

Smart Pointers

Victor Eijkhout, Susan Lindsey

Fall 2019

Creating a shared pointer

Allocation and pointer in one:

```
shared_ptr<Obj> X =  
    make_shared<Obj>( /* constructor args */ );  
    // or:  
auto X = make_shared<Obj>( /* args */ );
```

```
X->method_or_member;
```

Much better than

```
Obj *X;  
*X = Obj( /* args */ );
```

Simple example

Code:

```
class HasX {  
private:  
    double x;  
public:  
    HasX( double x) : x(x) {};  
    auto &val() { return x; };  
};  
  
int main() {  
    auto X = make_shared<HasX>(5);  
    cout << X->val() << endl;  
    X->val() = 6;  
    cout << X->val() << endl;  
}
```

Output

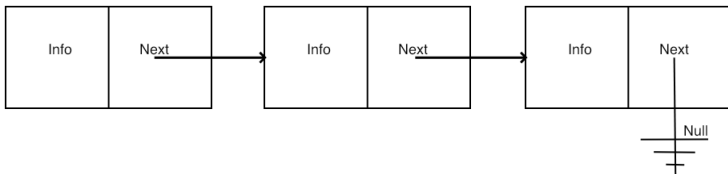
[pointer] pointx:

5

6

Example: linked lists

Linked list



Linked lists

The prototypical example use of pointers is in linked lists. Let a class *Node* be given:

```
class Node {
private:
    int datavalue{0};
    shared_ptr<Node> tail_ptr{
        nullptr};
public:
    Node() {}
    Node(int value) { datavalue =
        value; };
    void set_tail( shared_ptr<
        Node> tail ) {
        tail_ptr = tail; };

    void print() {
        cout << datavalue;
        if (has_next()) {
            cout << ", "; tail_ptr->
                print();
        }
    };
};
```

List usage

Example use:

Code:

```
auto
```

```
    first = make_shared<Node>(23),  
    second = make_shared<Node>(45);  
first->set_tail(second);  
cout << "List length: "  
    << first->list_length() << endl;  
first->print();
```

Output

[tree] simple:

List <<23,45>> has length 2

Linked lists and recursion

Many operations on linked lists can be done recursively:

```
int Node::list_length() {  
    if (!has_next()) return 1;  
    else return 1+tail_ptr->list_length();  
};
```


Exercise 1

Write a recursive *append* method that appends a node to the end of a list:

Code:

```
auto
    first = make_shared<Node>(23),
    second = make_shared<Node>(45),
    third = make_shared<Node>(32);
first->append(second);
first->append(third);
first->print();
```

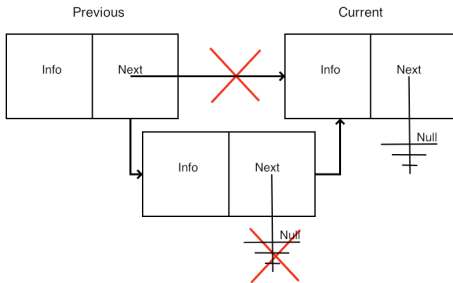
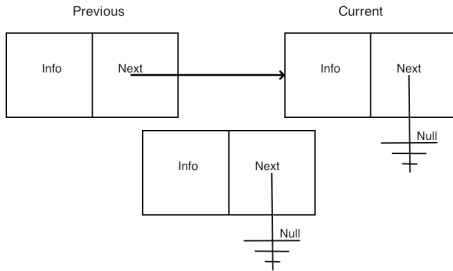
Output

[tree] append:

Append 23 & 45 gives <<23,45>>

Append 32 gives <<23,45,32>>

Insertion



Exercise 2

Write a recursive *insert* method that inserts a node in a list, such that the list stays sorted:

Code:

```
auto
    first = make_shared<Node>(23),
    second = make_shared<Node>(45),
    third = make_shared<Node>(32);
first->insert(second);
first->insert(third);
first->print();
```

Output

[tree] insert:

Insert 45 on 23 gives <<23,45>>

Insert 32 gives <<23,32,45>>