

Dynamic Memory Allocation & References

Exercises

CS185

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1. The program below compiles cleanly and may even run correctly, yet there are two serious flaws with it. Describe each flaw in one or two short sentences.

```
Code

void print_array(void)
{
    int *p = new int [10];
    for (int i = 0; i < 10; ++i)
    {
        p[i] = i;
        std::cout << p[i] << std::endl;
    }
}

Answer</pre>
```

2. The program below compiles cleanly and may even run correctly, yet there is a serious flaw with it. Describe the flaw in one or two short sentences.

```
Code
    int * numbers = new int [10];
    for (int i = 0; i < 10; ++i)
        {
                  numbers[i] = i;
             }
             delete numbers;</pre>
Answer
```



3. Given the below Point structure:

```
struct Point
{
    float x, y;
};
```

Write the C++ code that will dynamically allocate an array of 15 points:



4. Given the three declarations below, indicate whether or not the remaining declarations below them are valid. If the declaration compiles, write **C**, if it doesn't compile, write **NC**.

```
const int cx = 10;
float f = 2.0F;
int x = 5;

a) _____ int &r1 = 5;
b) ____ int &r2 = x;
c) ___ int &r3 = &x;
d) ___ int &r4 = cx;
e) ___ int &r5 = r2;
f) ___ int &r6 = f;
g) ___ int &r7 = (int)f;
h) ___ const int &r8 = x;
```

5. What does the following code print out? Write **NC** if the code doesn't compile.

```
int& find_min(int a[], int size)
Code
                 int i; int min = 0;
                 for (i = 1; i < size; ++i)</pre>
                       if (a[i] < a[min])</pre>
                             min = i;
                       }
                 }
                 return a[min];
           }
           int main(void)
                 int a[] = { 4, 5, 3, 9, 5, 2, 7, 6 };
                 int size = sizeof(a) / sizeof(*a);
                 find_min(a, size) = 0;
                 for (int i = 0; i < size; ++i)</pre>
                       std::cout << a[i] << " ";
                 return 0;
           }
Answer
```

6. When should you pass data as constant reference as opposed to passing the data as reference?

Answer			



7. Is it safe to use the MakePoint function? if not, why?

```
Code

struct Point
{
    float x, y;
};

Point& MakePoint(void)
{
    Point p = { 0.0f, 0.0f };
    return p;
}
Answer
```

