

```
1: // $Id: vtablefns.cpp,v 1.26 2015-02-10 17:55:14-08 - - $
2:
3: // Illustrate inheritance and virtual function tables.
4: // Print out the name of the function actually called.
5:
6: #include <iostream>
7: #include <string>
8: #include <typeinfo>
9:
10: using namespace std;
11: #define TRACE(STMT) cout << "TRACE (" << #STMT << ")" << endl; STMT
12:
13: string next() {
14:     static string name = "(0)";
15:     ++name[1];
16:     return name;
17: }
18:
19: struct AAA {
20:     string aname;
21:     AAA (const AAA&) = delete;
22:     AAA& operator= (const AAA&) = delete;
23:     AAA(): aname(next()) { show ("AAA::AAA()" + aname) << endl; }
24:     virtual ~AAA() { show ("AAA::~~AAA()" + aname) << endl; }
25:     virtual string f () const { return "AAA::f()" + aname; }
26:     virtual string g () const { return "AAA::g()" + aname; }
27:     ostream& show (const string& str) const;
28: };
29:
30: struct BBB: public AAA {
31:     string bname;
32:     BBB(): bname(next()) { show ("BBB::BBB()" + aname + bname) << endl; }
33:     virtual ~BBB() { show ("BBB::~~BBB()" + aname + bname) << endl; }
34:     virtual string f () const { return "BBB::f()" + aname + bname; }
35: };
36:
37: struct CCC: public AAA {
38:     string cname;
39:     CCC(): cname(next()) { show ("CCC::CCC()" + aname + cname) << endl; }
40:     virtual ~CCC() { show ("CCC::~~CCC()" + aname + cname) << endl; }
41:     virtual string g () const { return "CCC::g()" + aname + cname; }
42: };
43:
44: ostream& AAA::show (const string& str) const {
45:     cout << this << "->" << str << ": typeid = \""
46:         << typeid (*this).name () << "\""; return cout;
47:     return cout;
48: }
49:
50: void tester (const AAA& p) {
51:     p.show ("tester") << ": f = " << p.f()
52:         << ", g = " << p.g() << endl << "." << endl;
53: }
54:
55: int main() {
56:     TRACE (AAA a; tester (a);)
57:     TRACE (BBB b; tester (b);)
58:     TRACE (CCC c; tester (c);)
```

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59:     TRACE (return 0;)
60: }
61:
62: //TEST// grind="valgrind --leak-check=full --show-reachable=yes"
63: //TEST// $grind vtablefns >vtablefns.out 2>&1
64: //TEST// mkpspdf vtablefns.ps vtablefns.cpp* vtablefns.out*
65:
```

```
ns -lglut -lGLU -lGL -lX11 -lrt -lm
```

```
1: ==9054== Memcheck, a memory error detector
2: ==9054== Copyright (C) 2002-2013, and GNU GPL'd, by Julian Seward et al.
3: ==9054== Using Valgrind-3.9.0 and LibVEX; rerun with -h for copyright in
fo
4: ==9054== Command: vtablefns
5: ==9054==
6: TRACE (AAA a; tester (a);)
7: 0xffefff960->AAA::AAA() (1): typeid = "3AAA"
8: 0xffefff960->tester: typeid = "3AAA": f = AAA::f() (1), g = AAA::g() (1)
9: .
10: TRACE (BBB b; tester (b);)
11: 0xffefff940->AAA::AAA() (2): typeid = "3AAA"
12: 0xffefff940->BBB::BBB() (2) (3): typeid = "3BBB"
13: 0xffefff940->tester: typeid = "3BBB": f = BBB::f() (2) (3), g = AAA::g() (2)
)
14: .
15: TRACE (CCC c; tester (c);)
16: 0xffefff920->AAA::AAA() (4): typeid = "3AAA"
17: 0xffefff920->CCC::CCC() (4) (5): typeid = "3CCC"
18: 0xffefff920->tester: typeid = "3CCC": f = AAA::f() (4), g = CCC::g() (4) (5)
)
19: .
20: TRACE (return 0;)
21: 0xffefff920->CCC::~CCC() (4) (5): typeid = "3CCC"
22: 0xffefff920->AAA::~AAA() (4): typeid = "3AAA"
23: 0xffefff940->BBB::~BBB() (2) (3): typeid = "3BBB"
24: 0xffefff940->AAA::~AAA() (2): typeid = "3AAA"
25: 0xffefff960->AAA::~AAA() (1): typeid = "3AAA"
26: ==9054==
27: ==9054== HEAP SUMMARY:
28: ==9054==      in use at exit: 0 bytes in 0 blocks
29: ==9054==    total heap usage: 32 allocs, 32 frees, 1,173 bytes allocated
30: ==9054==
31: ==9054== All heap blocks were freed -- no leaks are possible
32: ==9054==
33: ==9054== For counts of detected and suppressed errors, rerun with: -v
34: ==9054== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 6 from 6)
```