A5 Tombstones

- Division Labor:
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    - We do most of the parts together in this assignment.

File Structure

- Testing programs under `tests` use tombstone to check memory leak and dangling references.
- Testing program under `tests-raw` has the check turned off.

```
.
├── Makefile
├── tests
│   ├── foo1.cpp
│   ├── foo2.cpp
│   ├── foo3.cpp
│   ├── foo4.cpp
│   ├── foo5.cpp
│   ├── foo6.cpp
│   ├── foo7.cpp
│   ├── foo8.cpp
│   └── foo9.cpp
├── tests-raw
│   ├── foo1.cpp
│   ├── foo2.cpp
│   ├── foo3.cpp
│   ├── foo4.cpp
│   ├── foo5.cpp
│   ├── foo6.cpp
│   ├── foo7.cpp
│   ├── foo8.cpp
│   └── foo9.cpp
└── tombstones.h
```

How to run

- Compile all the tests in `test/`

```
make
```

- Compile all the tests without tombstone

```
make raw
```

- After the executing of the makefile, the executables lists in the current directory, so just type `./foo<n>` to execute it, which n can be number 1~9.

Extra Credit

- Use a non-type parameter in the template of Pointer class so that we can turn-off the checking at compile time.
    - Syntax for turn on tombstone
        - Set the first template parameter to true
        - Pointer<int, true> foo(new int(12));
    - Syntax for turn off tombstone
        - Switch the second template parameter to false
        - Pointer<int, false> foo(new int(12));
- Inheritance works correctly, the test case for inheritance is inside `test/foo9.cpp` and `test-raw/foo9.cpp`
- Extra credit #3
    - Should T* and Pointer<T> be interoperable?
        - In most cases, yes. See the following explanations.
    - Should you be able to use one in a context that expects the other?
        - If we want to cast Pointer<T> into T*, then yes, because the casting simply returns a T* raw pointer.
        - If we want to cast T* to Pointer<T> on the fly, such as in `cout` statement, then no, because this may cause a memory leak due to no assignment.
    - Should you be able to assign one into the other? If not, explain why. If so, implement the necessary support routines.
        - It is possible to assign one into the other
            - We implement it using conversion constructor and put the tests in `tests/foo10.cpp` and `tests-raw/foo10.cpp`
        - Also, the conversion has no affect on reference count since we create one `Pointer` object in the assignment, which happens after the conversion constructor
    - If Pointer<T> interoperates with T*, how about T&?
        - First, a reference cannot be assigned to be `NULL` , and our Pointer<T> can be constructed using NULL as given parameter
        - Second, Pointer<T> is able to be re-assigned if freeing it before assignment (so that no memory leak happens)

Basic

- Use tombstone and reference count to detect possible dangling references and memory leaks.
    - `template <class T> struct Tomb` has `T* content` and `int ref_cnt` as properties, and Pointer class has a `Tomb*` variable as protected property.
    - Reference count changes at:
        - Default constructor: `ref_cnt` is 0 and content is `NULL`
        - Copy constructor: if content is `NULL`, then `ref_cnt` is 0. Otherwise, `ref_cnt++`.
        - Boostrap constructor: if content is `NULL`, then `ref_cnt` is 0, otherwise 1.
        - Assignment: original `ref_cnt--`, then the same as copy constructor.
        - `free(Pointer<T>&)`: set `ref_cnt` 0 and content `NULL`.
        - Destructor: `ref_cnt--`.
    - Dangling references are checked when deferencing and freeing the Pointer object. If operator `*` deferences a Pointer with `NULL` content, or a Pointer object is freed with more than one reference count, then we raise a dangling reference error.
    - Memory leaks are checked in the overloading of `=` operator and the destructor. If the reference count of a tombstone goes to zero while the content is not `NULL`, then we raise a memory leak error.

Run Time Error Message

- Dangling Reference
    - The line number we print helps us knowing in which place did `tombstones.h` triggers the dangling reference.

```
Dangling reference at tombstones.h line: 279
```

- Memory Leak
    - Same idea is used for printing memory leak message.

```
Memory leak at tombstones.h line: 150
```