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ProjX Documentation

The purpose of this program was to design learn more about memory allocation whenever there is a new object created along with deallocating memory. It needed to provide access to the memory address with a raw pointer. The default constructor would set all the variables to a default amount so that ther was no random values. Then the Parameterized constructor would check if there was an object and use the m\_ptr to keep track of that. It should point to the object behind the dynamic memory location. The copy contractor will make sure that they aren’t the same object and then should allocate a new SmartPtr that points to the m\_refcount. The destructor deallocates the memory for the m\_refcount. The operator = will set two objects equal to each other. The operator \* will use the raw pointer to dereference the object that is within the Smart Ptr. The operator -> will allow object member access to the memory pointer and return that object.

There were many problems that I faced. The biggest one was the segmentation fault that I kept on getting when trying to use the operator ->. So the rest of the program wouldn’t really work without the operator -> so I just got stuck there. If I had more time I would definitely try to finish more of the project.