
- They are dynamic in the sense that the compiler:
  - Doesn't need to know **how big it is**.
  - Doesn't need to know **how long it lives**.
- For example:
  - Our implementation of `IntSet` should be able to grow as big as any client needs it to grow, subject to the limits of the physical machine.
  - The `IntSet` should last as long as the client needs to use it, after which the **client** should be the one responsible for **destroying** it.



# Which statements are true?

Select all the correct answers.

- **A.** When using a fixed-sized data structure, it's better to set the capacity as large as possible.
- **B.** A structure whose size is chosen at runtime uses memory more efficiently.
- **C.** Using fixed-sized data structures is simpler than using data structures whose size is determined at runtime.
- **D.** Data structures whose size is determined at runtime should always be preferred.



# Memory

## Dynamic Allocation

- Dynamic object creation is accomplished through the **dynamic storage management** facilities in the language.
- These facilities consist of two operations:
  - **new**: Reserve space for an object of some type, initialize the object, and return a pointer to it.
  - **delete**: Given a pointer to an object created by new, destroy the object and release the space previously occupied by that object.

# Memory

## Dynamic Allocation – new

```
int *ip = new int;
```

- This creates a new space for an integer, and returns a pointer to that space, assigning it to `ip`.
- Note that we didn't do anything to initialize the integer – it could be any random integer value.
- We can initialize it to a specific value with an "initializer":

```
int *ip = new int(5);
```

- We can also new a class type. E.g.,  

```
IntSet *isp = new IntSet;
```
- The **constructor** is called. `isp` points to an empty `IntSet` object with zero elements.

# Memory

## Dynamic Allocation – delete

- If objects were created by `new`, they can be destroyed by `delete`:

```
delete ip;
```

- This **releases the space**.
- Note: you cannot **delete** an object not created by **new**!

```
int a = 5;  
int *ip = &a;  
delete ip; // Error
```

# Memory

## Dynamic Allocation – delete

- We can also destroy instances of class that were created by `new`:

```
delete isp;
```

- In this specific case (deleting an `IntSet`), the `IntSet` consists of only "ordinary" types (`ints`, `arrays-of-ints`), so we don't need to do anything to destroy it.
- That won't be true of all class-destruction events!
- Just as we have **constructors** to create objects, sometimes we will need **destructors** to properly destroy them.
  - We will see this later ...

# Memory

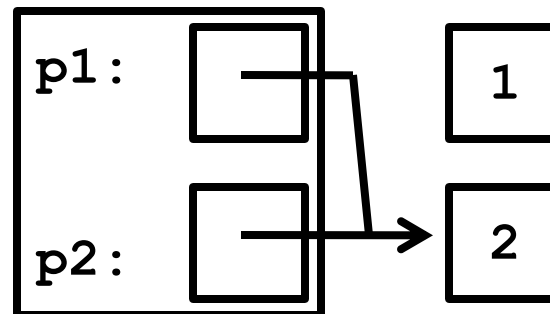
## Dynamic Allocation – delete

- Note that a dynamic object's lifetime is completely under the control of the program – it lives until it is **explicitly** destroyed.
- This is true even if you "forget" the pointer to the object.

```
int *p1 = new int(1);  
int *p2 = new int(2);  
p1 = p2;
```

**Any problem?**

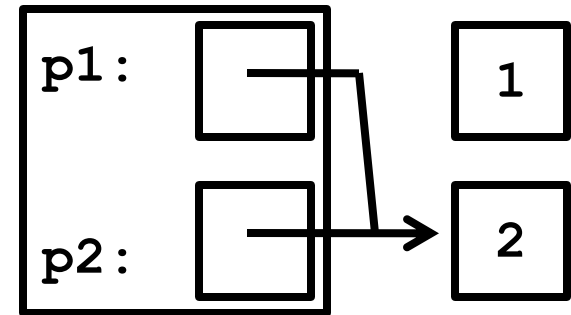
- This leaves us with:



# Memory

## Dynamic Allocation – delete

```
int *p1 = new int(1);  
int *p2 = new int(2);  
p1 = p2;
```



- Two pointers point to the object "2", and **none** to the object "1".
- There is no way to release the memory occupied by "1".
- And worse:

```
delete p1;  
delete p2;
```

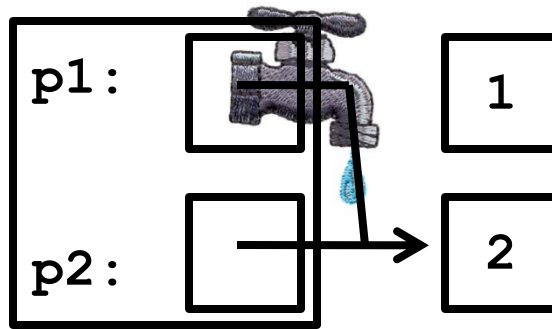
"releases" the memory reserved for "2" **twice**.

- This is surly not good!

# Memory

## Dynamic Allocation – delete

- Note there is an important difference between the lifetime of a pointer variable and the lifetime of the object it points to!



- In the previous example, exiting the block that defines p1 causes the local object p1 to vanish, but the dynamic object it points to remains!
- This leaves us with an allocated dynamic object that we have no means of recycling. This is called a **memory leak**.
- If memory leaks occur often enough, your program may reach a point where it can no longer allocate new dynamic objects.

# Checking Memory Leak

- Tool to use: `valgrind`

- Command:

```
valgrind --leak-check=full ./program <args>
```

- Function: search for memory leaks and give details of each individual leak.

- To install, type the command:

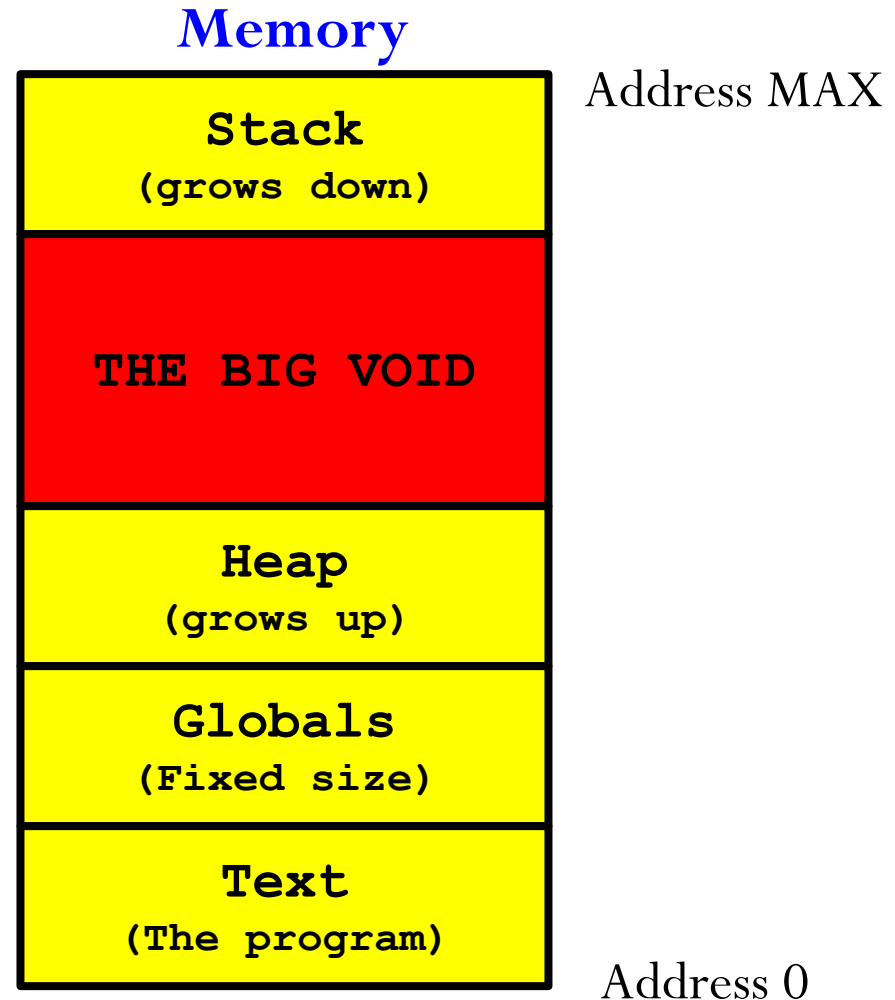
```
sudo apt-get install valgrind
```



# Memory

## The heap

- The space for objects created via `new` comes from a location in memory called the **heap**.
- Stack is for function calls.



# Outline

- Dynamic Memory Allocation
- **Dynamic Arrays**
- Overloaded Constructor and Default Argument
- Destructor

# Dynamic Arrays

## Creating

- So far, the things we create **dynamically** have sizes **known** to the compiler.
  - E.g., `int`, `IntSet`
- However, one can also create objects whose sizes are **unknown** to the compiler, by creating **dynamic arrays**.
- Syntax:

```
int *ia = new int[5];
```

It creates an array of five integers in the heap, and stores a pointer to the first element of that array in `ia`.

- The size is put inside `[]`. It could even be a variable.

```
int n = 20;
```

```
int *ia= new int[n];
```

# Dynamic Arrays

## Freeing

- Freeing an array works slightly differently than freeing a single object:

**`delete[] ia;`**

- If you allocate an **array-of-T**, you **absolutely must** use the `delete[]` operator, and **not** the "plain" `delete` operator.
- They are completely different:
  - Mixing them leads to undefined behavior.

# Dynamic Arrays

## Freeing

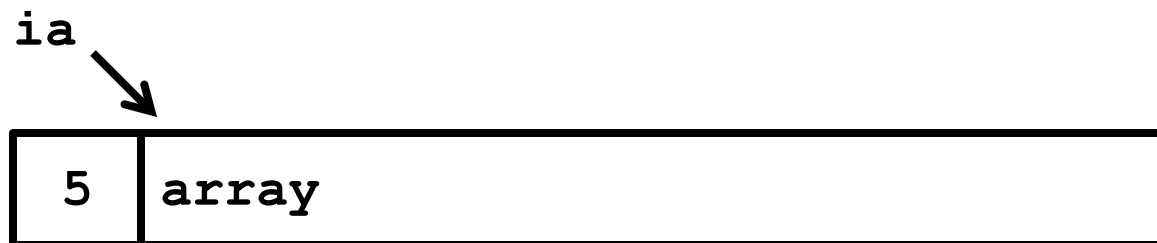
- When the new operator sees it is allocating an array, it stores the **size of the array** along with the array.
- It does this by carving out space for the array, plus a bit extra:



- The space **before** the array records the number of elements in the array, in this case, 5:



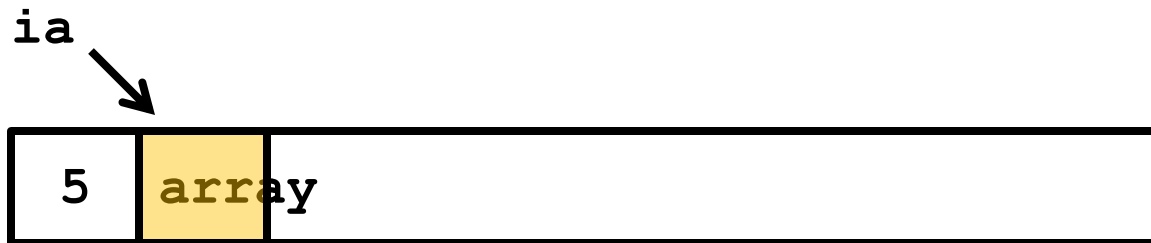
- And a pointer to the beginning of the array is returned:



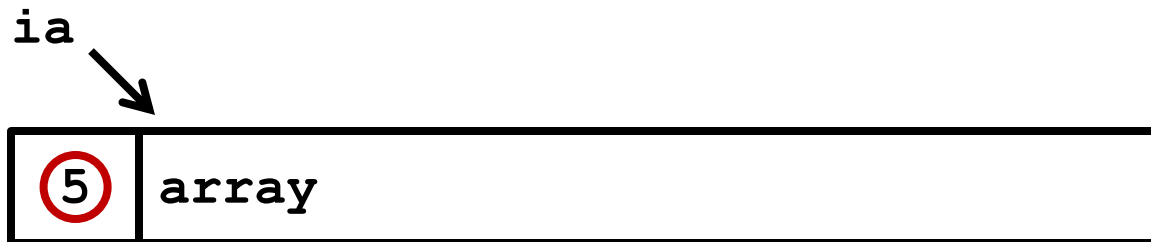
# Dynamic Arrays

## Freeing

- Now, if you just `delete ia`; the `delete` operator thinks it is only returning enough space for a single integer to the heap.



- The `delete []` operator knows to look "just before" the pointer, to see **how many** elements to return to the heap.



# Dynamic Arrays

## Building a new `IntSet`

- We now build a version of `IntSet` that allows the client to specify how large the capacity of the set should be.
- The data elements will change slightly:

```
class IntSet {  
    int *elts; // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts; // current occupancy  
public:  
    ...  
};
```

Rather than hold an array explicitly, we have a pointer that will (eventually) point to a dynamically-created array.

- **`sizeElts`** tells us the size of the allocated array (which is not necessarily **`MAXELTS`**)
- **`numElts`** still tells us how many elements there actually are.

# Dynamic Arrays

Building a new `IntSet`

- We now build a version of `IntSet` that allows the client to specify how large the capacity of the set should be.
- The data elements will change slightly:

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    ...  
};
```

Which member functions should be changed?



# Dynamic Arrays

Building a new `IntSet`

- We'll base our changes on the **unsorted** implementation.
- The methods are mostly unchanged. There is a new **default constructor**:

```
IntSet::IntSet() {  
    // Allocate the "default-size" array  
    elts = new int[MAXELTS];  
    sizeElts = MAXELTS;  
    numElts = 0;  
}
```

# Dynamic Arrays

Building a new `IntSet`

- Alternatively, we can write the default constructor using the **initialization syntax**:

```
IntSet::IntSet(): elts(new int[MAXELTS]),  
    sizeElts(MAXELTS), numElts(0)  
{  
}
```

# Outline

- Dynamic Memory Allocation
- Dynamic Arrays
- Overloaded Constructor and Default Argument
- Destructor

# Dynamic Arrays

## Building a new `IntSet`

- In addition to the default, we can write an "alternate constructor".
- It has the same name as the default, but a **different** type signature:

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    IntSet();    // default constructor  
    // EFFECTS: create a MAXELTS capacity set  
    IntSet(int size); // constructor with  
                        // explicit capacity  
    // REQUIRES: size > 0  
    // EFFECTS: create a size capacity set  
};
```

# Function Overloading

- This is called **function overloading**.
  - Two different functions with exactly the **same name**, but **different argument count** and/or **argument types**.
    - a) `int average(int a, int b);`
    - b) `double average(double a, double b);`
    - c) `int average(int a, int b, int c);`
- Compiler tells which function to call based on the actual argument count and types.

```
average(2, 3); → int average(int a, int b);
```

```
average(2, 3, 5); → int average(int a, int b, int c);
```

```
average(2.0, 3.0); → double average(double a, double b);
```

# Dynamic Arrays

Building a new `IntSet`

- The alternate constructor creates an array of the specified size:

```
IntSet::IntSet(int size): elts(new int[size]),  
    sizeElts(size), numElts(0)  
{  
}
```

# Dynamic Arrays

Building a new `IntSet`

- Since the compiler knows the argument count and types, it can pick the “right” constructor when a new object is created.
- For example:

```
IntSet is1;    // No arguments
               // Call default constructor
IntSet is2(200); // Integer argument
               // Call alternate
```

# Dynamic Arrays

Building a new `IntSet`

```
IntSet::IntSet(int size) :  
    elts(new int[size]),  
    sizeElts(size),  
    numElts(0) {  
}
```

```
IntSet::IntSet() :  
    elts(new int[MAXELTS]),  
    sizeElts(MAXELTS),  
    numElts(0) {  
}
```

- Notice that the two constructors are nearly identical:
  - The only difference is whether we use `size` or `MAXELTS`.
  - Otherwise the code is duplicated.
- This is bad: when we find ourselves writing the same code over and over, we should try to use parametric generalization.



# Dynamic Arrays

## Building a new constructor

- One way to solve this problem of duplicate definitions is to use **default argument**.
- We can define **just one** constructor, but make its argument **optional**.
- First, we have to re-declare the constructor in IntSet:

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    IntSet( int size = MAXELTS );  
        // EFFECTS: create a set with specified  
        //          capacity. It defaults to MAXELTS if  
        //          not supplied.  
};
```

# Default Argument

- `int add(int a, int b, int c = 1)`

- The default value of c is 1.

- Using default arguments allows you to call the function with different number of arguments.

`add(1, 2) // a = 1, b = 2, c = 1 (default value)`

`add(1, 2, 3) // a = 1, b = 2, c = 3`

- There could be multiple default arguments in a function, but they must be the last arguments.

`int add(int a, int b = 0, int c = 1) // OK`

`int add(in a, int b = 1, int c) // Error`

# Dynamic Arrays

Building a new constructor

- Then, we implement the constructor in a same way as before.

```
IntSet::IntSet(int size) :  
    elts(new int[size]), sizeElts(size),  
    numElts(0)  
{  
}
```

Don't add "**= MAXELTS**"!

# Outline

- Dynamic Memory Allocation
- Dynamic Arrays
- Overloaded Constructor and Default Argument
- **Destructor**

# Problem

- There is a problem with what we've built so far.
- What happens if we have a local `IntSet` inside of a function and the function returns?
- Answer: **Memory leak**! Because link to the `elts` array in `IntSet` is lost.

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    ...  
};
```

# Question

- Is this a problem with the "static" version of `IntSet`?  
Why?

```
void foo() {  
    IntSet is2;  
    // Do work with is2 in some way  
}
```

```
class IntSet {  
    int elts[MAXELTS];  
    int numElts; // current occupancy  
  
public:  
    ...  
};
```

# Dynamic Arrays

How to solve the leak

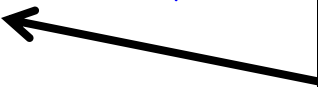
- To solve this memory leak, we have to de-allocate the integer array whenever the "enclosing" `IntSet` is destroyed.
- We do this with a **destructor** and it is the opposite of a constructor.
  - The constructor ensures that the object is a legal instance of its class and the destructor's job is to destroy the object.
- In a class where its methods (including the constructor) allocate **dynamic storage**, the destructor is responsible for **de-allocating** it.

# The Destructor

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    IntSet(int size = MAXELTS);  
    // EFFECTS: create a set with size capacity;  
    //          capacity is MAXELTS by default.  
    ~IntSet(); // Destroy this IntSet  
    ...  
};
```

```
IntSet::~~IntSet() {  
    delete[] elts;  
}
```

Note that we have to use the array-based  
delete operator, not the "standard"  
delete operator

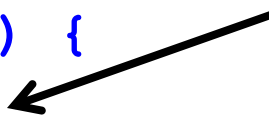




# The Destructor

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class IntSet {  
    int *elts;    // pointer to dynamic array  
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    IntSet(int size = MAXELTS);  
    // EFFECTS: create a set with size capacity;  
    //          capacity is MAXELTS by default.  
    ~IntSet(); // Destroy this IntSet  
    ...  
};
```

```
IntSet::~~IntSet() {  
    delete[] elts;  
}
```



When the IntSet is destroyed, the elements in the array will first be deleted.

# The Destructor

```
class IntSet {  
    int *elts;    // pointer to dynamic array  
    int sizeElts; // capacity of array  
    int numElts;  // current occupancy  
public:  
    IntSet(int size = MAXELTS);  
    // EFFECTS: create a set with size capacity;  
    //          capacity is MAXELTS by default.  
    ~IntSet(); // Destroy this IntSet  
    ...  
};
```

```
IntSet::~~IntSet() {  
    delete[] elts;  
}
```

Note: the destructors for any ADTs declared locally within a block of code are called automatically when the block ends.

# Dynamic Arrays

## Dynamic IntSet

- The new definition of IntSet can be created/destroyed dynamically, just like anything else:

```
// a non-standard size
IntSet *ip = new IntSet(50);

... // do stuff

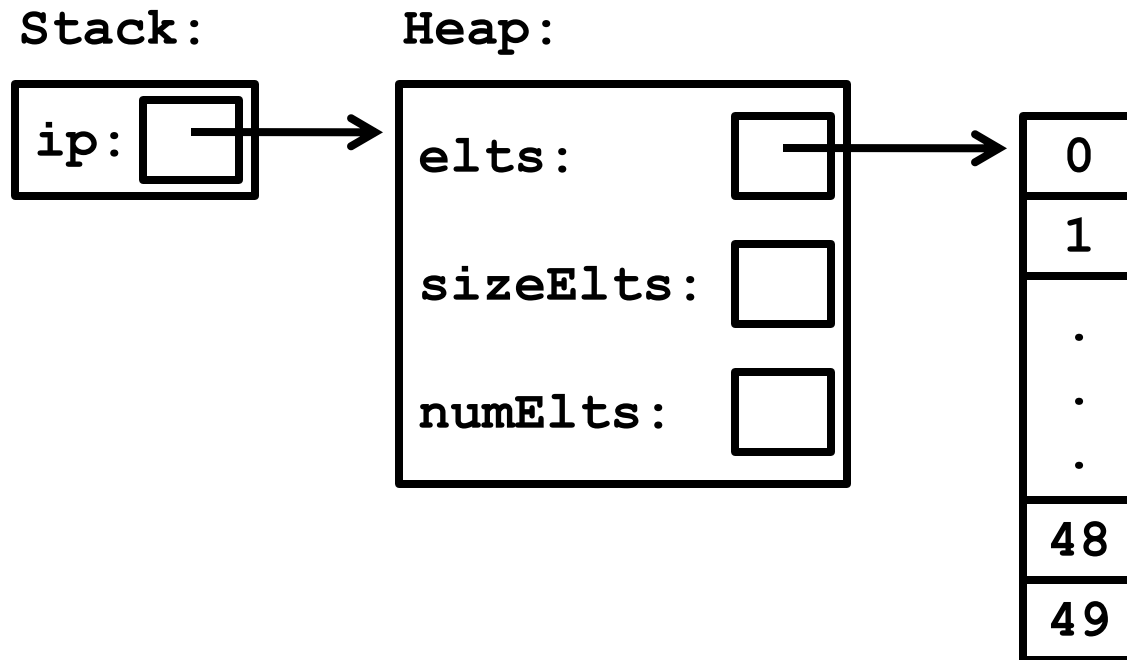
delete ip; // Destroys the IntSet.
```

```
IntSet *ip = new IntSet(50);
```

# Dynamic Arrays

Dynamic `IntSet` creation

- After the `IntSet` pointer is created, we get:
  - Allocate space to hold the `IntSet` (a pointer and two integers)
  - Call the constructor on that object (allocates space for the array of 50 integers)

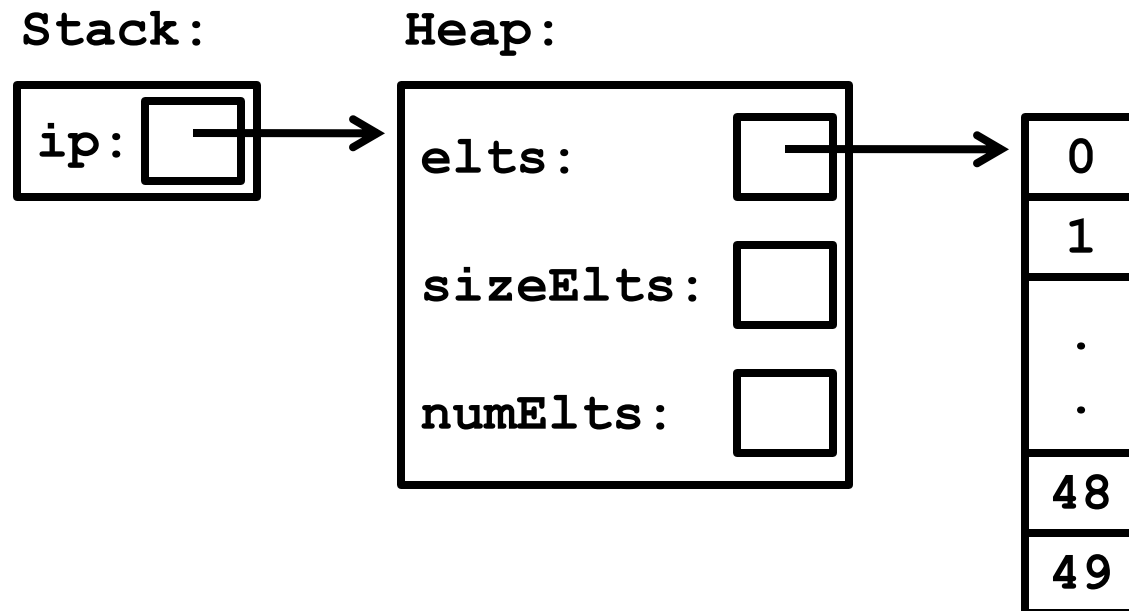


# Dynamic Arrays

Dynamic `IntSet` deletion

```
delete ip;
```

- When you call `delete` on an instance of a class with a destructor
  - **First** the destructor is called (deallocates the array)
  - **Then** the object itself is deleted





# Which of the following statements are true?

Select all the correct answers.

- **A.** Any object should be destroyed with delete.
- **B.** Any object created with new should be destroyed with delete.
- **C.** Any object containing a dynamic array should have a destructor.
- **D.** A destructor is only needed when a member variable is a dynamic array.

# References

- **Problem Solving with C++ (8<sup>th</sup> Edition)**, by *Walter Savitch*, Addison Wesley Publishing (2011)
  - Chapter 9.1 **Pointers**
  - Chapter 9.2 **Dynamic Arrays**
  - Chapter 11.4 **Classes and Dynamic Arrays**
  - Chapter 10.2 **Constructors for Initialization** (pp. 560-570)
  - Chapter 6.3 **Default Arguments for Functions** (pp. 344-345)
- Course notes, pages 130-140