

# Agenda

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What does the title mean?

**What does the title mean?**

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# Title decomposition

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What's the lifetime of your object object?

# Title decomposition

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What's the **lifetime** of your object object?

- What is a lifetime?

# Title decomposition

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What's the **lifetime** of your **object**?

- What is a lifetime?
- What is an object?

# The object

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Objects are:

- created

# The object

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Objects are:

- created
- destroyed

# The object

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Objects are:

- created
- destroyed
- referred to



# The object

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Objects are:

- created
- destroyed
- referred to
- accessed

# The object

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Objects are:

- created
- destroyed
- referred to
- accessed
- manipulated

# The Object

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Is created by

- The definition

# The Object

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Is created by

- The definition
- new expression

# The Object

---

Is created by

- The definition
- new expression
- when changing active member of a union

# The Object

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Is created by

- The definition
- new expression
- when changing active member of a union
- creation of the temporary

# The object

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Has:

- optional name

# The object

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Has:

- optional name
- storage and it's duration



# The object

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Has:

- optional name
- storage and it's duration
- lifetime

# The object

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Has:

- optional name
- storage and it's duration
- lifetime
- type

# The object

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Is not a reference (although reference has lifetime)

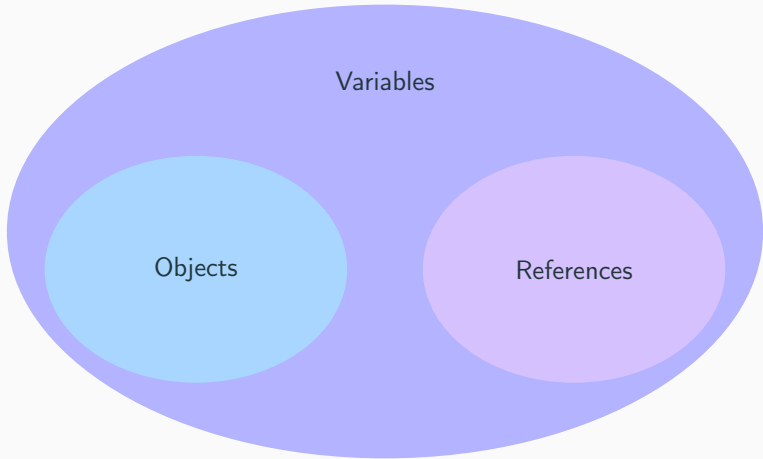
# The variable

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Can be either an object or the reference

## Summary: variable, reference, object

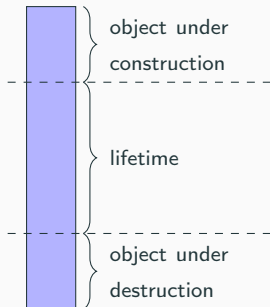
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# What is lifetime?

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Lifetime is a **runtime** property of an object.



# When the lifetime starts

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The lifetime of an object starts, when:

- storage with the proper alignment and size for type  $T$  is obtained

# When the lifetime starts

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The lifetime of an object starts, when:

- storage with the proper alignment and size for type T is obtained
- its initialization (if any) is complete



# When the lifetime starts

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The lifetime of an object starts, when:

- storage with the proper alignment and size for type T is obtained
- its initialization (if any) is complete
- if the object is a union member or subobject thereof, its lifetime only begins if that union member is the initialized member