

Lifetime of the C++ object

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Agenda

Theory

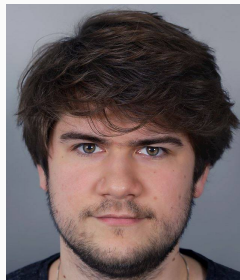
Object model intuition

Beyond the object lifetime.

Who am I?

Dawid Pilarski

- Senior Software Developer in TomTom
- Member of the ISO/JTC1/SC22/WG21
- Member of the PKN KT (programming languages)
- C++ blog writer



Questions.

Questions...

Question...

Do you think, that understanding objects and their lifetimes is **basics**?

What we talk about are basics.

6 Basics

[basic]

6.7 Memory and objects

[basic.memobj]

6.7.2 Object model

[intro.object]

¹ The constructs in a C++ program create, destroy, refer to, access, and manipulate objects. An *object* is created by a *definition*, by a *new-expression*, by implicitly changing the active member of a *union*, or when a temporary object is created ([conv.rval], [class.temporary]). An object occupies a region of storage in its period of construction ([class.ctor]), throughout its *lifetime*, and in its period of destruction ([class.ctor]). [*Note*: A function is not an object, regardless of whether or not it occupies storage in the way that objects do. — *end note*] The properties of an object are determined when the object is created. An object can have a name ([basic.pre]). An object has a storage duration ([basic.stc]) which influences its lifetime ([basic.life]). An object has a type ([basic.types]). Some objects are polymorphic ([class.virtual]); the implementation generates information associated with each such object that makes it possible to determine that object's type during program execution. For other objects, the interpretation of the values found therein is determined by the type of the *expressions* ([expr.compound]) used to access them.

² Objects can contain other objects, called *subobjects*. A subobject can be a *member subobject* ([class.mem]), a *base class subobject* ([class.derived]), or an array element. An object that is not a subobject of any other object is called a *complete object*. If an object is created in storage associated with a member subobject or array element *e* (which may or may not be within its lifetime), the created object is a subobject of *e*'s containing object if:

- (2.1) — the lifetime of *e*'s containing object has begun and not ended, and
- (2.2) — the storage for the new object exactly overlays the storage location associated with *e*, and
- (2.3) — the new object is of the same type as *e* (ignoring cv-qualification).

³ If a complete object is created ([expr.new]) in storage associated with another object *e* of type "array of *N* *unsigned char*" or of type "array of *N* *std::byte*" ([cstddef.syn]), that array *provides storage* for the created object if:

- (3.1) — the lifetime of *e* has begun and not ended, and
- (3.2) — the storage for the new object fits entirely within *e*, and

Theory

Title decomposition

What's the lifetime of your object?

Title decomposition

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

- What is a lifetime?

Title decomposition

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

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

Objects

The object

Objects are entities, that can be:

- created
- destroyed
- referred to
- accessed
- manipulated

The Object

Is created:

- by the definition

```
int a;
```

The Object

Is created:

- by the definition
- by the new expression

```
new int(5);
```

The Object

Is created:

- by the definition
- by the new expression
- when changing active member of a union

```
union U{int x; int y;};
```

```
U u;
```

```
u.y = 2; // active member y;
```

The Object

Is created:

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

```
int{};
```


The object

Has:

- optional name

The object

Has:

- optional name
- lifetime

The object

Has:

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

The object

Has:

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

- static

program duration

The object

Has:

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

thread duration

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic

enclosing scope duration

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic

controlled by user

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic
- type

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic
- type
- value

The reference

Is not an object (although reference has lifetime)
functions are not objects as well

The variable

Is created by a **declaration** of an **object** or the **reference**.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

```
int& x = ...
```

Is variable.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

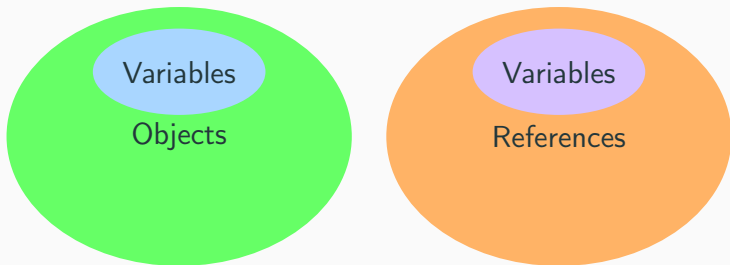
```
int& x = ...
```

Is variable.

```
struct X{int z;}x;
```

Neither X nor z are variables.
x is a variable.

Summary: variable, reference, object



If you want to get precise definitions, you need to look at standard draft.
In case of [cppreference](#):

- The object has been recently updated.

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- The variable definition is unmaintained and unsupported.

Definitions

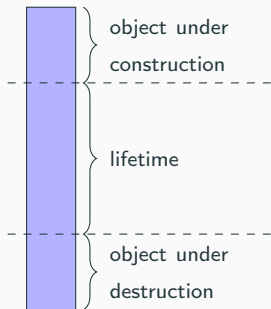
If you want to get precise definitions, you need to look at standard draft.
In case of `cppreference`:

- The object has been recently updated.
- The variable definition is unmaintained and unsupported.
- Same about references...

Lifetime

What is a lifetime?

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



During the lifetime of an object you can use it without additional restrictions.

When does the lifetime start?

The lifetime of an object **starts**, when:

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

When does the lifetime start?

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

*In case of default construction of trivial type, there is no initialization performed

When does the lifetime start?

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

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

When does the lifetime end?

The lifetime of an object **ends**:

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non-class types when we expect it to end its lifetime,

When does the lifetime end?

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- when object exits the scope,

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- when object exits the scope,
- **delete expression**,

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,
- delete expression,
- **when temporary ends its lifetime etc.**

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,
- delete expression,
- when temporary ends its lifetime etc.

any type when storage occupied by an object is reused or released.

Object model intuition

The usual mindset towards object

- We have got a memory

...
24
42
...

The usual mindset towards object

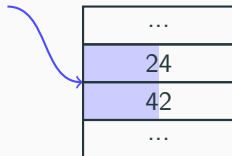
- We have got a memory
- Objects are the way to represent value in that memory

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The usual mindset towards object

- We have got a memory
- Objects are the way to represent value in that memory

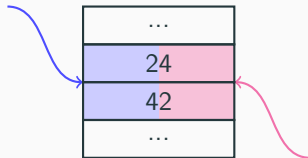
`std::complex<int8_t>`



The usual mindset towards object

- We have got a memory
- Objects are the way to represent value in that memory

`std::complex<int8_t>`



`std::pair<int8_t, int8_t>`

Examples of invalid C++ - union type punning

```
struct rgba{  
    uint8_t red;  
    uint8_t green;  
    uint8_t blue;  
    uint8_t alpha;  
};
```

```
union color{  
    rgba color;  
    uint32_t as_int;  
};
```

```
color c = {255, 120, 0, 50};  
display(c.as_int);
```

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color c = {255, 120, 0, 50};  
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Examples of invalid C++ - reinterpret_cast

```
struct T{  
    // ...  
};
```

```
T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    auto* element = reinterpret_cast<T*>(buff);  
    return *element;  
}
```

Examples of invalid C++ - reinterpret_cast

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struct T{  
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T process_element(Stream& s){  
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Examples of invalid C++ - reinterpret_cast

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Examples of invalid C++ - reinterpret_cast

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```

Examples of invalid C++ - reinterpret_cast

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struct T{  
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T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    auto* element = reinterpret_cast<T*>(buff);  
    return *element;  
}
```

reinterpret_cast attempt 2

```
struct T{  
    // ...  
};  
  
T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    T* element = new(buff) T;  
    return *element;  
}
```

But... why?

Why all the attempts are wrong?

Compiler **doesn't** think in terms of **objects and memory**

Why all the attempts are wrong?

Compiler **doesn't** think in terms of **objects and memory**

Compiler thinks in terms of **objects and their types**.

Test with two different class types

```
struct S{  
    int a;  
};
```

```
struct T {  
    int a;  
};
```

```
int test(S& val1, T& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Test with two different class types

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    return val1.a+val2.a;  
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```

Q: What is the return value?

Test with two same structures

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struct S{  
    int a;  
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```

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int test(S& val1, S& val2){  
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int test(S& val1, S& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Q: What is the return value now?

Assumptions, that compiler does

Code:

```
int test(S& val1, T& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Assembly:

```
test(S&, T&):  
    mov r2, #10  
    mov r3, #2  
    str r2, [r0]  
    str r3, [r1]  
    mov r0, #12  
    bx lr
```

Assumptions, that compiler does

Code:

```
int test(S& val1, S& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Assembly:

```
test(S&, S&):  
    mov r3, #2  
    mov r2, #10  
    str r2, [r0]  
    str r3, [r1]  
    ldr r0, [r0]  
    add r0, r0, r3  
    bx lr
```


Conclusion

We cannot allow 2 different objects (not subobjects) live:

- in the same space.
- at the same time.

Explanations: type punning in union

```
struct rgba{  
    uint8_t red;  
    uint8_t green;  
    uint8_t blue;  
    uint8_t alpha;  
};
```

```
union color{  
    rgba color;  
    uint32_t as_int;  
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```
color c = {255, 120, 0, 50};  
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errors:

- Accessing inactive member of union,

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```
color c = {255, 120, 0, 50};  
display(c.as_int);
```

errors:

- Accessing inactive member of union,
- Reading not existing object.

How to do it right?

```
struct color{
    uint8_t red(){
        return as_int>>24;
    }

    void red(uint8_t value){
        auto* as_bytes =
            reinterpret_cast<unsigned char*>(&as_int);
        as_bytes[3] = value;
    }

    uint32_t as_int;
};
```

How to do it right?

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struct color{  
    uint8_t red(){  
        return as_int>>24;  
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```
uint32_t as_int;  
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```

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struct color{
    uint8_t red(){
        return as_int>>24;
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        auto* as_bytes =
            reinterpret_cast<unsigned char*>(&as_int);
        as_bytes[3] = value;
    }

    uint32_t as_int;
};
```

Explanations: reading from a stream

errors:


- reading object of type T, that was not created

```
struct T{  
    // ...  
};
```

```
T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    auto* element = reinterpret_cast<T*>(buff);  
    return *element;  
}
```

How to do it right?

```
struct T{  
    // ...  
};
```



trivially copyable

```
T process_element(Stream& s){  
    unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    T element;  
    std::memcpy(&element, buff, sizeof(T));  
    return element;  
}
```


How to do it right?

```
struct T{  
    // ...  
};
```



trivially copyable

```
T process_element(Stream& s){  
    unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    T element;  
    std::memcpy(&element, buff, sizeof(T));  
    return element;  
}
```

```
struct T{  
    // ...  
};  
  
T process_element(Stream& s){  
    unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    return std::bit_cast<T>(buff);  
}
```

Explanations: reading from a stream - placement new

```
struct T{  
    // ...  
};
```

- placement new reuses the storage (ends lifetime of buff),

```
T process_element(Stream& s){  
    alignas(T) unsigned char  
    buff[sizeof(T)];  
    read_stream(s, buff);  
  
    T* element = new(buff) T;  
    return *element;  
}
```

Explanations: reading from a stream - placement new

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struct T{  
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T process_element(Stream& s){  
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```

- placement new reuses the storage (ends lifetime of buff),
- value is a runtime property of an object (doesn't exist outside of it's lifetime)

Explanations: reading from a stream - placement new

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- placement new reuses the storage (ends lifetime of buff),
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Explanations: reading from a stream - placement new

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    return *element;  
}
```

- placement new reuses the storage (ends lifetime of buff),
- value is a runtime property of an object (doesn't exist outside of its lifetime)
- T is created uninitialized
- reading T is reading indeterminate value, which is UB

std::launder

Tricky placement new

```
struct T{  
    //...  
};  
  
alignas(T) unsigned char  
buff[sizeof(T)];  
new(buff) T;  
T* ptr =  
    reinterpret_cast<T*>(buff);  
//use ptr
```

- sometimes you know, there is an object of given type under given address.

Tricky placement new

```
struct T{  
    //...  
};  
  
alignas(T) unsigned char  
buff[sizeof(T)];  
new(buff) T;  
T* ptr =  
    reinterpret_cast<T*>(buff);  
//use ptr
```

- sometimes you know, there is an object of given type under given address.
- but you cannot just `reinterpret_cast` the pointer to get to the object.

What's the solution to the problem?

Until C++14 No solution. Go on with UB.

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Until C++14 No solution. Go on with UB.

Since C++17 `std::launder`.

What is std::launder?

Reading [cppreference](#):

```
template <class T>  
constexpr T* launder(T* p) noexcept;
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What is std::launder?

Reading [cppreference](#):

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template <class T>  
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Obtains a pointer to the object located at the address represented by p.

What is std::launder?

Reading [cppreference](#):

```
template <class T>
constexpr T* launder(T* p) noexcept;
```

Obtains a [pointer to the object](#) located at the address represented by p.

Usage of std::launder

```
struct T{  
    //...  
};  
  
alignas(T) unsigned char  
buff[sizeof(T)];  
new(buff) T;  
T* ptr = std::launder((T*)buff);  
//use ptr
```

Usage of std::launder

```
struct T{  
    //...  
};  
  
alignas(T) unsigned char  
buff[sizeof(T)];  
new(buff) T;  
T* ptr = std::launder((T*)buff);  
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```


Usage of std::launder

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Usage of std::launder


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    //...  
};  
  
alignas(T) unsigned char  
buff[sizeof(T)];  
new(buff) T;  
T* ptr = std::launder((T*)buff);  
//use ptr
```



valid

Other use-cases of the std::launder

```
struct T{  
    //...  
};
```



not assignable

```
T a;
```

```
T b;
```

```
// wild desire to assign ends with:
```

```
T* newa = new(&a) T(b);
```

```
use(*newa);
```

```
use(a);
```

Other use-cases of the std::launder

```
struct T{  
    //...  
};
```



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use(*newa);
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Other use-cases of the std::launder

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    //...  
};
```



not assignable

```
T a;
```

```
T b;
```

```
// wild desire to assign ends with:
```

```
T* newa = new(&a) T(b);
```

```
use(*newa);
```

```
use(a);
```



Are those correct?

Rules for placement new for such cases

You can do placement new on old object with same type and keep using old object.

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Rules for placement new for such cases

You can do placement new on old object with same type and keep using old object.

With some exceptions (until C++20). For example:

- We cannot use original object when it has:
 - references
 - `const` members

Example: const member or reference

```
struct T{  
    const int a;  
    int& b;  
};
```

```
T a{/**/};
```

```
T b{/**/};
```

```
T* newa = new(&a) T(b);
```

```
use(*newa); // correct
```

```
use(a); // correct since C++20
```

```
use(*std::launder(&a)); // correct, possible since C++17
```

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```
use(a); // correct since C++20
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```
use(*std::launder(&a)); // correct, possible since C++17
```

Example: standard layout types

```
struct T{  
    int a;  
    int b;  
};
```

```
T a{/**/};
```

```
T b{/**/};
```

```
T* newa = new(&a) T(b);
```

```
use(*newa); // correct
```

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use(a); // correct
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Example: standard layout types

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struct T{  
    int a;  
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```
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```

```
T b{/**/};
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```
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Implicit object creation

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Until C++20 there is one case of implicit object creation:

for defaulted, trivial assignment operators of union members.

Implicit object creation

Until C++20 there is one case of implicit object creation:

for defaulted, trivial assignment operators of union members.

What does that mean?

Implicit object creation for unions

```
struct T{  
    int a;  
    int b;  
};
```

```
union U{  
    T t;  
    char b;  
};
```

```
U u;  
u.t = T{42, 24};  
u.b = 'a';
```

Implicit object creation for unions

```
struct T{  
    int a;  
    int b;  
};
```

```
union U{  
    T t;  
    char b;  
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```

```
U u;  
u.t = T{42, 24};  
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Implicit object creation for unions

```
struct T{  
    int a;  
    int b;  
};
```

```
union U{  
    T t;  
    char b;  
};
```

```
U u;  
u.t = T{42, 24};  
u.b = 'a';
```



correct

Implicit object creation for unions

```
struct T{  
    int a;  
    int b;  
    T& operator=(const T&){/**/}  
};
```

```
union U{  
    T t;  
    char b;  
};
```

```
U u;  
u.t = T{42, 24}; //UB  
u.b = 'a';
```

Implicit object creation for C++20

Implicit object creation in the C++20 will be extended for:

- malloc-like functions

```
struct T{/**/};  
T* ptr = (T*)  
        malloc(sizeof(struct T));
```


Implicit object creation for C++20

Implicit object creation in the C++20 will be extended for:

- malloc-like functions
- `operator new`

```
struct T{/**/};  
T* ptr = (T*)  
           operator new(sizeof(T));
```

Implicit object creation for C++20

Implicit object creation in the C++20 will be extended for:

- malloc-like functions
- operator new
- `std::allocator<T>::allocate`

```
struct T{/**/};  
std::allocator<T> allocator;  
T* ptr = allocator.allocate(1);
```

Implicit object creation for C++20

Implicit object creation in the C++20 will be extended for:

- malloc-like functions
- operator new
- `std::allocator<T>::allocate`
- `memcpy`, `memmove`

```
alignas(T) unsigned char  
buff2[sizeof(T)];  
std::memcpy(buff2, buff1,  
            sizeof(buff2));  
T* ptr = (T*)buff;
```

Implicit object creation for C++20

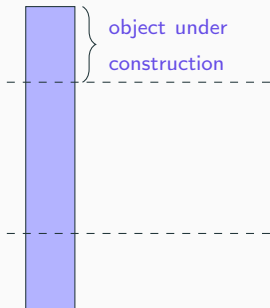
Implicit object creation in the C++20 will be extended for:

- malloc-like functions
- operator new
- `std::allocator<T>::allocate`
- `memcpy`, `memmove`
- creation of arrays of:
 - `char`
 - `unsigned char`
 - `std::byte`

```
alignas(float) unsigned char  
buff[sizeof(float)];  
float* ptr = (float*)buff;
```

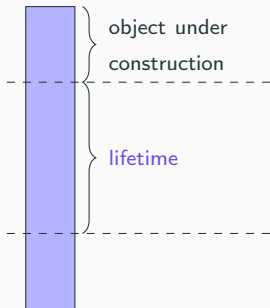
Beyond the object lifetime.

Lifetime

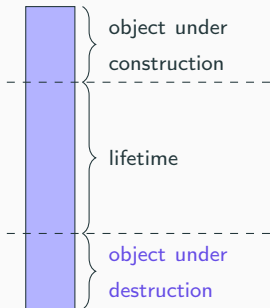


Not for
`trivially_constructible`
types

Lifetime



Lifetime



Not for
`trivially_destructible`
types. Optional for other
types.

Concurrent access and vptr

```
struct A{  
    A(){  
        foo();  
    }  
    virtual void foo(){  
        std::cout << "A" << std::endl;  
    }  
};
```

```
struct B : A{  
    void foo() override {  
        std::cout << "B" << std::endl;  
    }  
};
```

```
B b;
```

Concurrent access and vptr

```
struct A{  
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    virtual void foo(){  
        std::cout << "A" << std::endl;  
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    void foo() override {  
        std::cout << "B" << std::endl;  
    }  
};
```

```
B b;
```

Concurrent access and vptr

```
struct A{  
    A(){  
        foo();  
    }  
    virtual void foo(){  
        std::cout << "A" << std::endl;  
    }  
};
```



vptr update

```
struct B : A{  
    void foo() override {  
        std::cout << "B" << std::endl;  
    }  
};
```

```
B b;
```


Concurrent access and vptr

```
struct A{
    ~A(){
        foo();
    }
    virtual void foo(){
        std::cout << "A" << std::endl;
    }
};
```

```
struct B : A{
    void foo() override {
        std::cout << "B" << std::endl;
    }
};
```

```
B b;
```

Concurrent access and vptr

```
struct A{  
    ~A(){    
        foo(); vptr update  
    }  
    virtual void foo(){  
        std::cout << "A" << std::endl;  
    }  
};
```

```
struct B : A{  
    void foo() override {  
        std::cout << "B" << std::endl;  
    }  
};
```

```
B b;
```

Avoid synchronisation in dtors

```
struct container : containerInterface{  
    // some implementation  
  
    ~container{  
        m_.lock();  
        // perform cleanup  
        m_.unlock();  
    }  
  
private:  
    std::mutex m_;  
    //...  
};
```


Avoid synchronisation in dtors

```
struct container : containerInterface{  
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```

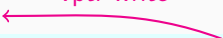
```
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    m_.lock();  
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    }  
  
private:  
    std::mutex m_;  
    //...  
};
```

Avoid synchronisation in dtors

```
struct container : containerInterface{  
    // some implementation  
  
    ~container{  vptr write  
        m_.lock();  
        // perform cleanup  
        m_.unlock();  
    }  
  
private:  
    std::mutex m_;  
    //...  
};
```

Avoid synchronisation in dtors

```
struct container : containerInterface{  
    // some implementation  
    ~container{  
        m_.lock();  
        // perform cleanup  
        m_.unlock();  
    }  
  
private:  
    std::mutex m_;  
    //...  
};
```

The diagram illustrates the memory access during the destruction of the `container` struct. A blue arrow labeled "vptr read" points from the `~container{` line to the `containerInterface{` line, indicating the virtual table pointer is read to determine the destructor to call. A pink arrow labeled "vptr write" points from the `~container{` line to the `m_.lock();` line, indicating the virtual table pointer is written to the mutex object.

Avoid synchronisation in dtors

```
struct container : containerInterface{  
    // some implementation  
  
    ~container{  
        m_.lock();  
        // perform cleanup  
        m_.unlock();  
    }  
  
private:  
    std::mutex m_;  
    //...  
};
```

The diagram illustrates a data race in the destructor `~container{`. A blue arrow labeled "vptr read" points from the `~container{` line to the `m_.unlock();` line. A pink arrow labeled "vptr write" points from the `m_.lock();` line to the `~container{` line. A purple arrow labeled "data race" points from the `m_.unlock();` line to the `m_.lock();` line.

Summary

Do not call virtual functions beyond the lifetime of an object!

`Dynamic_cast` and `typeid` cannot be used during construction or destruction if it's operand doesn't refer to the base or current object.

dynamic_cast and typeid examples

```
struct V { virtual void f();};  
struct A : virtual V {};  
struct B : virtual V { B(V*, A*);};
```

```
struct D : A, B {  
    D() : B((A*)this, this) { }  
};
```

```
B::B(V* v, A* a) {  
    //B ctor - the D object is not yet fully constructed  
    typeid(*this);           // correct: type_info for B.  
    typeid(*v);              // correct: B inherits from V  
    typeid(*a);              // undefined behavior: A is not a base of B  
    dynamic_cast<B*>(v);      // correct: B inherits from V  
    dynamic_cast<B*>(a);      // undefined behavior, B doesn't inherit A  
}
```


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    dynamic_cast<B*>(a);      // undefined behavior, B doesn't inherit A
}
```

dynamic_cast and typeid examples

```
struct Base{  
    Base();  
    virtual void foo(){}  
};  
struct Derived : Base{};
```

```
Base::Base(){  
    std::cout << typeid(*this).name() << std::endl;  
    std::cout << dynamic_cast<Derived*>(this) << std::endl;  
    std::cout << dynamic_cast<void*>(this) << std::endl;  
}
```

```
Derived d;
```


dynamic_cast and typeid examples

```
struct Base{  
    Base();  
    virtual void foo(){}  
};  
struct Derived : Base{};
```

```
Base::Base(){  
    std::cout << typeid(*this).name() << std::endl;  
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}
```

Derived d;

Output:

4Base

dynamic_cast and typeid examples

```
struct Base{
    Base();
    virtual void foo(){}
};

struct Derived : Base{};

Base::Base(){
    std::cout << typeid(*this).name() << std::endl;
    std::cout << dynamic_cast<Derived*>(this) << std::endl;
    std::cout << dynamic_cast<void*>(this) << std::endl;
}

Derived d;
```

Output:

0

dynamic_cast and typeid examples

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struct Base{  
    Base();  
    virtual void foo(){}  
};  
struct Derived : Base{};
```

```
Base::Base(){  
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    std::cout << dynamic_cast<Derived*>(this) << std::endl;  
    std::cout << dynamic_cast<void*>(this) << std::endl;  
}
```

Derived d;

Output:

0x7ffe5133e4c8

Summary

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- Do think about objects and its type not memory,

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- Don't do the type-punning in C++,

Summary

- Do think about objects and its type not memory,
- Don't do the type-punning in C++,
- Be careful when using objects outside of their lifetimes.

Thank you!

I would like to say thank you to:

- All the people on CppLang [standardese] in helping me to understand standard wording,
- Richard Smith on making the implicit object creation proposal.

Further readings

blog.panicsoftware.com

github.com/dawidpilarski/LifetimePresentation

Thank you!

Questions?