C++ Tricks 2.5 I386(Align)

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2.5 I386(Align)

I386sizeof(int)==4sizeof(char)==1 (struct)Asizeof

struct A{int i;char c;};

sizeof(A)==8......1+5=8

I386I3864GBI386T
sizeof(T)charshort2int4double8

structsizeofstruct:

struct WASTE

{

char c1;

int i;

char c2;

}

struct WASTE

{

char c1;

char _filling1 [3];//int

int i;

char c2

char _filling2 [3];//

}

3WASTEsizeof(WASTE)==12 sizeof

struct WASTE

{

int i;

char c1,c2;

}

sizeof82Csizeof doublechar

C++CC++classC++(private publicprotected)C++private: public:protected:

MSVC_INTSIZEOF(T)

#define _INTSIZEOF(T) ((sizeof(T) + sizeof(int) - 1) & ~(sizeof(int) - 1))

_INTSIZEOF(T)sizeof(T)sizeof(int)

_INTSIZEOFsizeof(sizeofint)(struct)

char c1,c2,c3,c4;//16

char c[4];//4

(c[1])(dereference)()vs()

sizeof

class Empty {};

sizeof(Empty)1C++Empty1
sizeof()0

class A:public Empty{vitual ~A(){}};

sizeof(A)654EmptyEmpty""""
"AA1AA""sizeof
4+1+1=4"""""

()

bool BitCompare(void* begin,void* end,void* another);

[begin,end)anotherfalsetrue

operator==classBitwise
Comparebitbitwise copymemberwise
BitCompareBitCopy