

27 drop_in_place

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Rust中的指针操作有一个函数叫做drop_in_place(ptr).

意思就是说调用ptr指针指向的值的drop函数.

但是本身的ptr指针

指向的空间并未回收.本身指针的空间有dealloc(ptr,layout)进行回收,ptr指向

的内存空间和layout要一致.

std::mem::ManuallyDrop(),手动释放函数.

```
struct FruitBox{  
    //Immediately clear there's something non-  
    trivial going on with these fields.
```

```
    peach: ManuallyDrop<Peach>,  
    melon: Melon, //Field that's independent of the other two.  
    banana: ManuallyDrop<Banana>,  
}
```

```
///impl Drop for FruitBox{  
    ///fn drop(&mut self){  
    ///unsafe{  
    ///    //Explicit ordering in which field destructors are run specified in  
    ///    //intuitive  
    ///    //location—the destructor of the structure containing the fields.  
    ///    //Moreover, one can now reorder fields within the struct however much  
    ///    //they want.  
    ///    ManuallyDrop::drop(&mut self.peach);  
    ///    ManuallyDrop::drop(&mut self.banana);  
    ///}  
    ///    //After destructor for `FruitBox` runs (this function), the destruc  
    ///    //tor for Melon gets  
    ///    //invoked in the usual manner, as it is not wrapped in `ManuallyDrop`.  
    ///}  
    ///}
```

有两个是手动的释放了.

ManuallyDrop是一个被编译器照顾的类型,不会自动的调用drop的.

ptr.write()函数不会调用drop.