```
 1: // $Id: thingstack.cpp,v 1.22 2018-06-27 16:51:39-07 - - $
 2:
 3: #include <iostream>
 4: #include <list>
 5:
 6: using namespace std;
 7:
 8: #include "iterstack.h"
 9:
10: int serial = 0;
11:
12: #define PRINT(FUNC) print(FUNC, __LINE__)
13:
14: struct thing {
15:    int ser;
16:    int val;
17:    explicit thing(int v = int());
18:    thing (const thing&);
19:    thing& operator= (const thing&);
20:    ~thing();
21:    void print (const char* name, int line);
22: };
23:
24: thing::thing(int v): ser(++serial), val(v) {
25:    PRINT(__PRETTY_FUNCTION__);
26: }
27:
28: thing::thing (const thing& that): ser(++serial), val(that.val) {
29:    PRINT(__PRETTY_FUNCTION__);
30: }
31:
32: thing& thing::operator= (const thing& that) {
33:    if (this != &that) {
34:       val = that.val;
35:    }
36:    PRINT(__PRETTY_FUNCTION__);
37:    return *this;
38: }
39:
40: thing::~thing() {
41:    PRINT(__PRETTY_FUNCTION__);
42: }
43:
44: void thing::print (const char* name, int line) {
45:    cout << name << "[" << line << "]: " << this << "-> ser="
46:         << ser << ", val=" << val << endl;
47: }
48:
```

```
49:
50: #define SCOPE(X) cout << endl << X << " scope " << __LINE__ << endl
51:
52: int main (int, char**) {
53:    iterstack<thing> stk;
54:    for (int i = 0; i < 3; ++i) {
55:       SCOPE("enter");
56:       thing t(i);
57:       cout << endl << "stk.push (t);" << endl;
58:       stk.push (t);
59:       SCOPE("leave");
60:    }
61:    while (not stk.empty()) {
62:       SCOPE("enter");
63:       thing t = stk.top();
64:       t.PRINT("stk.top()");
65:       cout << endl << "stk.pop();" << endl;
66:       stk.pop();
67:       SCOPE("leave");
68:    }
69:    return 0;
70: }
71:
72: /*
73: //TEST// valgrind --leak-check=full --show-reachable=yes \
74: //TEST//       --log-file=thingstack.out.grind \
75: //TEST//       thingstack >thingstack.out 2>&1
76: //TEST// mkpspdf thingstack.ps thingstack.cpp* iterstack.h \
77: //TEST//       thingstack.out*
78: */
79:
```

```
    1: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ mkc: starting thingstack.cpp
    2: checksource thingstack.cpp
    3: ident thingstack.cpp
    4: thingstack.cpp:
    5:      $Id: thingstack.cpp,v 1.22 2018-06-27 16:51:39-07 - - $
    6: cpplint.py.perl thingstack.cpp
    7: Done processing thingstack.cpp
    8: g++ -Wall -Wextra -Wpedantic -Wshadow -fdiagnostics-color=never -std=gnu
++2a -Wold-style-cast -g -O0 thingstack.cpp -o thingstack -lm
    9: rm -f thingstack.o
   10: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@ mkc: finished thingstack.cpp
```

```
 1: // $Id: iterstack.h,v 1.5 2014-05-30 13:47:32-07 - - $
 2:
 3: //
 4: // The class std::stack does not provide an iterator, which is
 5: // needed for this class.  So, like std::stack, class iterstack
 6: // is implemented on top of a container.
 7: //
 8: // We use private inheritance because we want to restrict
 9: // operations only to those few that are approved.  All functions
10: // are merely inherited from the container, with only ones needed
11: // being exported as public.
12: //
13: // No implementation file is needed because all functions are
14: // inherited, and the convenience functions that are added are
15: // trivial, and so can be inline.
16: //
17: // Any underlying container which supports the necessary operations
18: // could be used, such as vector, list, or deque.
19: //
20:
21: #ifndef __ITERSTACK_H__
22: #define __ITERSTACK_H__
23:
24: #include <vector>
25: using namespace std;
26:
27: template <typename value_type>
28: class iterstack: private vector<value_type> {
29:    private:
30:       using vector<value_type>::crbegin;
31:       using vector<value_type>::crend;
32:       using vector<value_type>::push_back;
33:       using vector<value_type>::pop_back;
34:       using vector<value_type>::back;
35:       using const_iterator = typename
36:             vector<value_type>::const_reverse_iterator;
37:    public:
38:       using vector<value_type>::clear;
39:       using vector<value_type>::empty;
40:       using vector<value_type>::size;
41:       const_iterator begin() { return crbegin(); }
42:       const_iterator end() { return crend(); }
43:       void push (const value_type& value) { push_back (value); }
44:       void pop() { pop_back(); }
45:       const value_type& top() const { return back(); }
46: };
47:
48: #endif
49:
```

```
 1:
 2: enter scope 55
 3: thing::thing(int)[25]: 0x1ffefff3a8-> ser=1, val=0
 4:
 5: stk.push (t);
 6: thing::thing(const thing&)[29]: 0x5a24040-> ser=2, val=0
 7:
 8: leave scope 59
 9: thing::~thing()[41]: 0x1ffefff3a8-> ser=1, val=0
10:
11: enter scope 55
12: thing::thing(int)[25]: 0x1ffefff3a8-> ser=3, val=1
13:
14: stk.push (t);
15: thing::thing(const thing&)[29]: 0x5a24098-> ser=4, val=1
16: thing::thing(const thing&)[29]: 0x5a24090-> ser=5, val=0
17: thing::~thing()[41]: 0x5a24040-> ser=2, val=0
18:
19: leave scope 59
20: thing::~thing()[41]: 0x1ffefff3a8-> ser=3, val=1
21:
22: enter scope 55
23: thing::thing(int)[25]: 0x1ffefff3a8-> ser=6, val=2
24:
25: stk.push (t);
26: thing::thing(const thing&)[29]: 0x5a240f0-> ser=7, val=2
27: thing::thing(const thing&)[29]: 0x5a240e0-> ser=8, val=0
28: thing::thing(const thing&)[29]: 0x5a240e8-> ser=9, val=1
29: thing::~thing()[41]: 0x5a24090-> ser=5, val=0
30: thing::~thing()[41]: 0x5a24098-> ser=4, val=1
31:
32: leave scope 59
33: thing::~thing()[41]: 0x1ffefff3a8-> ser=6, val=2
34:
35: enter scope 62
36: thing::thing(const thing&)[29]: 0x1ffefff3a0-> ser=10, val=2
37: stk.top()[64]: 0x1ffefff3a0-> ser=10, val=2
38:
39: stk.pop();
40: thing::~thing()[41]: 0x5a240f0-> ser=7, val=2
41:
42: leave scope 67
43: thing::~thing()[41]: 0x1ffefff3a0-> ser=10, val=2
44:
45: enter scope 62
46: thing::thing(const thing&)[29]: 0x1ffefff3a0-> ser=11, val=1
47: stk.top()[64]: 0x1ffefff3a0-> ser=11, val=1
48:
49: stk.pop();
50: thing::~thing()[41]: 0x5a240e8-> ser=9, val=1
51:
52: leave scope 67
53: thing::~thing()[41]: 0x1ffefff3a0-> ser=11, val=1
54:
55: enter scope 62
56: thing::thing(const thing&)[29]: 0x1ffefff3a0-> ser=12, val=0
57: stk.top()[64]: 0x1ffefff3a0-> ser=12, val=0
58:
```

```
59: stk.pop();
60: thing::~thing()[41]: 0x5a240e0-> ser=8, val=0
61:
62: leave scope 67
63: thing::~thing()[41]: 0x1ffefff3a0-> ser=12, val=0
```

```
    1: ==20636== Memcheck, a memory error detector
    2: ==20636== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al
.
    3: ==20636== Using Valgrind-3.14.0 and LibVEX; rerun with -h for copyright
info
    4: ==20636== Command: thingstack
    5: ==20636== Parent PID: 20635
    6: ==20636==
    7: ==20636==
    8: ==20636== HEAP SUMMARY:
    9: ==20636==     in use at exit: 0 bytes in 0 blocks
   10: ==20636==   total heap usage: 3 allocs, 3 frees, 56 bytes allocated
   11: ==20636==
   12: ==20636== All heap blocks were freed -- no leaks are possible
   13: ==20636==
   14: ==20636== For counts of detected and suppressed errors, rerun with: -v
   15: ==20636== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```