



Module 33

Partha Pratim
Das

Objectives &
Outline

Cast
Operators

`static_cast`
`reinterpret_cast`

Summary

Module 33: Programming in C++

Type Casting & Cast Operators: Part 2

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Module Objectives

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Objectives &
Outline

Cast
Operators

`static_cast`
`reinterpret_cast`

Summary

- Understand casting in C and C++



Module Outline

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Objectives & Outline

Cast
Operators
static_cast
reinterpret_cast
Summary

- Casting: C-Style: RECAP
 - Upcast & Downcast
- Cast Operators in C++
 - `const_cast` Operator
 - `static_cast` Operator
 - `reinterpret_cast` Operator
 - `dynamic_cast` Operator
- `typeid` Operator



Casting in C and C++

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Objectives &
Outline

Cast
Operators

`static_cast`
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Summary

- Casting in C
 - Implicit cast
 - Explicit C-Style cast
 - Loses type information in several contexts
 - Lacks clarity of semantics
- Casting in C++
 - Performs fresh inference of types without change of value
 - Performs fresh inference of types with change of value
 - Using implicit computation
 - Using explicit (user-defined) computation
 - Preserves type information in all contexts
 - Provides clear semantics through cast operators:
 - `const_cast`
 - `static_cast`
 - `reinterpret_cast`
 - `dynamic_cast`
 - Cast operators can be `grep`-ed in source
 - C-Style cast must be avoided in C++



static_cast Operator

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Objectives &
Outline

Cast
Operators

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Summary

- `static_cast` performs all **conversions allowed implicitly** (not only those with pointers to classes), and also the opposite of these. It can:
 - Convert from `void*` to any pointer type
 - Convert integers, floating-point values and `enum` types to `enum` types
- `static_cast` can perform conversions between pointers to related classes:
 - **Not only up-casts**, but **also down-casts**
 - **No checks are performed during run-time** to guarantee that the object being converted is in fact a full object of the destination type
- Additionally, `static_cast` can also perform the following:
 - **Explicitly call a single-argument constructor or a conversion operator**
 - The **User-Defined Cast**
 - Convert to rvalue references
 - Convert `enum` class values into integers or floating-point values
 - Convert any type to void, evaluating and discarding the value



static_cast Operator: Built-in Types

Module 33

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Objectives &
Outline

Cast
Operators
static_cast
reinterpret_cast

Summary

```
#include <iostream>
using namespace std;

// Built-in Types
int main() {
    int i = 2;
    double d = 3.7;
    double *pd = &d;

    i = d;                // implicit -- warning
    i = static_cast<int>(d); // static_cast -- okay
    i = (int)d;           // C-style -- okay

    d = i;                // implicit -- okay
    d = static_cast<double>(i); // static_cast -- okay
    d = (double)i;        // C-style -- okay

    i = pd;                // implicit -- error
    i = static_cast<int>(pd); // static_cast -- error
    i = (int)pd;           // C-style -- okay: RISKY: Should use reinterpret_cast

    return 0;
}
```



static_cast Operator: Class Hierarchy

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Objectives &
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Cast
Operators

static_cast
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Summary

```
#include <iostream>
using namespace std;

// Class Hierarchy
class A { };
class B: public A { };

int main() {
    A a;
    B b;

    // UPCAST
    A *p = &b;           // implicit -- okay
    p = static_cast<A*>(&b); // static_cast -- okay
    p = (A*)&b;           // C-style -- okay

    // DOWNCAST
    q = &a;               // implicit -- error
    q = static_cast<B*>(&a); // static_cast -- okay: RISKY: Should use dynamic_cast
    q = (B*)&a;           // C-style -- okay

    return 0;
}
```



static_cast Operator: Pitfall

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Objectives &
Outline

Cast
Operators
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reinterpret_cast

Summary

```
class Window { public: virtual void onResize(); ... }  
class SpecialWindow: public Window { // derived class  
public:  
    virtual void onResize() { // derived onResize impl;  
        static_cast<Window>(*this).onResize(); // cast *this to Window,  
        // then call its onResize;  
        // this doesnt work!  
  
        ... // do SpecialWindow-specific stuff  
    }  
    ...  
};
```

Slices the object, creates a temporary and calls the method!

```
class SpecialWindow: public Window { // derived class  
public:  
    virtual void onResize() { // derived onResize impl;  
        Window::onResize(); // Direct call works  
  
        ... // do SpecialWindow-specific stuff  
    }  
    ...  
};
```




static_cast Operator: Unrelated Classes

Module 33

Partha Pratim
Das

Objectives &
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Cast
Operators
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reinterpret_cast

Summary

```
#include <iostream>
using namespace std;
```

```
// Un-related Types
```

```
class B;
class A {
public:
```

```
};
```

```
class B { };
```

```
int main() {
```

```
    A a;
```

```
    B b;
```

```
    int i = 5;
```

```
    // B ==> A
```

```
    a = b;
```

```
    a = static_cast<A>(b); // error
```

```
    a = (A)b; // error
```

```
    // int ==> A
```

```
    a = i;
```

```
    a = static_cast<A>(i); // error
```

```
    a = (A)i; // error
```

```
    return 0;
```

```
}
```

```
#include <iostream>
using namespace std;
```

```
// Un-related Types
```

```
class B;
class A {
public:
```

```
    A(int i = 0) { cout << "A::A(i)\n"; }
```

```
    A(const B&) { cout << "A::A(B&)\n"; }
```

```
};
```

```
class B { };
```

```
int main() {
```

```
    A a;
```

```
    B b;
```

```
    int i = 5;
```

```
    // B ==> A
```

```
    a = b;
```

```
    a = static_cast<A>(b); // Uses A::A(B&)
```

```
    a = (A)b; // Uses A::A(B&)
```

```
    // int ==> A
```

```
    a = i;
```

```
    a = static_cast<A>(i); // Uses A::A(int)
```

```
    a = (A)i; // Uses A::A(int)
```

```
    return 0;
```

```
}
```



static_cast Operator: Unrelated Classes

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Summary

```
#include <iostream>
using namespace std;

// Un-related Types
class B;
class A { int i_; public:
```

```
};
class B { public:
```

```
};

int main() {
    A a; B b; int i = 5;

    // B ==> A
    a = b;                // error
    a = static_cast<A>(b); // error
    a = (A)b;              // error

    // A ==> int
    i = a;                // error
    i = static_cast<int>(a); // error
    i = (int)a;           // error

    return 0;
}
```

```
#include <iostream>
using namespace std;
```

```
// Un-related Types
class B;
class A { int i_; public:
    A(int i = 0) : i_(i)
    { cout << "A::A(i)\n"; }
    operator int()
    { cout << "A::operator int()\n"; return i_; }
};
```

```
class B { public:
    operator A()
    { cout << "B::operator A()\n"; return A(); }
};
```

```
int main() {
    A a; B b; int i = 5;

    // B ==> A
    a = b;                // B::operator A()
    a = static_cast<A>(b); // B::operator A()
    a = (A)b;              // B::operator A()

    // A ==> int
    i = a;                // A::operator int()
    i = static_cast<int>(a); // A::operator int()
    i = (int)a;           // A::operator int()

    return 0;
}
```



reinterpret_cast Operator

Module 33

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Summary

- `reinterpret_cast` converts any pointer type to any other pointer type, even of unrelated classes
- The operation result is a simple binary copy of the value from one pointer to the other
- All pointer conversions are allowed: neither the content pointed nor the pointer type itself is checked
- It can also cast pointers to or from integer types
- The format in which this integer value represents a pointer is platform-specific
- The only guarantee is that a pointer cast to an integer type large enough to fully contain it (such as `intptr_t`), is guaranteed to be able to be cast back to a valid pointer
- The conversions that can be performed by `reinterpret_cast` but not by `static_cast` are low-level operations based on reinterpreting the binary representations of the types, which on most cases results in code which is system-specific, and thus non-portable



reinterpret_cast Operator

Module 33

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Das

Objectives &
Outline

Cast
Operators

static_cast
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Summary

```
#include <iostream>
using namespace std;

class A {};
class B {};

int main() {
    int i = 2;
    double d = 3.7;
    double *pd = &d;

    i = pd; // implicit -- error
    i = reinterpret_cast<int>(pd); // reinterpret_cast -- okay
    i = (int)pd; // C-style -- okay
    cout << pd << " " << i << endl;

    A *pA;
    B *pB;

    pA = pB; // implicit -- error
    pA = reinterpret_cast<A*>(pB); // reinterpret_cast -- okay
    pA = (A*)pB; // C-style -- okay

    return 0;
}
```



Module Summary

Module 33

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Cast
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`static_cast`
`reinterpret_cast`

Summary

- Studied `static_cast`, and `reinterpret_cast` with examples



Instructor and TAs

Module 33

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Outline

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Summary

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