

```
1: // $Id: treefree.cpp,v 1.72 2015-06-29 13:45:29-07 - - $
2:
3: // Shared_ptrs use reference counting in order to automatically
4: // free objects, but that does not work for cyclic data structures.
5: // This illustrates how to avoid the problem.
6:
7: #include <iomanip>
8: #include <iostream>
9: #include <map>
10: #include <memory>
11: using namespace std;
12:
13: //////////////////////////////////////
14: // tree.h
15: //////////////////////////////////////
16:
17: class tree;
18: using tree_ptr = shared_ptr<tree>;
19: using tree_dir = map<string, tree_ptr>;
20: using tree_itor = tree_dir::iterator;
21:
22: class tree {
23:     friend ostream& operator<< (ostream&, const tree*);
24: private:
25:     static size_t next_seq;
26:     size_t seq;
27:     tree_dir data;
28:     void print (size_t);
29:     void disown (size_t);
30: public:
31:     static const string PARENT;
32:     static tree_ptr make_root();
33:     static tree_ptr make (tree_ptr ptr);
34:     explicit tree (tree_ptr parent);
35:     ~tree();
36:     void emplace (const tree_dir::key_type&,
37:                  const tree_dir::mapped_type&);
38:     const tree_itor begin() { return data.begin(); }
39:     const tree_itor end() { return data.end(); }
40:     void print() { print (0); }
41:     void disown() { disown (0); }
42: };
43:
```

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44:
45: //////////////////////////////////////
46: // tree.cpp
47: //////////////////////////////////////
48:
49: size_t tree::next_seq {0};
50: const string tree::PARENT = "..";
51:
52: ostream& operator<< (ostream& out, const tree* ptr) {
53:     if (ptr == nullptr) return out << "nullptr";
54:     else return out << "[" << ptr->seq << "]"
55:         << static_cast<const void*> (ptr);
56: }
57:
58: tree::tree (tree_ptr parent): seq(next_seq++), data({{PARENT,parent}}) {
59:     cout << this << "->" << __func__ << "(" << parent << ")" << endl;
60: }
61:
62: tree::~~tree() {
63:     cout << this << "->" << __func__ << "()" << endl;
64: }
65:
66: void tree::emplace (const tree_dir::key_type& key,
67:                     const tree_dir::mapped_type& value) {
68:     data.emplace (key, value);
69: }
70:
71: void tree::disown (size_t depth) {
72:     cout << __func__ << ": " << setw (depth * 3) << "" << this << endl;
73:     data.erase (PARENT);
74:     for (auto n: data) n.second->disown (depth + 1);
75: }
76:
77: // Depth-first pre-order traversal.
78: void tree::print (size_t depth) {
79:     for (const auto itor: data) {
80:         cout << __func__ << ": " << setw (depth * 3) << "" << this
81:             << ": \"" << itor.first << "\" -> " << itor.second
82:             << " (" << itor.second.use_count() << ")" << endl;
83:         if (itor.first != PARENT and itor.second != nullptr) {
84:             itor.second->print (depth + 1);
85:         }
86:     }
87: }
88:
89: tree_ptr tree::make_root() {
90:     tree_ptr ptr = make_shared<tree> (nullptr);
91:     ptr->data[PARENT] = ptr;
92:     return ptr;
93: }
94:
95: tree_ptr tree::make (tree_ptr parent) {
96:     if (parent == nullptr) throw logic_error ("tree::make(nullptr)");
97:     return make_shared<tree> (parent);
98: }
99:
```

```
100:
101: //////////////////////////////////////
102: // main.cpp
103: //////////////////////////////////////
104:
105: int main (int argc, char** argv) {
106:     (void) argc;
107:     (void) argv;
108:     shared_ptr<tree> root = tree::make_root();
109:     root->emplace ("foo", tree::make (root));
110:     root->emplace ("bar", tree::make (root));
111:     for (auto itor: *root) {
112:         if (itor.first == tree::PARENT) continue;
113:         for (int count = 0; count < 3; ++count) {
114:             string quux = "qux";
115:             quux.insert (1, count, 'u');
116:             itor.second->emplace (quux, tree::make (itor.second));
117:         }
118:     }
119:     cout << "[seq]address: key -> value (use count)" << endl;
120:     root->print();
121:     root->disown();
122:     return 0;
123: }
124:
125: //TEST// alias grind='valgrind --leak-check=full --show-reachable=yes'
126: //TEST// grind treefree >treefree.out 2>treefree.ground
127: //TEST// mkpspdf treefree.ps treefree.cpp* treefree.out treefree.ground
128:
```

[illegible]

```
1: [0]0x5a180b0->tree(NULLptr)
2: [1]0x5a181c0->tree([0]0x5a180b0)
3: [2]0x5a183b0->tree([0]0x5a180b0)
4: [3]0x5a18600->tree([2]0x5a183b0)
5: [4]0x5a18850->tree([2]0x5a183b0)
6: [5]0x5a18aa0->tree([2]0x5a183b0)
7: [6]0x5a18c90->tree([1]0x5a181c0)
8: [7]0x5a18ee0->tree([1]0x5a181c0)
9: [8]0x5a19130->tree([1]0x5a181c0)
10: [seq]address: key -> value (use count)
11: print: [0]0x5a180b0: "." -> [0]0x5a180b0 (5)
12: print: [0]0x5a180b0: "bar" -> [2]0x5a183b0 (5)
13: print:      [2]0x5a183b0: "." -> [0]0x5a180b0 (5)
14: print:      [2]0x5a183b0: "quux" -> [5]0x5a18aa0 (2)
15: print:      [5]0x5a18aa0: "." -> [2]0x5a183b0 (6)
16: print:      [2]0x5a183b0: "quux" -> [4]0x5a18850 (2)
17: print:      [4]0x5a18850: "." -> [2]0x5a183b0 (6)
18: print:      [2]0x5a183b0: "qux" -> [3]0x5a18600 (2)
19: print:      [3]0x5a18600: "." -> [2]0x5a183b0 (6)
20: print: [0]0x5a180b0: "foo" -> [1]0x5a181c0 (5)
21: print:      [1]0x5a181c0: "." -> [0]0x5a180b0 (5)
22: print:      [1]0x5a181c0: "quux" -> [8]0x5a19130 (2)
23: print:      [8]0x5a19130: "." -> [1]0x5a181c0 (6)
24: print:      [1]0x5a181c0: "quux" -> [7]0x5a18ee0 (2)
25: print:      [7]0x5a18ee0: "." -> [1]0x5a181c0 (6)
26: print:      [1]0x5a181c0: "qux" -> [6]0x5a18c90 (2)
27: print:      [6]0x5a18c90: "." -> [1]0x5a181c0 (6)
28: disown: [0]0x5a180b0
29: disown:      [2]0x5a183b0
30: disown:      [5]0x5a18aa0
31: disown:      [4]0x5a18850
32: disown:      [3]0x5a18600
33: disown:      [1]0x5a181c0
34: disown:      [8]0x5a19130
35: disown:      [7]0x5a18ee0
36: disown:      [6]0x5a18c90
37: [0]0x5a180b0->~tree()
38: [1]0x5a181c0->~tree()
39: [6]0x5a18c90->~tree()
40: [7]0x5a18ee0->~tree()
41: [8]0x5a19130->~tree()
42: [2]0x5a183b0->~tree()
43: [3]0x5a18600->~tree()
44: [4]0x5a18850->~tree()
45: [5]0x5a18aa0->~tree()
```

```
1: ==16750== Memcheck, a memory error detector
2: ==16750== Copyright (C) 2002-2015, and GNU GPL'd, by Julian Seward et al
.
3: ==16750== Using Valgrind-3.12.0 and LibVEX; rerun with -h for copyright
info
4: ==16750== Command: treefree
5: ==16750==
6: ==16750==
7: ==16750== HEAP SUMMARY:
8: ==16750==      in use at exit: 0 bytes in 0 blocks
9: ==16750==    total heap usage: 39 allocs, 39 frees, 1,975 bytes allocated
10: ==16750==
11: ==16750== All heap blocks were freed -- no leaks are possible
12: ==16750==
13: ==16750== For counts of detected and suppressed errors, rerun with: -v
14: ==16750== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```