

```
1: // $Id: makeunique.cpp,v 1.11 2019-05-08 11:33:31-07 - - $
2:
3: //
4: // Example of using a unique_ptr to point at dynamically
5: // allocated local data. C++ does not allow local arrays
6: // to be given a dynamic size, as in "char c[n]".
7: //
8:
9: #include <cstring>
10: #include <iostream>
11: #include <memory>
12: using namespace std;
13:
14: int main() {
15:     const char* const data = "$RCSfile: makeunique.cpp,v $";
16:     const size_t datalen = strlen (data) + 1;
17:     auto buffer = make_unique<char[]> (strlen (data) + 1);
18:     strncpy (buffer.get(), data, datalen);
19:     cout << "buffer=\"" << buffer.get() << "\"" << endl;
20: }
21:
22: //TEST// alias grind='valgrind --leak-check=full --show-reachable=yes'
23: //TEST// grind makeunique >makeunique.out 2>&1
24: //TEST// mkpspdf makeunique.ps makeunique.cpp* makeunique.out
25:
```

```
++2a -Wold-style-cast -g -O0 makeunique.cpp -o makeunique -lm
```

```
1: ==7595== Memcheck, a memory error detector
2: ==7595== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
3: ==7595== Using Valgrind-3.14.0 and LibVEX; rerun with -h for copyright i
nfo
4: ==7595== Command: makeunique
5: ==7595==
6: buffer="$RCSfile: makeunique.cpp,v $"
7: ==7595==
8: ==7595== HEAP SUMMARY:
9: ==7595==      in use at exit: 0 bytes in 0 blocks
10: ==7595==    total heap usage: 1 allocs, 1 frees, 29 bytes allocated
11: ==7595==
12: ==7595== All heap blocks were freed -- no leaks are possible
13: ==7595==
14: ==7595== For counts of detected and suppressed errors, rerun with: -v
15: ==7595== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```