

Move Semantics

Announcements

- Fill out the survey on Piazza for an extra late day. Also vote on final lecture topics.
- I will stop at exactly 2:20 PM today. Let's do an open Q&A today about the assignment.
- You should be done with part 6 already. Get started if you haven't already!

Reminders

- We'll make sure the full lecture code is posted after lecture.
- There's no starter code today – just the full lecture code.

recap

Member Initialization List

q?

Prefer to use **member initialization list**, which constructs each member with given value.

- **Faster**. Why construct, then reassign?
- Some types **can't be reassigned** (=delete)

```
template <typename T>
MyVector<T>::MyVector<T>() :
    logicalSize(0), allocatedSize(kInitialSize),
    elems(new T[kInitialSize]) { }
```

Special member functions are (usually) automatically generated by the compiler.

- Default construction: object created with no parameters.
- Copy construction: **object is created** as a **copy of an existing object**.
- Copy assignment: **existing object replaced** as a **copy of another existing object**.
- Destruction: object destroyed when it is out of scope.

Constructor and destructor for MyVector<T>.

```
// constructor using member initialization list
```

```
MyVector<T>::MyVector() :  
    logicalSize(0),  
    allocatedSize(kInitialSize),  
    elems(new T[allocatedSize]) {  
}
```

```
// destructor
```

```
MyVector<T>::~~MyVector() {  
    delete [] elems;  
}
```

The copy operations must perform the following tasks.

Copy Constructor

- Copy members using **initializer list** when **assignment works**.
- **Deep copy** members where **assignment does not work**.

Copy Assignment

- **Clean up any resources** in the existing object about to be overwritten.
- Copy members using **initializer list** when **assignment works**.
- **Deep copy** members where **assignment does not work**.

Copy constructor copies each member, creating deep copy when necessary.

```
MyVector<T>::MyVector(const MyVector<T>& other) :  
    logicalSize(other.logicalSize),  
    allocatedSize(other.allocatedSize),  
    elems(new T[allocatedSize]) {  
  
    std::copy(other.begin(), other.end(), begin());  
}
```

Copy assignment copies each member,
replacing existing object.

```
// can't use initializer list – not a constructor!
MyVector<T>& MyVector::operator=(const MyVector<T>& rhs) {
    if (this != &rhs) {
        delete [] elems;
        logicalSize = rhs.logicalSize;
        allocatedSize = rhs.allocatedSize;
        elems = new T[allocatedSize];
        std::copy(rhs.begin(), rhs.end(), begin());
    }
    return *this;
}
```

What members need to be deep copied?

Any member that are handles to external resources.

- Handles to **memory** (pointers)
- Handles to **files** (filestreams)
- Handles to **locks** (mutexes)

Rule of Three

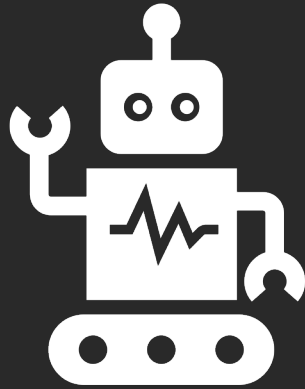
If you explicitly define (or delete)
a copy constructor, copy assignment, or destructor,
you should define (or delete) all three.

The fact that you defined one of these means
one of your members has **ownership issues**
that need to be resolved.

motivation

Quick quiz: how many times is each special member function called (with and without copy elision)?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
    cout << "done!" << endl;  
}  
  
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```



Demo

Printing all calls to special member functions

Quick quiz: how many times is each special member function called (with and without copy elision)?

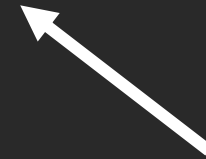
```
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```



Destructor
for names



Copy constructor
(return value)



Fill constructor

Quick quiz: how many times is each special member function called (with and without copy elision)?

Copy constructor

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
    Copy assignment → names2 = findAllWords(54321234);  
    Default constructor →  
    Destructor (return value) →  
    Destructor (return value) →  
}
```

Destructor x 2
(names1, names2)

Counts without copy elision.

findAllWords

- Fill constructor x 1
- Copy constructor x 1
- Destructor x 1

Counts without copy elision.

main

- Copy constructor x 1
- Default constructor x 1
- Copy assignment x 1
- findAllWords x 2
 - Fill constructor x 1
 - Copy constructor x 1
 - Destructor x 1
- Destructor x 4

Counts without copy elision.

main

- Copy assignment x 1
- Copy constructor x 3
- Default constructor x 1
- Destructor x 6
- Fill constructor x 2

copy elision and return value optimization (RVO)

Quick quiz: how many times is each special member function called (with and without copy elision)?

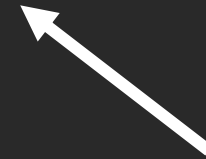
```
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```



Destructor
for names



Copy constructor
(elided)



Fill constructor

Quick quiz: how many times is each special member function called (with and without copy elision)?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);
```

Copy constructor
(elided)



```
    MyVector<string> names2;
```

Destructor
(return value)



Copy
assignment



Default constructor



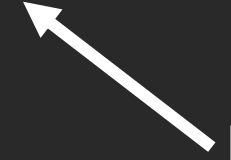
```
    names2 = findAllWords(54321234);
```

Destructor
(return value)



```
}
```

Destructor x 2
(names1, names2)



Counts with copy elision.

findAllWords

- Fill constructor x 1
- Copy constructor x 1
- Destructor x 1

Counts with copy elision.

main

- Copy constructor x 1
- Default constructor x 1
- Copy assignment x 1
- findAllWords x 2
 - Fill constructor x 1
 - Copy constructor x 1
 - Destructor x 1
- Destructor x 1

Counts with copy elision.

main

- Copy assignment x 1
- Copy constructor x 3
- Default constructor x 1
- Destructor x 3
- Fill constructor x 2

Can we do better?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
}
```

Copy constructor

Destructor (return value)

Copy assignment

Destructor (return value)

The diagram illustrates the lifecycle of C++ objects in a `main` function. It shows two calls to `findAllWords`, which returns a `MyVector<string>` object. The first call assigns the return value to `names1`, which is annotated with 'Copy constructor' (pointing to the assignment) and 'Destructor (return value)' (pointing to the function call). The second call assigns the return value to `names2`, which is annotated with 'Copy assignment' (pointing to the assignment) and 'Destructor (return value)' (pointing to the function call). The `names2` variable is also declared before the second call.

What a shame – we copy then destruct.

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
}
```

Copy constructor

Destructor (return value)

Copy assignment

Destructor (return value)

Let's move the wasted array to our vector!

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
  
    names2 = findAllWords(54321234);  
}
```

Move constructor

Destructor (return value)

Move assignment

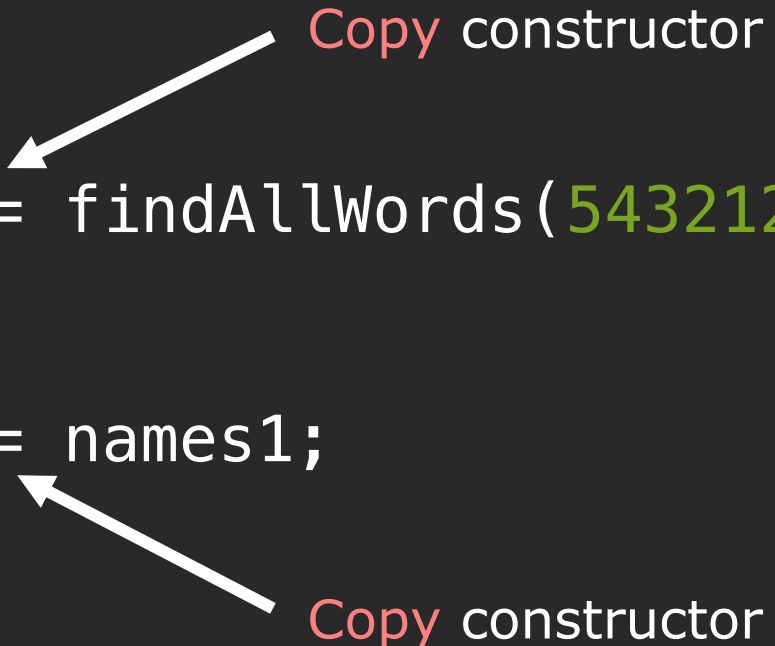
Destructor (return value)

Another example!

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    names1.push_back("Everything is fine!");  
}
```

Copy constructor

Copy constructor



Can we always use the move constructor?

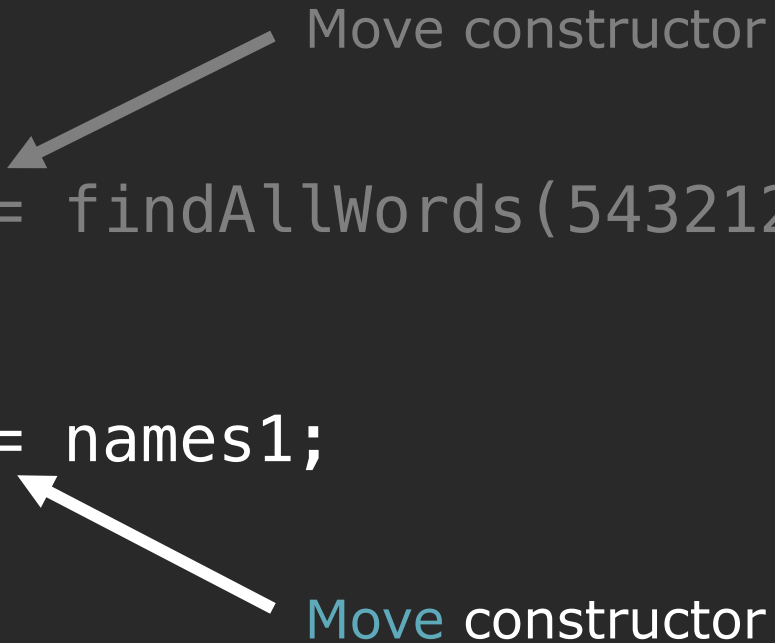
```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    names1.push_back("Everything is fine!");  
}
```

Move constructor

Move constructor

The array was stolen from names1...that's bad!

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    try?  
    names1.push_back("Everything is NOT fine!");  
}
```

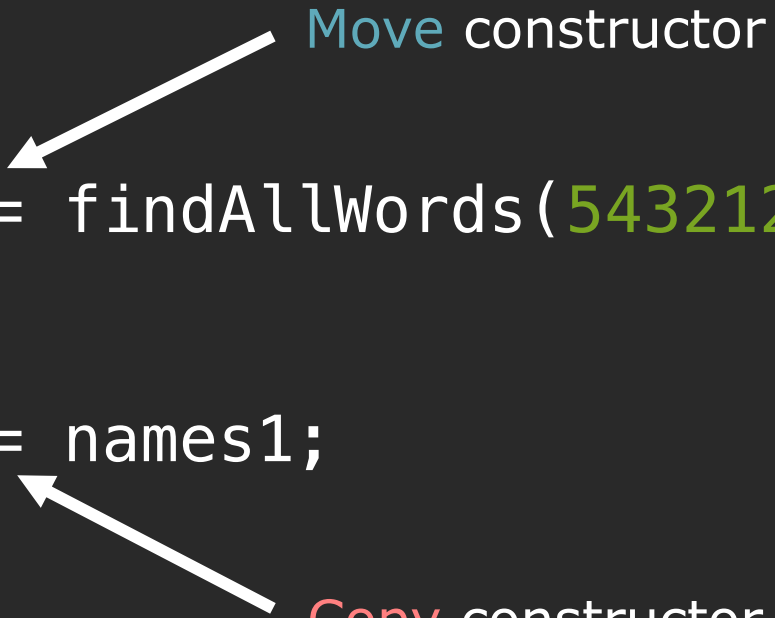


Hmm...how do we distinguish between these cases?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    names1.push_back("Everything is fine!");  
}
```

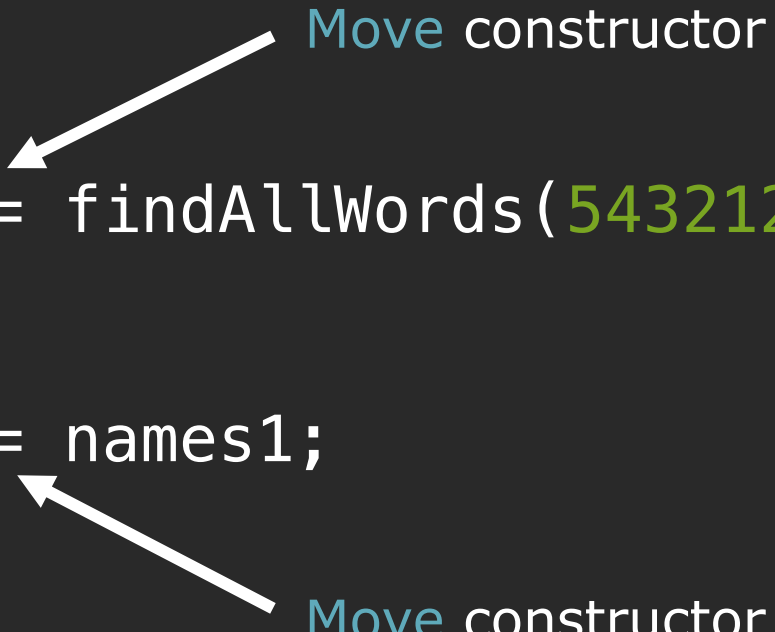
Move constructor

Copy constructor



Also...Can we force the move constructor to be called?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    // You: I promise to never use names1 again.  
}
```



Move constructor

Move constructor

Where we are going!

- How do we distinguish between when we CAN and CANNOT move?
- How do we actually move?
- Can we force a move to occur?
- How do we apply move?
- Can we apply this to templates?

Where we are going!

- How do we distinguish between when we CAN and CANNOT move? = l vs. r-values
- How do we actually move? = implementation
- Can we force a move to occur? = `std::move`
- How do we apply move? = swap and insert
- Can we apply this to templates? = perfect forwarding

Game Plan



- lvalues vs. rvalues
- move constructor and assignment
- `std::move`
- swap and insert
- perfect forwarding

lvalues and rvalues

Note: this is a simplification of a complicated topic!

Value Categories: l-value vs. r-value

An **l-value** is an expression that has a name (identity).

- can find address using address-of operator (&var)

An **r-value** is an expression that does not have a name (identity).

- temporary values
- cannot find address using address-of operator (&var)

区分方法：1. &(expression)可以找到一个地址/name；2. 假设法：令(expression)为l-value，看能不能给expression赋值：(expression) = value ? 3. note: l-value可右可左，r-value只能右边，所以能放在左边被赋值一定是l-value，一定不是r-value。4. 函数返回值：return by value: r-value(temp); return by reference: l-value(alias to a real var)

Intuitive definition of l vs. r-values

(this was technically the definition until 2011)

An **l-value** is an expression that can appear either left or right of an assignment.***

An **r-value** is an expression that can appear only on the right of an assignment.***

***technically there are these weird things called gl-values, pr-values, x-values, ...

Examples: where are the r-values?

```
int val = 2;  
int* ptr = 0x02248837;  
vector<int> v1{1, 2, 3};
```

```
auto v4 = v1 + v2;  
auto v5 = v1 += v4;  
size_t size = v.size();  
val = static_cast<int>(size);  
v1[1] = 4*i;  
ptr = &val;  
v1[2] = *ptr;
```

Here are all the r-values!

```
int val = 2;  
int* ptr = 0x02248837;  
vector<int> v1{1, 2, 3};
```

Don't have a name!

```
auto v4 = v1 + v2;  
auto v5 = v1 += v4;
```

+ returns a copy to a temporary.

```
size_t size = v.size();  
val = static_cast<int>(size);  
v1[1] = 4*i;  
ptr = &val;  
v1[2] = *ptr;
```

cast returns a copy of size.

Value type differences: lifetimes

An **l-value**'s lifetime is decided by scope.

An **r-value**'s lifetime ends on the very next line (unless you purposely extend it!)

Value type differences: lifetimes

```
{  
    vector<int> v1{1, 2, 3};  
  
    auto v4 = v1 + v2;  
    // copy constructor for v4  
    // destructor on v1 + v2  
  
} // destructor called on v1 and v4
```

Review: what is a reference?

A reference is an alias to an already existing object.

```
int main() {  
    vector<int> vec;  
    changeVector(vec);  
}
```

```
void changeVector(vector<int>& v) {...}
```



v is another name
for vec.

Value References: l vs. r-value reference

An **l-value** reference can bind to an l-value.

An **r-value** reference can bind to an r-value.

Value References: l vs. r-value reference

An **l-value** reference can bind to an l-value.

```
auto& ptr2 = (ptr += 3);
```

An **r-value** reference can bind to an r-value.


```
auto&& v4 = v1 + v2;
```

Value References: l vs. r-value reference

An **l-value** reference can bind to an l-value.

```
auto& ptr2 = (ptr += 3);
```

returns l-value ref to
*this



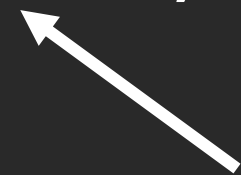
++a => a += 1

a++ => a+1

An **r-value** reference can bind to an r-value.

```
auto&& v4 = v1 + v2;
```

returns copy, which is
r-value.



Value References: l vs. r-value reference

An **l-value** reference can bind to an l-value.

```
auto& ptr2 = (ptr += 3);
```

A **const l-value** reference can bind to either l or r-value.

An **r-value** reference can bind to an r-value.

```
auto&& v4 = v1 + v2;
```

Value References: l vs. r-value reference

An **l-value** reference can bind to an l-value.

```
auto& ptr2 = (ptr += 3);
```

A **const l-value** reference can bind to either l or r-value.

```
const auto& ptr2 = (ptr += 3);  
const auto&& v4 = v1 + v2;
```

An **r-value** reference can bind to an r-value.

```
auto&& v4 = v1 + v2;
```

Which ones cause compiler errors?

```
void lref(vector<int>& v);  
void clref(const vector<int>& v);  
void rref(vector<int>&& v);  
// BTW: no one uses cref
```

```
vector<int> v1 = v2 + v3;  
lref(v1);  
rref(v1);  
lref(v2 + v3);  
clref(v2 + v3);  
rref(v2 + v3);
```

Which ones cause compiler errors?

```
void lref(vector<int>& v);  
void clref(const vector<int>& v);  
void rref(vector<int>&& v);  
// BTW: no one uses cref
```

r-reference作用: 1. r部分: 声明处理的对象是一个r-value (区别于l-value) ; 2. reference部分: 可以用于pass by reference

non-const l-reference
不能配r-value, 要改r-value
的值要明说, 用r-value
reference; 但const l-reference
因为不会改变r-value的值

```
vector<int> v1 = v2 + v3;  
lref(v1);           // l-ref binds to l-v  
rref(v1);           // r-ref no bind to l-v  
lref(v2 + v3);      // l-ref no bind to r-v  
clref(v2 + v3);     // cl-ref binds to r-v  
rref(v2 + v3);      // r-ref binds to r-v
```

Challenge Question

```
const auto&& v4 = v1 + v2;
```



l or r-value?

Challenge Question

区分赋值=两边的东西!!!

```
const auto&& v4 = v1 + v2;
```

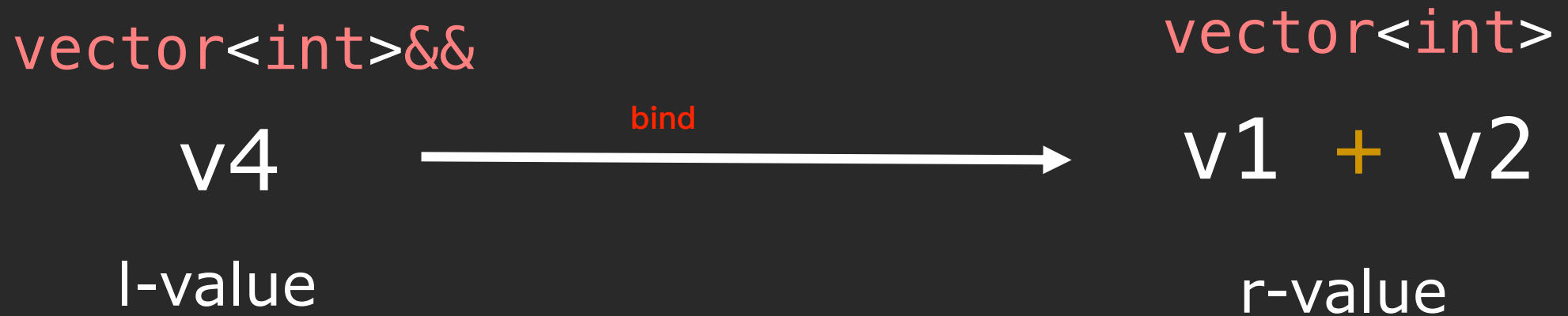
bind to an r-value

An r-value reference is an alias to an r-value

BUT the r-value reference itself is an l-value

Challenge Question

```
const auto&& v4 = v1 + v2;
```

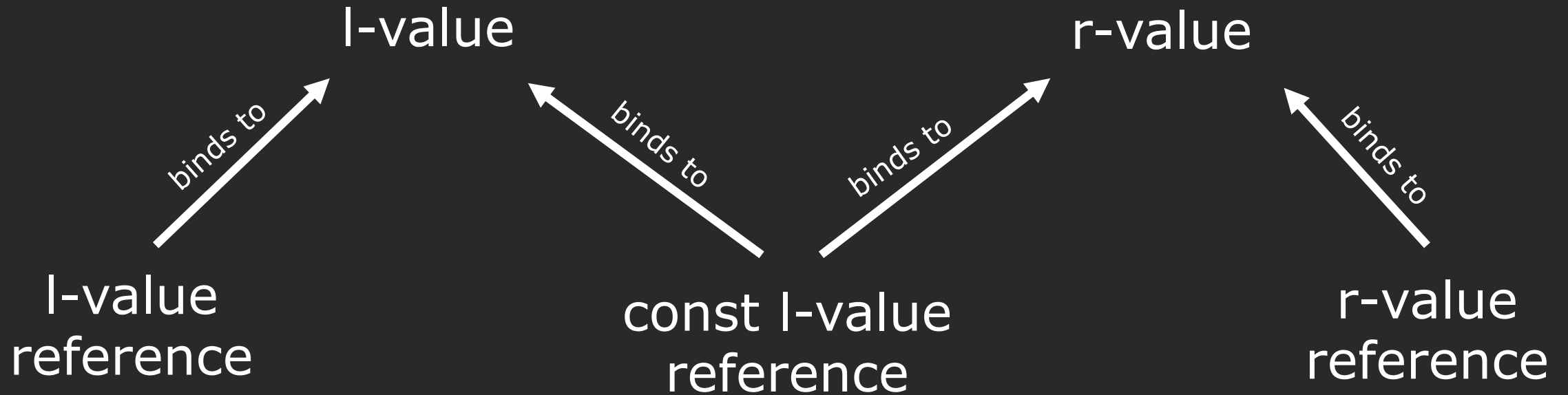


Recite this one more time.

An r-value reference is an alias to an r-value

BUT the r-value reference itself is an l-value

Everything in one picture.



move operations

This is pretty conceptually intense.
Please stop me at any time if you have questions!

Why r-values are key to move semantics.

An object that is an **l-value** is NOT disposable.

一次性

An object that is an **r-value** is disposable.

Why r-values are key to move semantics.

An object that is an **l-value** is NOT disposable, so you can copy* from, but **definitely cannot move from**.

An object that is an **r-value** is disposable.

*there exists some objects that can't be copied (eg. stream)

Why r-values are key to move semantics.

An object that is an **l-value** is NOT disposable, so you can copy* from, but **definitely cannot move from**.

An object that is an **r-value** is disposable, so you **can either copy* or move from**.

Why?

*there exists some objects that can't be copied (eg. stream)

Why r-values are key to move semantics.

An object that is an **l-value** is NOT disposable, so you can copy* from, but **definitely cannot move from**.

An object that is an **r-value** is disposable, so you **can either copy* or move from**.

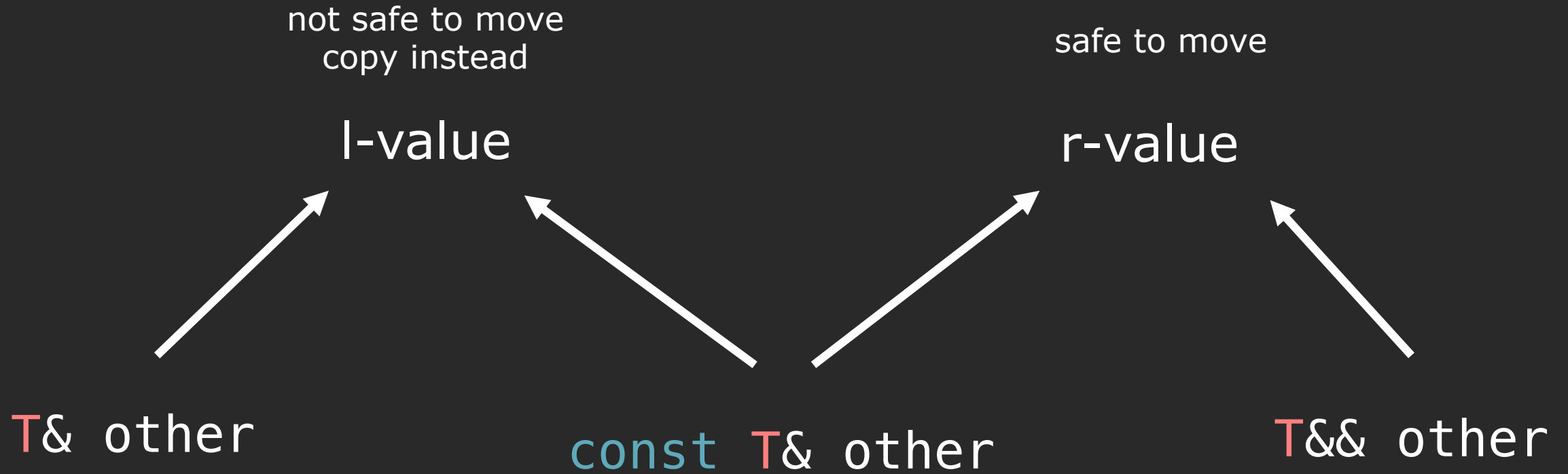
Key insight: if an object might potentially be reused, you cannot steal its resources.

会重复使用，最好不要用move来steal，l-value用std::move强制转r-value一定要保证后面不会再用该l-value所对应的对象

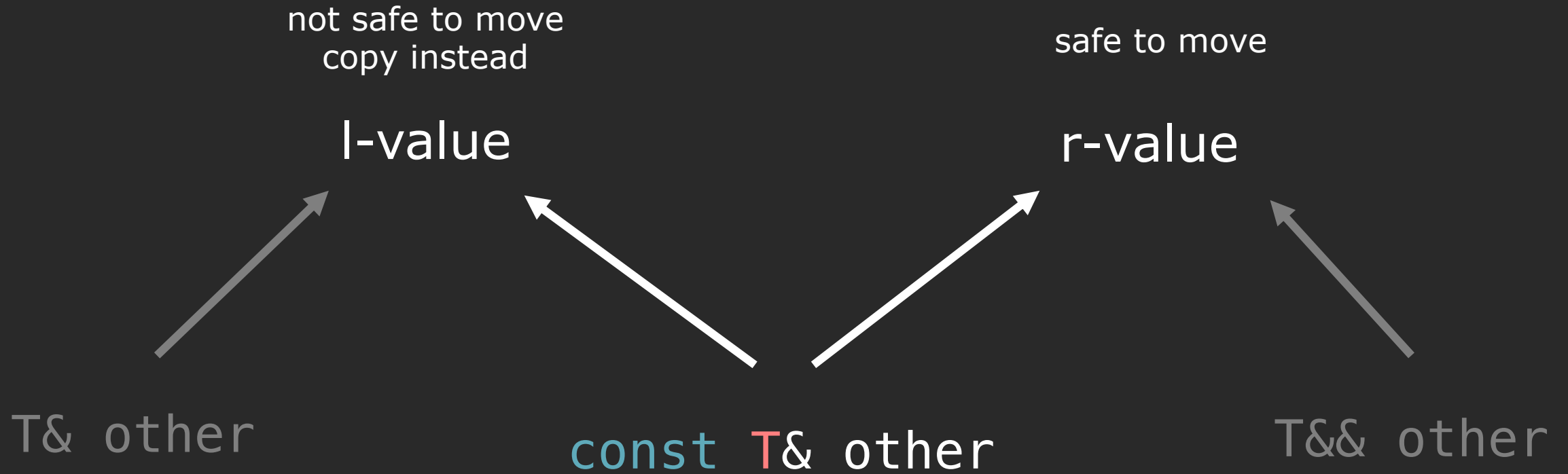
Welcome the two new special member functions!

- Default constructor
 - Copy constructor (create new from existing l-value)
 - Copy assignment (overwrite existing from existing l-value)
 - Destructor
-
- Move constructor (create new from existing r-value)
 - Move assignment (overwrite existing from existing r-value)

Everything in one picture.

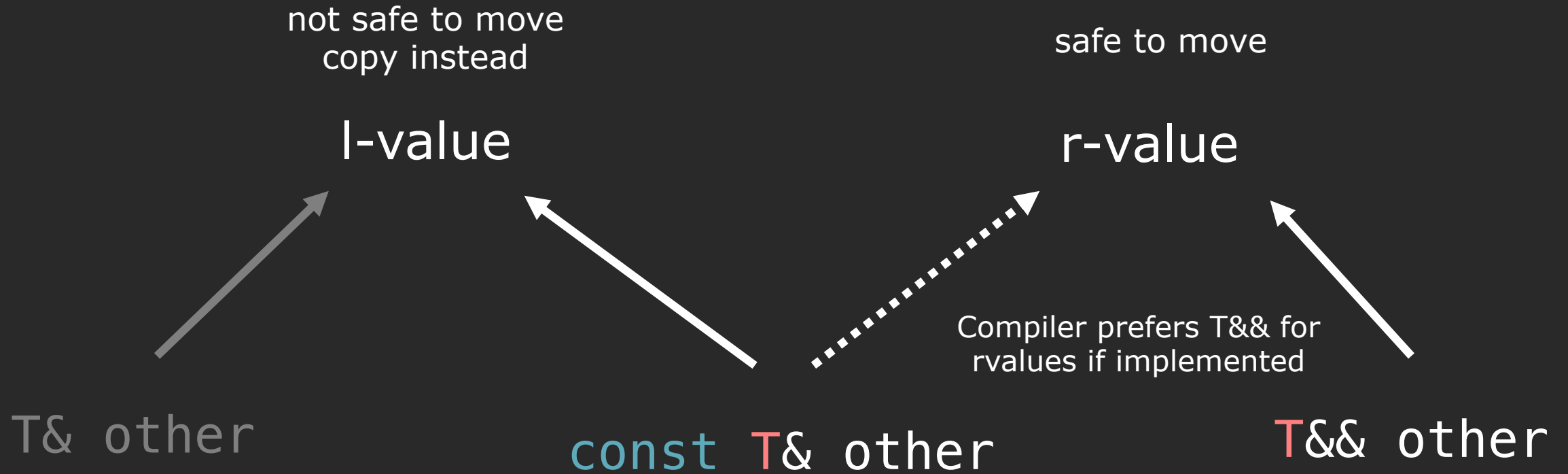


Everything in one picture.



Right now your copy constructor
works for both l and rvalues

Everything in one picture.



Now we will implement a constructor
taking an r-value reference.

Function signatures of all our special member functions.

```
MyVector();  
MyVector(const MyVector<T>& other);  
MyVector<T>& operator=(const MyVector<T>& rhs);  
~MyVector();
```

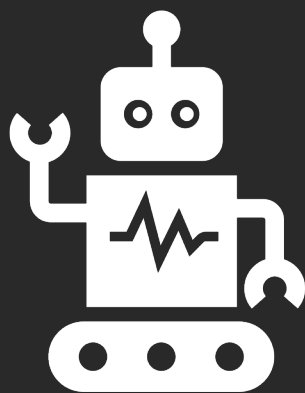
```
MyVector(MyVector<T>&& other);  
MyVector<T>& operator=(MyVector<T>&& rhs);
```

normal

Key steps for a move constructor

一个字：偷steal：1. 先other的东西转移transfer过来；2. 再把other的东西扫荡干净（才算偷：我有了，你没有了）

- **Transfer** the contents of other to this.
 - **Move** instead of **copy** whenever possible!
- Leave other in an **undetermined** but **valid state**
 - Normally: set it to the default value of class



Example

Move constructor

Move constructor

(warning: this is not perfect...we'll come back to this!)

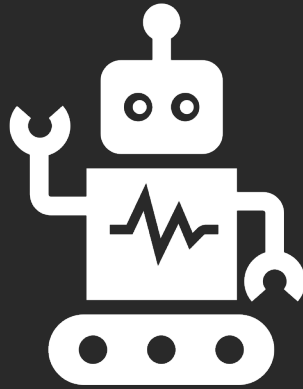
```
MyVector(MyVector<T>&& other) :  
    elems(other.elems),  
    logicalSize(other.logicalSize),  
    allocatedSize(other.allocatedSize) {  
  
    other.elems = nullptr;  
  
}
```

Key steps for a move constructor

- **Transfer** the contents of other to this.
 - **Move** instead of **copy** whenever possible!
- Leave other in an **undetermined** but **valid state**
 - Normally: set it to the default value of class

Key steps for a move assignment

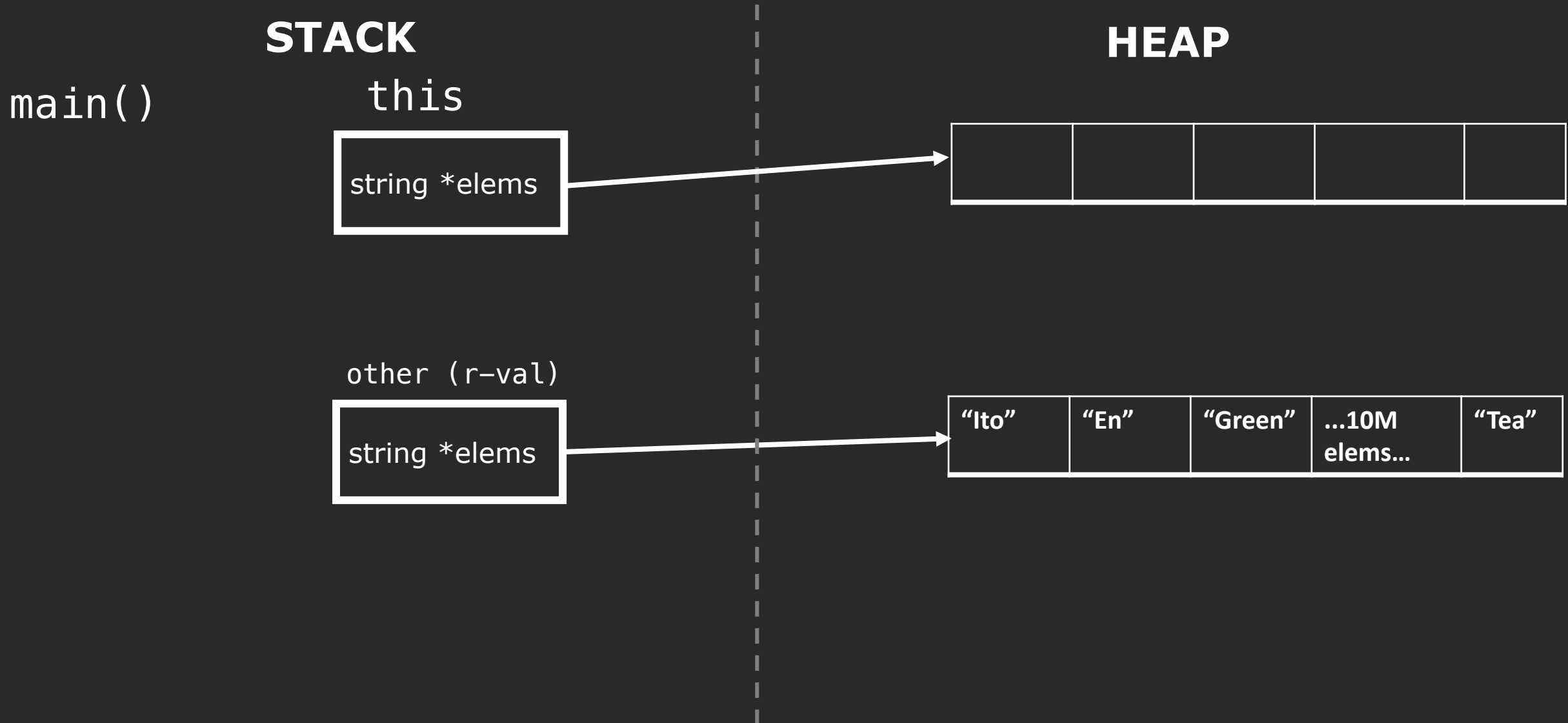
- Check self-assignment.
- Free up resources held by **this**.
- **Transfer** the contents of other to this.
 - **Move** instead of **copy** whenever possible!
- Leave other in an undetermined but **valid state**
 - Normally: set it to the default value of class



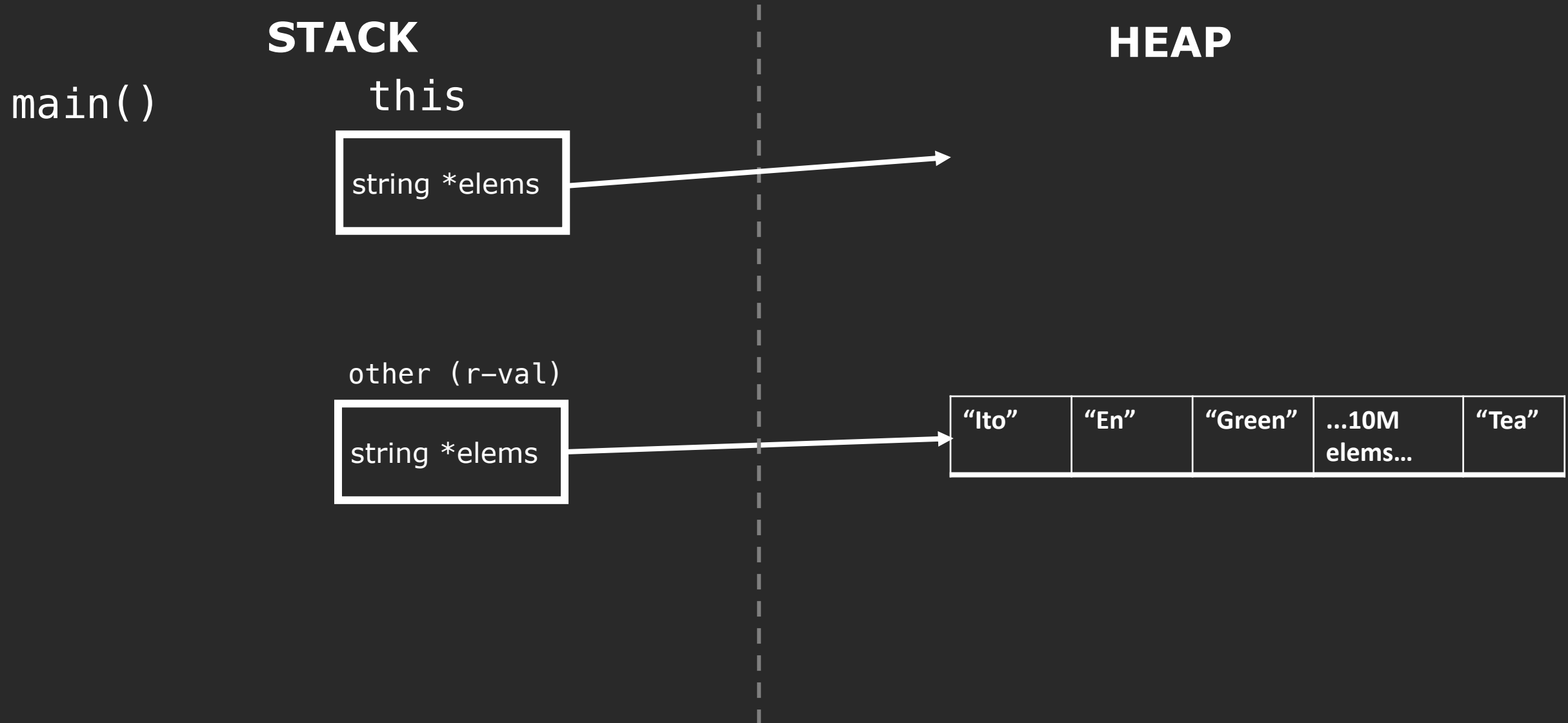
Example

Move assignment

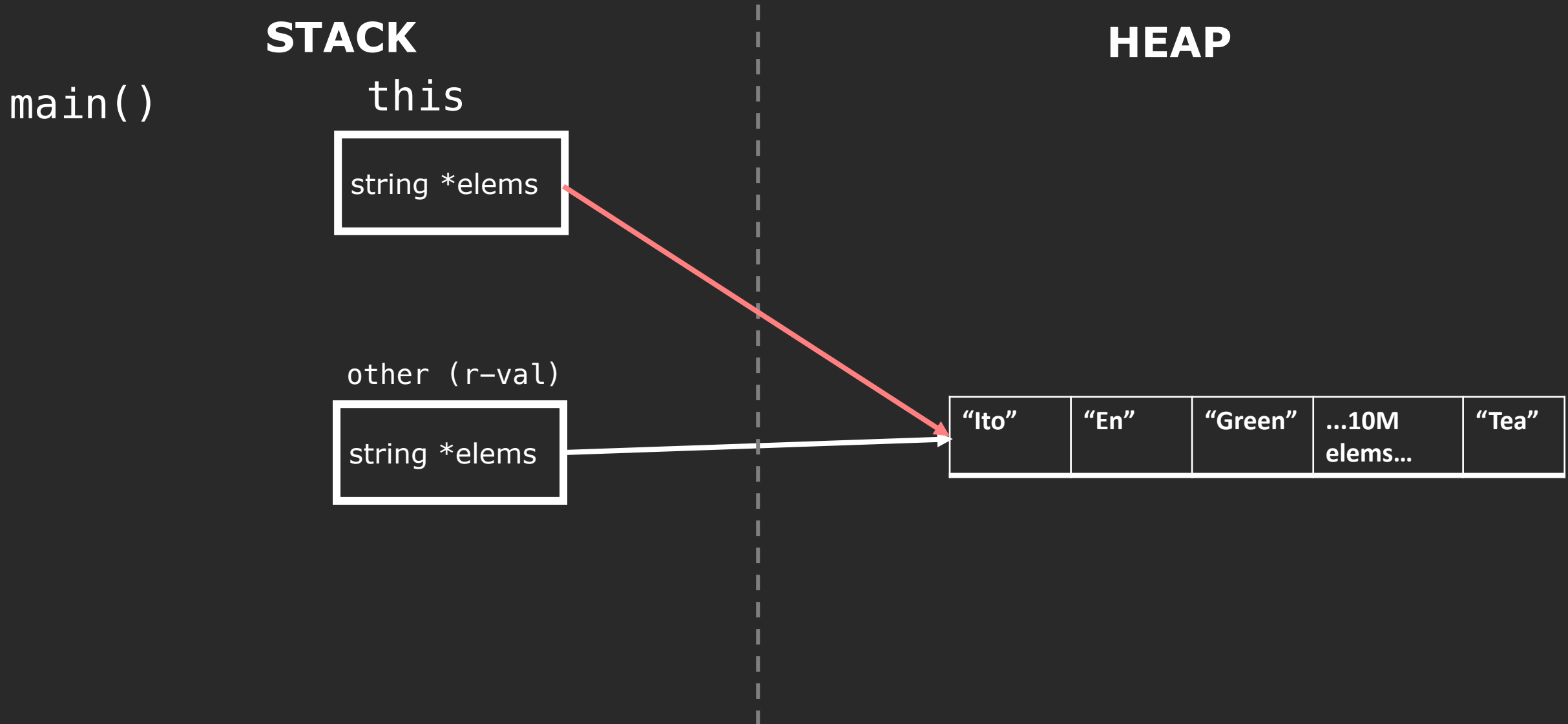
Simulation of move assignment.



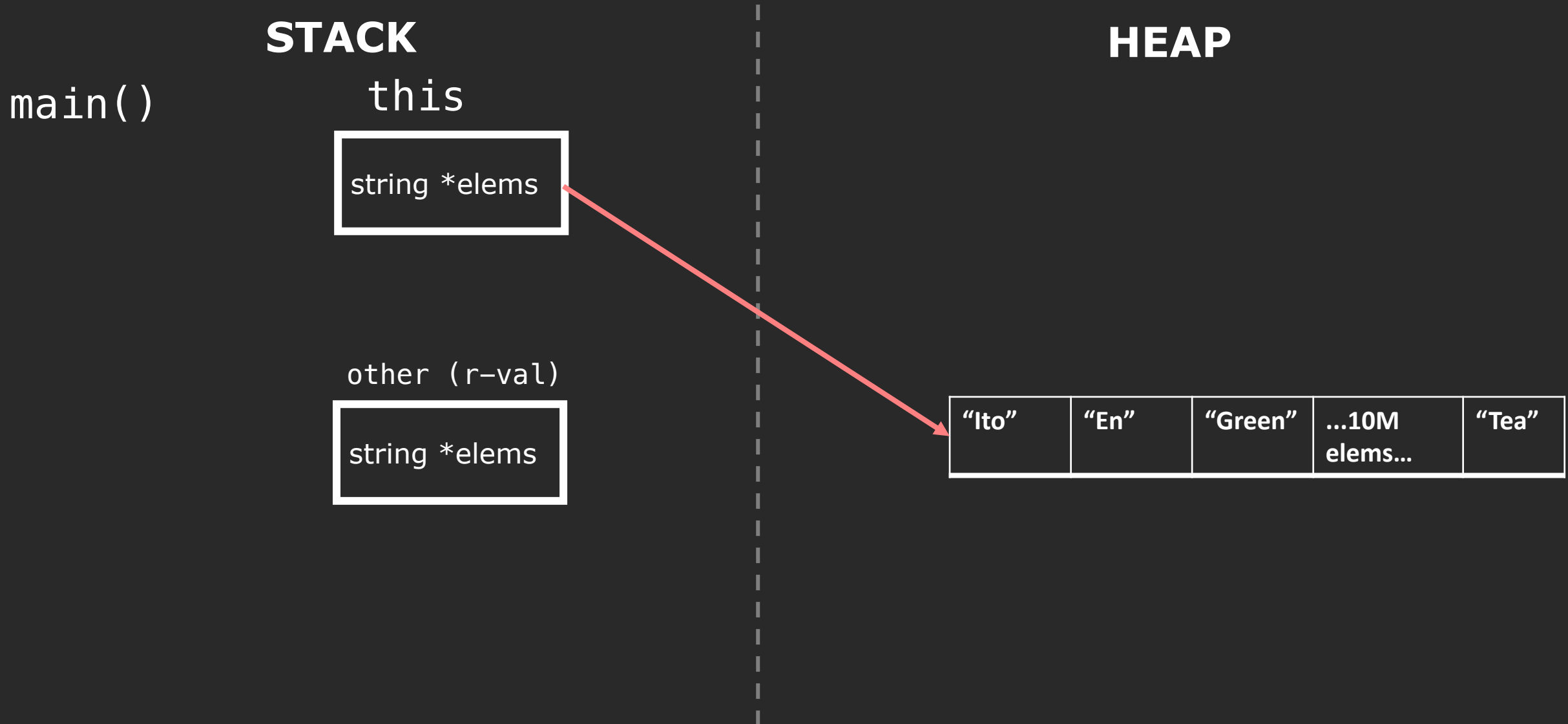
Simulation of move assignment.



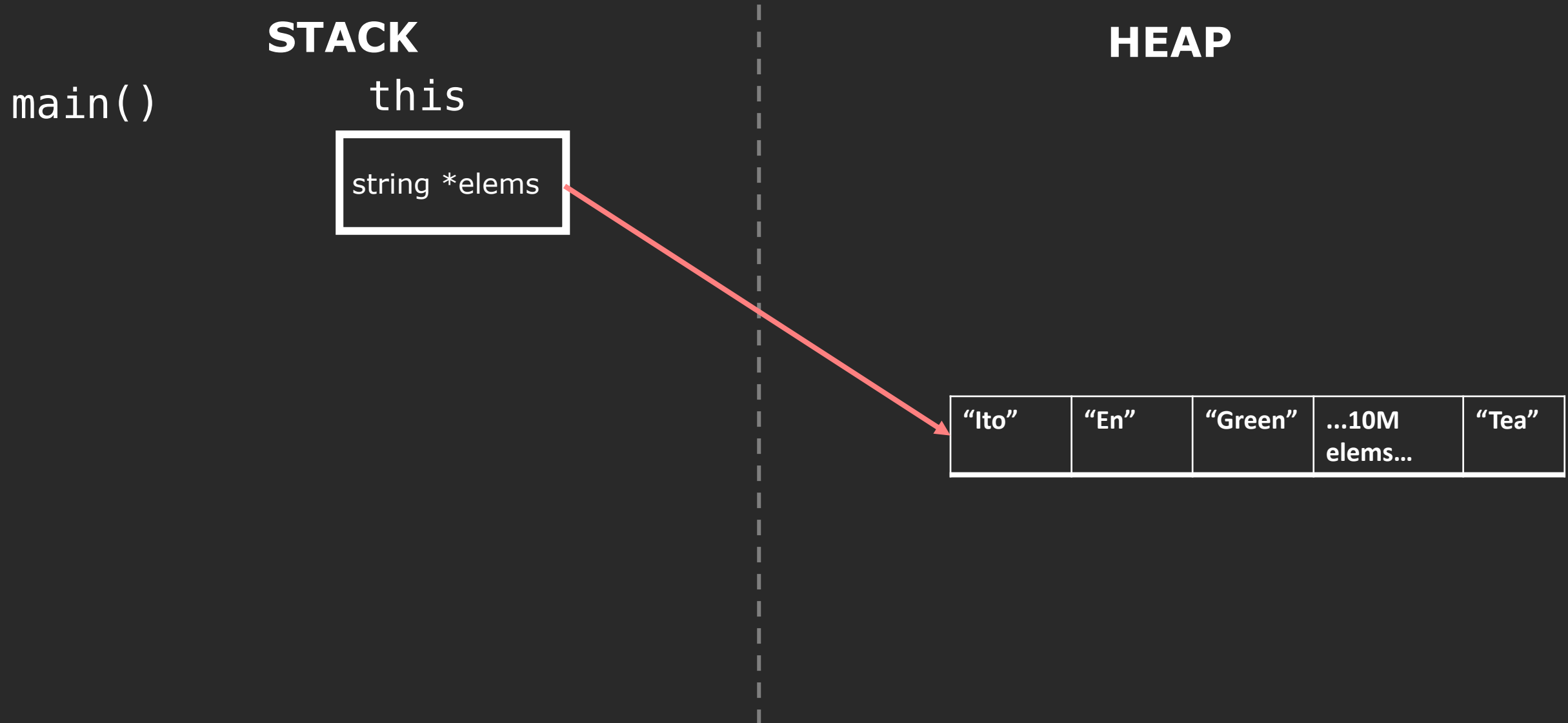
Simulation of move assignment.



Simulation of move assignment.



Simulation of move assignment.



Move assignment

(warning: this is not perfect...we'll come back to this!)

```
MyVector<T>& operator=(MyVector<T>&& rhs) {  
    if (this == &rhs) {  
        delete[] elems;  
        allocatedSize = rhs.allocatedSize;  
        logicalSize = rhs.logicalSize;  
        elems = rhs.elems;  
        rhs.elems = nullptr;  
    }  
    return *this;  
}
```

This is a small problem in our code.

Did we actually move
all the members?

Consider this other example...from CS 106B!

```
class RandomBag {  
public:  
    RandomBag();  
  
    void add(int value);  
    int removeRandom();  
  
private:  
    vector<int> elems;  
}
```

Move or copy assignment?

```
RandomBag& RandomBag::operator=(RandomBag&& rhs) {  
    if (this != &rhs) {  
        // no freeing needed  
  
        elems = rhs.elems;  
  
        l-value;  
    }  
    return *this;  
}
```

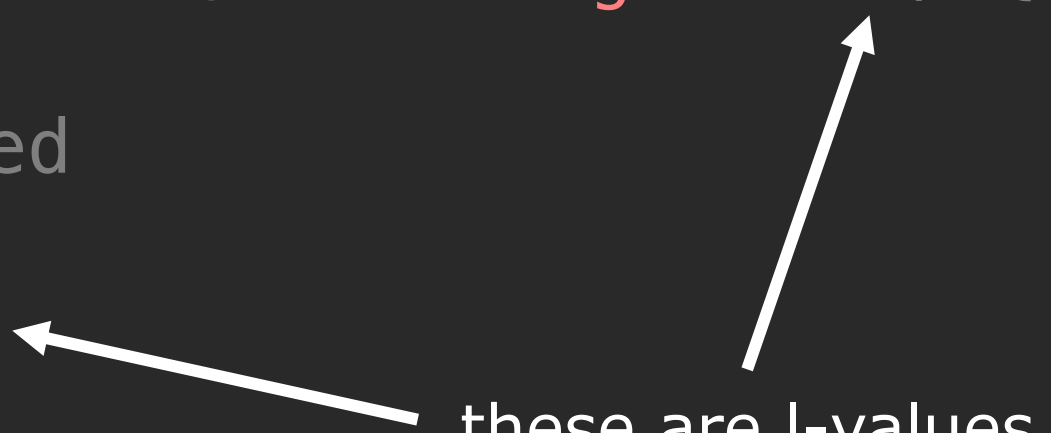
Recite this one more time.

An **r-value reference** is an alias to an **r-value**

BUT the **r-value reference itself** is an **l-value**

This is copy assignment! How inefficient!

```
RandomBag& RandomBag::operator=(RandomBag&& rhs) {  
    if (this != &rhs) {  
        // no freeing needed  
  
        elems = rhs.elems;  
  
    }  
    return *this;  
}
```



these are l-values

This is copy assignment! How inefficient!

```
RandomBag& RandomBag::operator=(RandomBag&& rhs) {  
    if (this != &rhs) {  
        // no freeing needed
```

```
        elems = rhs.elems;
```

can we force this to
be an r-value?

```
    }
```


```
    return *this;
```

```
}
```

rhs is going to be in
undetermined state anyways

This is copy assignment! How inefficient!

```
RandomBag& RandomBag::operator=(RandomBag&& rhs) {  
    if (this != &rhs) {  
        // no freeing needed  
  
        elems = static_cast<RandomBag&&>(rhs.elems);  
  
    }  
    return *this;  
}
```



Now it is!

This is copy assignment! How inefficient!

```
RandomBag& RandomBag::operator=(RandomBag&& rhs) {  
    if (this != &rhs) {  
        // no freeing needed
```

```
        elems = std::move(rhs.elems);
```

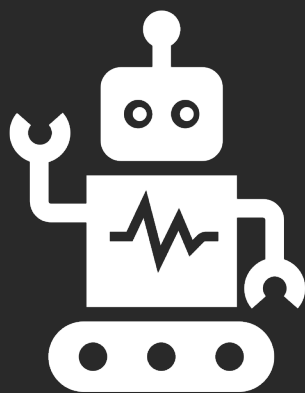
returns a r-value of the element



Templatized version
in the standard library

```
    }  
    return *this;
```

```
}
```



Example

`std::move-ing` all the members

Move constructor

(now it's perfect and idiomatic)

```
MyVector<T>(MyVector<T>&& other) :  
    elems(std::move(other.elems)),  
    logicalSize(std::move(other.logicalSize)),  
    allocatedSize(std::move(other.allocatedSize)) {  
  
    other.elems = nullptr;  
  
}
```

Move assignment

(now it's perfect and idiomatic)

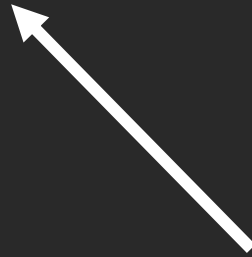
```
MyVector<T>& operator=(MyVector<T>&& rhs) {  
    if (this == &rhs) {  
        delete[] elems;  
        allocatedSize = std::move(rhs.allocatedSize);  
        logicalSize = std::move(rhs.logicalSize);  
        elems = std::move(rhs.elems);  
        rhs.elems = nullptr;  
    }  
    return *this;  
}
```

`std::move`

Unconditional cast to an r-value.

std::move

Unconditional cast to an r-value.

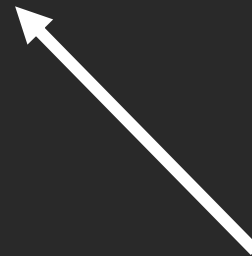


Yes...there is a conditional cast that
is even more poorly named!

std::move

Poorly named things in C++, part 5

```
std::move(rhs.elems);
```

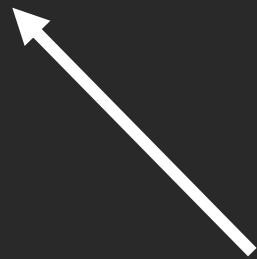


std::move itself doesn't move
anything

std::move

Poorly named things in C++, part 5

```
elems = std::move(rhs.elems);
```



The real move happens during
assignment

std::move

Honestly a way better name...


```
elems = std::rvalue_cast(rhs.elems);
```

std::move summary

- When declaring move operations, make sure to std::move all members.
- std::move doesn't really move anything
- Call std::move to force anything to an r-value.

What did that fix?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
  
    names2 = findAllWords(54321234);  
}
```



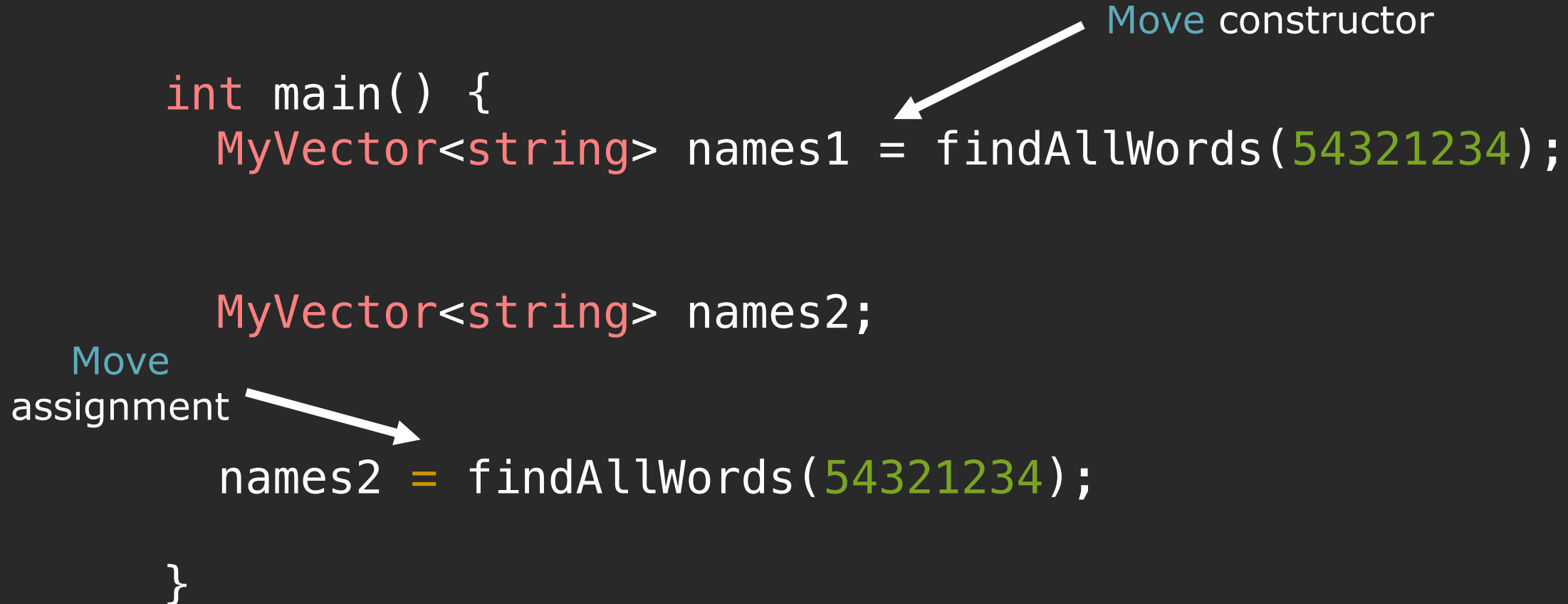
The diagram illustrates the concept of r-values in C++. Two white arrows point to the arguments '54321234' in the function calls. The first arrow points to the argument in the first line of the code block and is labeled 'r-value'. The second arrow points to the argument in the third line of the code block and is also labeled 'r-value'.

What did that fix?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
}
```

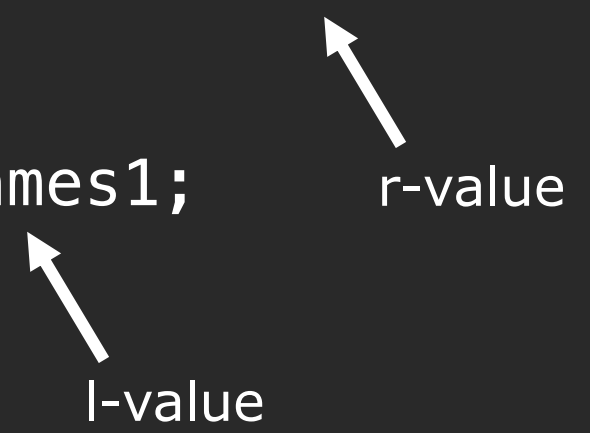
Move constructor

Move assignment



What did that fix?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    names1.push_back("Everything is fine!");  
}
```



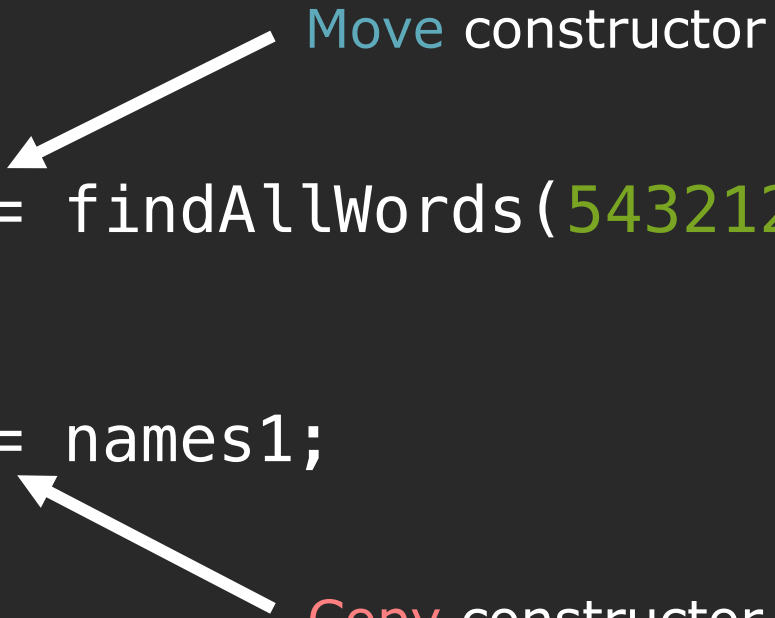
The diagram consists of two white arrows. One arrow points from the text 'l-value' to the variable 'names1' in the line 'MyVector<string> names2 = names1;'. The other arrow points from the text 'r-value' to the argument '54321234' in the line 'MyVector<string> names1 = findAllWords(54321234);'.

What did that fix?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = names1;  
  
    names1.push_back("Everything is fine!");  
}
```


Move constructor

Copy constructor



What did that fix?


```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = std::move(names1);  
  
    // I promise to not use names1 before reassigning it  
}
```



r-value

What did that fix?

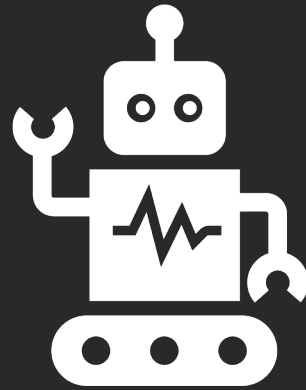
```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2 = std::move(names1);  
  
    // I promise to not use names1 before reassigning it  
}
```



Move constructor

Final quiz: how many times is each special member function called (with copy elision and move semantics)?

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
    cout << "done!" << endl;  
}  
  
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```




Demo

Printing and timing all calls to special member functions

With copy elision and move semantics.

```
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```

Destructor
for names



Copy constructor
(elided)



Fill constructor



With copy elision and move semantics.

```
int main() {  
    MyVector<string> names1 = findAllWords(54321234);  
  
    MyVector<string> names2;  
    names2 = findAllWords(54321234);  
}
```

Move constructor (elided)

Destructor (return value)

Default constructor

Move assignment

Destructor (return value)

Destructor x 2 (names1, names2)

Counts with copy elision.

findAllWords

- Fill constructor x 1
- Copy constructor x 1
- Destructor x 1

Counts with copy elision.

main

- Move constructor x 1
- Default constructor x 1
- Move assignment x 1
- findAllWords x 2
 - Fill constructor x 1
 - Copy constructor x 1
 - Destructor x 1
- Destructor x 1

Counts with copy elision.

main

- Move assignment x 1
- Copy constructor x 3
- Default constructor x 1
- Destructor x 3
- Fill constructor x 2

applications

Our push_back function before.

反正element push完之后就不会用了，干脆用move转进去

```
template <typename T>
void MyVector<T>::push_back(const T& element) {
    if (size() == allocatedSize) resize(...);
    elems[logicalSize++] = element;
}
```

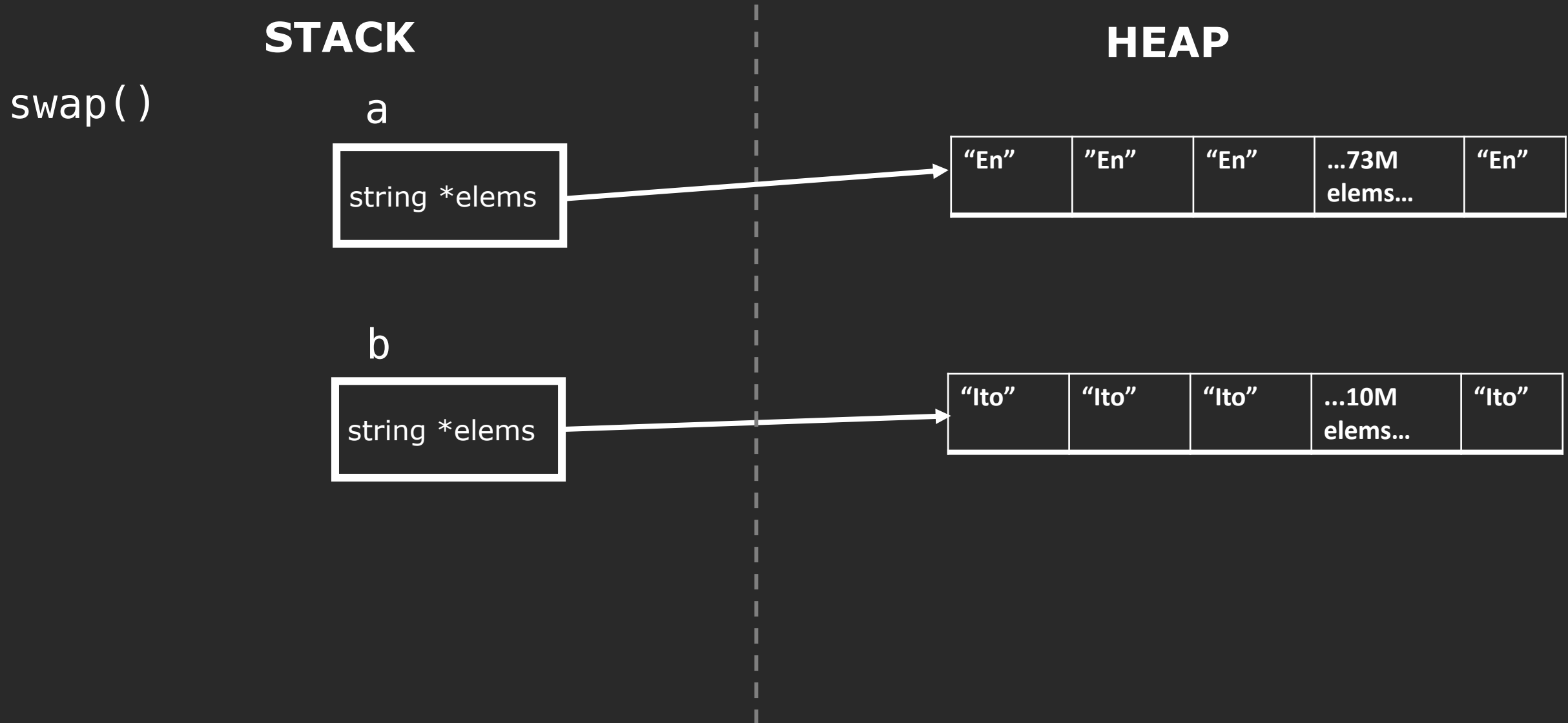
Our push_back function now supports an r-value overload.

```
template <typename T>
void MyVector<T>::push_back(T&& element) {
    if (size() == allocatedSize) resize(...);
    elems[logicalSize++] = std::move(element);
}
```

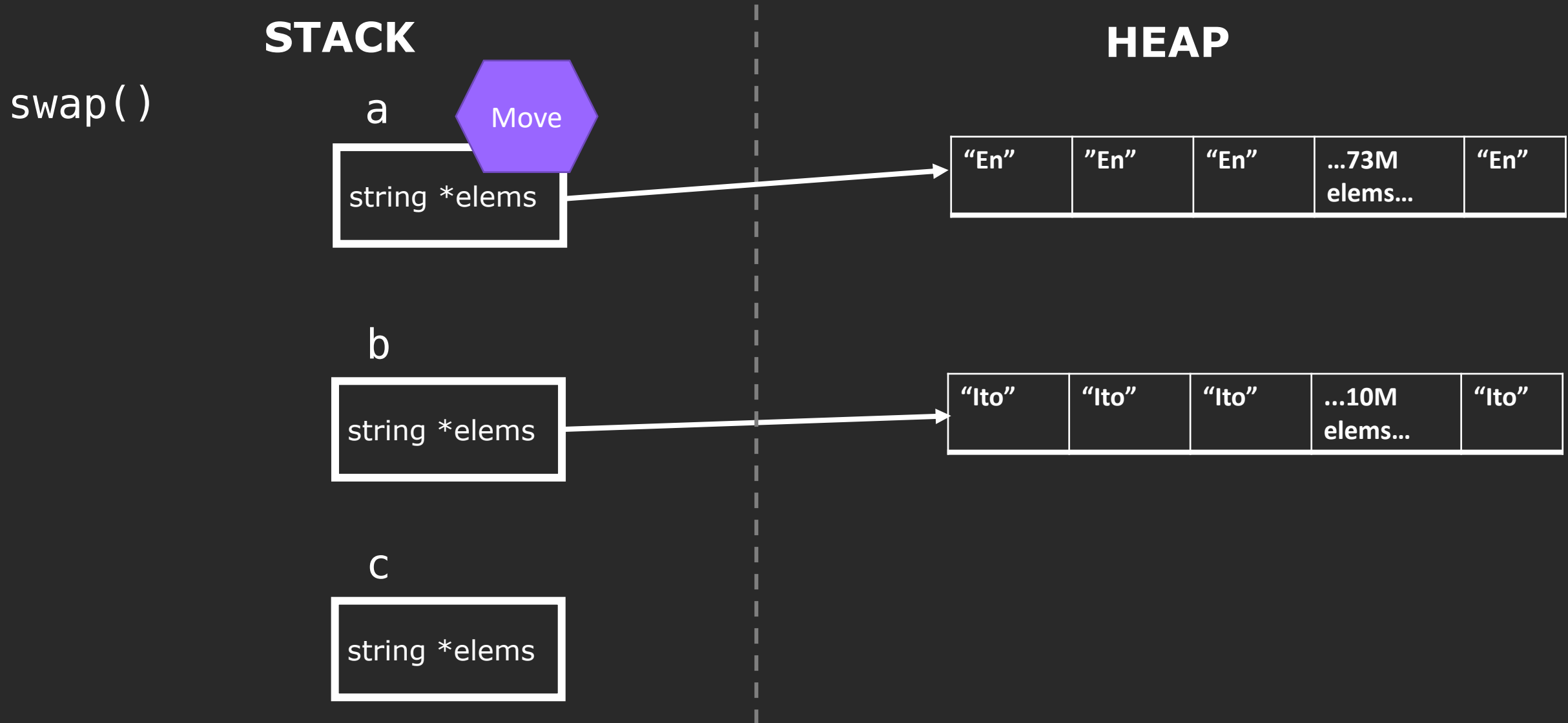

Your task: write a generic swap function.

```
int main() {  
    vector<string> v1("En", 73837463);  
    vector<string> v2("Ito", 10000000);  
    swap(v1, v2);  
  
    Patient patient1{"Anna", 2};  
    Patient patient2{"Avery", 3};  
    swap(patient1, patient2);  
}
```

Simulation of move assignment.



Simulation of move assignment.



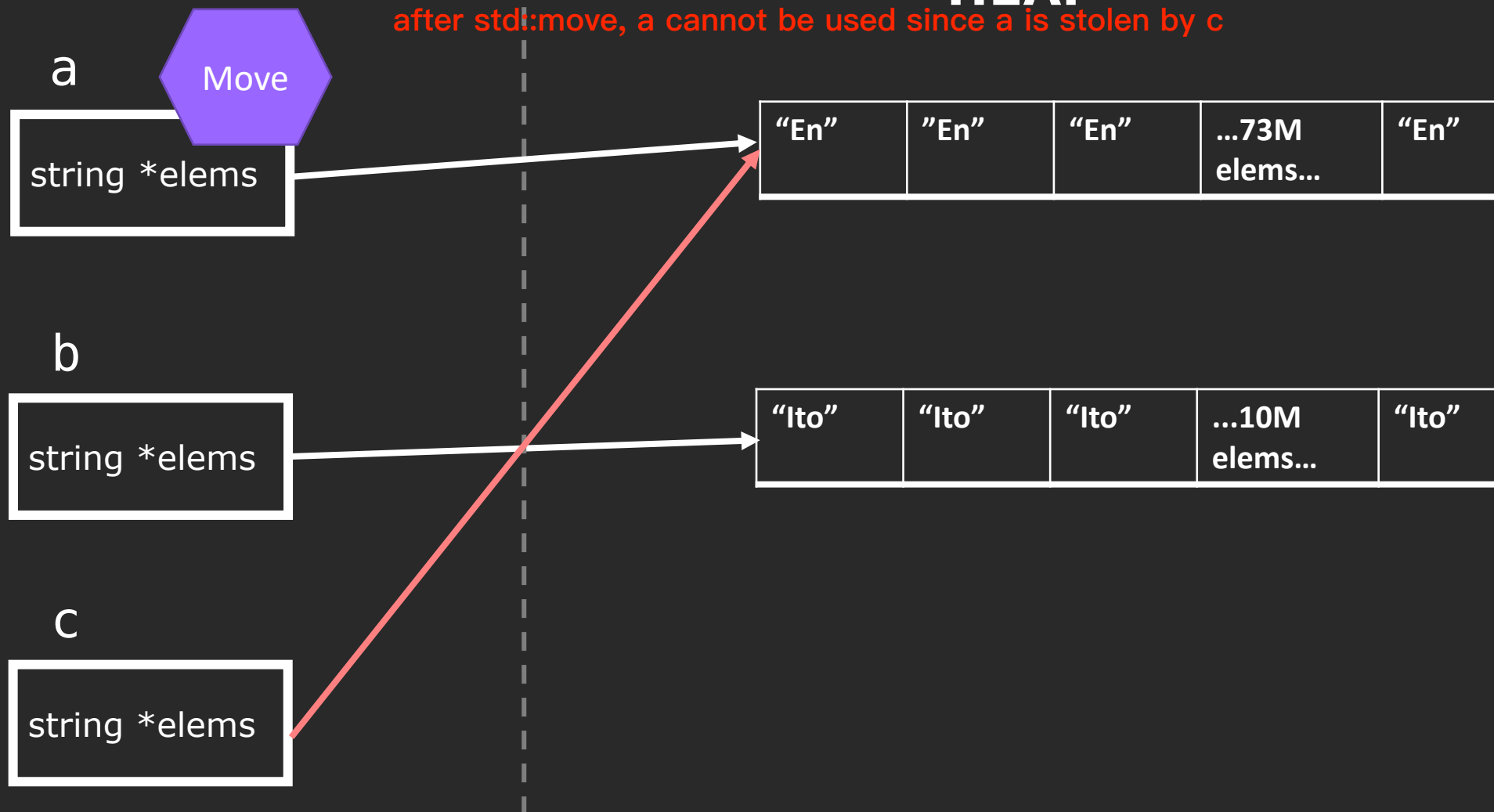
Simulation of move assignment.

swap()

STACK

HEAP

after std::move, a cannot be used since a is stolen by c



Simulation of move assignment.

swap()

STACK

a

string *elems

b

string *elems

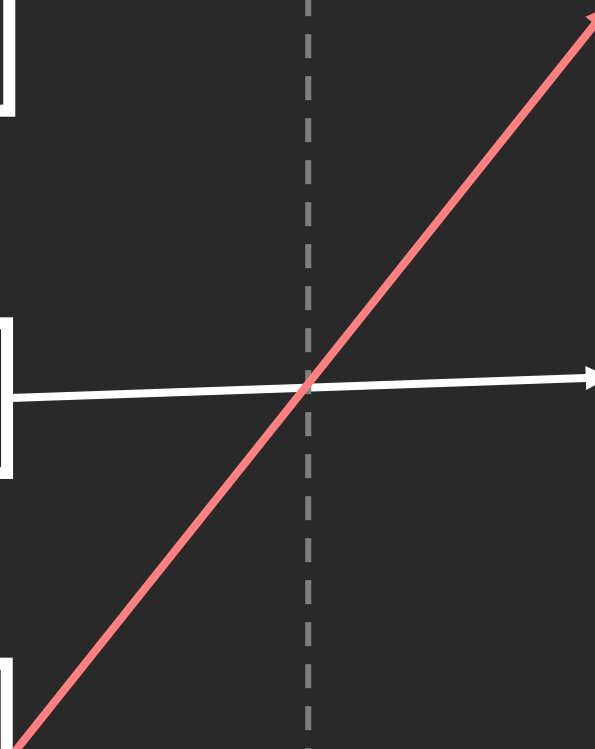
c

string *elems

HEAP

"En"	"En"	"En"	...73M elems...	"En"
------	------	------	--------------------	------

"lto"	"lto"	"lto"	...10M elems...	"lto"
-------	-------	-------	--------------------	-------



Simulation of move assignment.

swap()

STACK

a

string *elems

b

string *elems

c

string *elems

Move

HEAP

"En"	"En"	"En"	...73M elems...	"En"
------	------	------	--------------------	------

"lto"	"lto"	"lto"	...10M elems...	"lto"
-------	-------	-------	--------------------	-------

Simulation of move assignment.

swap()

STACK

a

string *elems

b

string *elems

c

string *elems

HEAP

"En"	"En"	"En"	...73M elems...	"En"
------	------	------	--------------------	------

"lto"	"lto"	"lto"	...10M elems...	"lto"
-------	-------	-------	--------------------	-------

Simulation of move assignment.

swap()

STACK

a

string *elems

b

string *elems

c

string *elems

Move

HEAP

"En"	"En"	"En"	...73M elems...	"En"
------	------	------	--------------------	------

"lto"	"lto"	"lto"	...10M elems...	"lto"
-------	-------	-------	--------------------	-------

Simulation of move assignment.

swap()

STACK

a

string *elems

b

string *elems

c

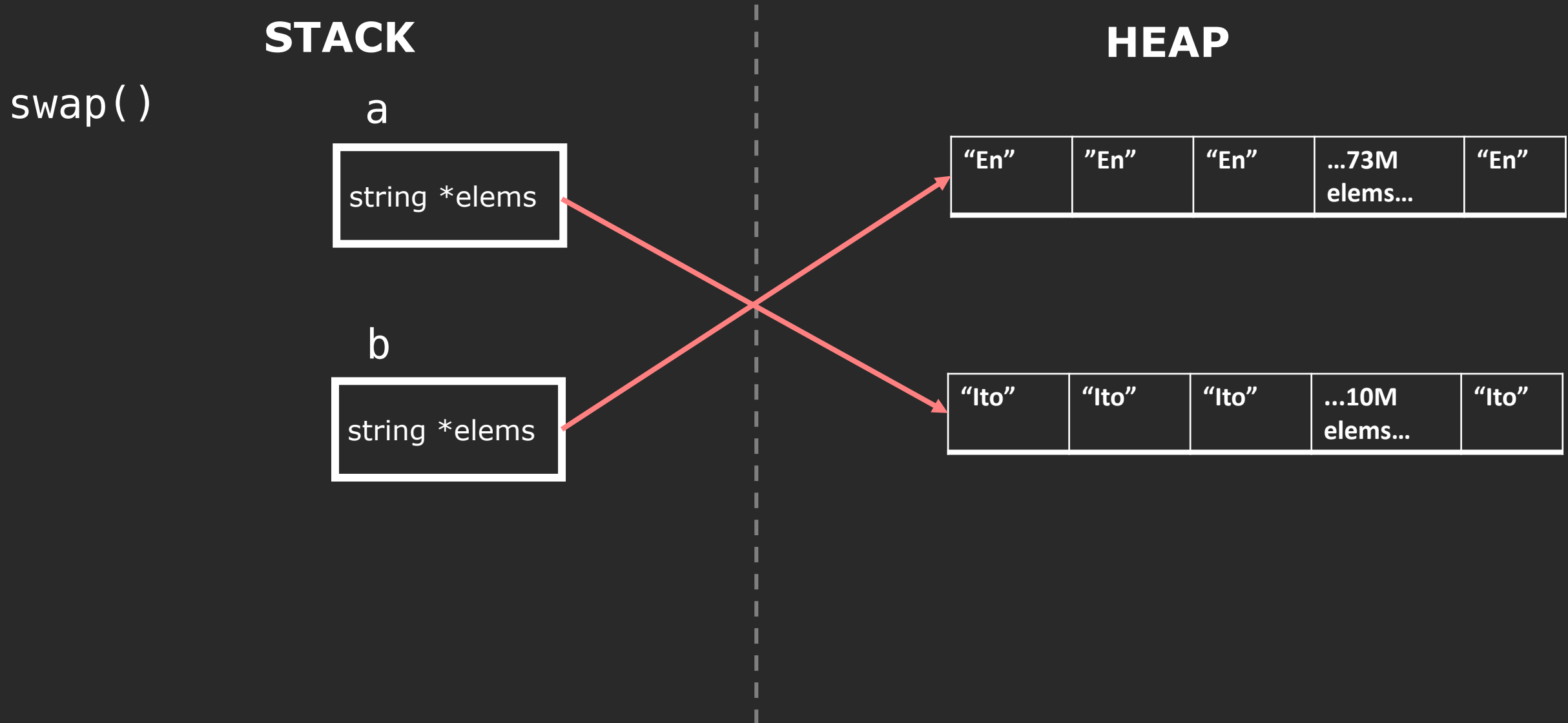
string *elems

HEAP

"En"	"En"	"En"	...73M elems...	"En"
------	------	------	--------------------	------

"lto"	"lto"	"lto"	...10M elems...	"lto"
-------	-------	-------	--------------------	-------

Simulation of move assignment.



Non-idiomatic use (do not use!) std::moving the return value

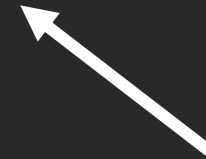
```
MyVector<string>&& findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return std::move(names);  
}
```



Destructor
for names



Move constructor



Fill constructor

The compiler is great at optimizing return values. Don't interfere with it.

```
MyVector<string> findAllWords(size_t size) {  
    MyVector<string> names(size, "Ito");  
    return names;  
}
```

Destructor
for names



Copy constructor
(elided)



Fill constructor



Your task: write a generic swap function.

```
template <typename T>
void swap(T& a, T& b) noexcept {
    T c(std::move(a)); // move constructor
    a = std::move(b);  // move assignment
    b = std::move(c);  // move assignment
}
```

```
// by the way, this is std::swap
```

Rule of Five

If you explicitly define (or delete)
a copy constructor, copy assignment,
move constructor, move assignment, or destructor,
you should define (or delete) all five.

The fact that you defined one of these means
one of your members has **ownership issues**
that need to be resolved.

Rule of Zero

If the default operations work, then don't define your own custom ones.

You can default these operations explicitly!

```
class RandomBag {  
public:  
    RandomBag();  
    RandomBag(const RandomBag& other) = default;  
    RandomBag(RandomBag&& other) = default;  
    RandomBag& operator=(const RandomBag& rhs) = default;  
    RandomBag& operator=(RandomBag&& rhs) = default;  
    void add(int value);  
    int removeRandom();  
private:  
    vector<int> elems;  
}
```


Notice for RandomBag: the default operations will move all elements – avoids the bugs we made before!

```
class RandomBag {
public:
    RandomBag();
    RandomBag(const RandomBag& other) = default;
    RandomBag(RandomBag&& other) = default;
    RandomBag& operator=(const RandomBag& rhs) = default;
    RandomBag& operator=(RandomBag&& rhs) = default;
    void add(int value);
    int removeRandom();
private:
    vector<int> elems;
}
```

Rule of Zero

If the default operations work, then don't define your own custom ones.

You are more likely to make a mistake if you define it when you don't need to.

Be explicit – don't trust the compiler. Default or delete them yourself.

compiler implicitly declares

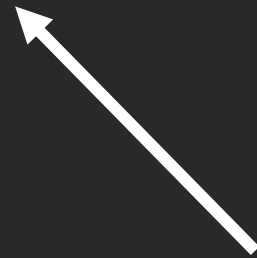
	default constructor	destructor	copy constructor	copy assignment	move constructor	move assignment
Nothing	defaulted	defaulted	defaulted	defaulted	defaulted	defaulted
Any constructor	not declared	defaulted	defaulted	defaulted	defaulted	defaulted
default constructor	user declared	defaulted	defaulted	defaulted	defaulted	defaulted
destructor	defaulted	user declared	defaulted	defaulted	not declared	not declared
copy constructor	not declared	defaulted	user declared	defaulted	not declared	not declared
copy assignment	defaulted	defaulted	defaulted	user declared	not declared	not declared
move constructor	not declared	defaulted	deleted	deleted	user declared	not declared
move assignment	defaulted	defaulted	deleted	deleted	not declared	user declared

user declares

std::forward

Conditional cast to an r-value.

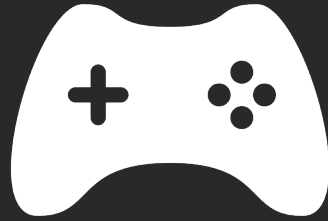
```
std::forward(rhs.elems);
```



std::move itself doesn't move
anything

perfect forwarding problem and `emplace_back`

Never mind, there's no way we are getting this far.
Ask me or ask on Piazza if you want to learn more!
This is also a final lecture topic if you want to learn!



Next time

RAII

(the single most important C++ idiom)