

```
1: // $Id: fixarray.cpp,v 1.8 2014-05-30 16:43:27-07 - - $
2:
3: //
4: // fixarray - implementation of an int vector, using templates,
5: // with the array inline in the struct, so size can not be changed.
6: // also shows checked operator[] instead of get/put.
7: //
8:
9: #include <iostream>
10: #include <stdexcept>
11:
12: using namespace std;
13:
14: //////////////////////////////////////
15: // fixarray.h
16: //////////////////////////////////////
17:
18: template <typename item_t, size_t size_>
19: class fixarray {
20:     private:
21:         item_t data_[size_];
22:         void range_check (size_t index) const;
23:     public:
24:         fixarray();
25:         fixarray (const fixarray &) = default;           // copy ctor
26:         fixarray &operator= (const fixarray &) = default; // copy op=
27:         ~fixarray() = default;
28:         size_t size() const;
29:         item_t operator[] (size_t index) const; // get: x = a[i];
30:         item_t& operator[] (size_t index); // put: a[i] = x;
31: };
32:
```

```
33:
34: //////////////////////////////////////
35: // fixarray.cpp
36: //////////////////////////////////////
37:
38: template <typename item_t, size_t size_>
39: fixarray<item_t,size_>::fixarray() {
40:     for (size_t index = 0; index < size_; ++index) data_[index] = int();
41: }
42:
43: template <typename item_t, size_t size_>
44: void fixarray<item_t,size_>::range_check (size_t index) const {
45:     if (index >= size_) throw out_of_range ("fixarray::range_check");
46: }
47:
48: template <typename item_t, size_t size_>
49: size_t fixarray<item_t,size_>::size() const {
50:     return size_;
51: }
52:
53: template <typename item_t, size_t size_>
54: item_t fixarray<item_t,size_>::operator[] (size_t index) const {
55:     range_check (index);
56:     return data_[index];
57: }
58:
59: template <typename item_t, size_t size_>
60: item_t& fixarray<item_t,size_>::operator[] (size_t index) {
61:     range_check (index);
62:     return data_[index];
63: }
64:
```

```
65:
66: //////////////////////////////////////
67: // main.cpp
68: //////////////////////////////////////
69:
70: using tenvec = fixarray<int,10>;
71: int main () {
72:     tenvec v1;
73:     v1[3] = 99;
74:     int x = v1[3];
75:     cout << x << endl;
76:     try {
77:         cout << "v1[999] = " << v1[999] << endl;
78:     } catch (out_of_range error) {
79:         cout << error.what() << endl;
80:     }
81:     tenvec v2 = v1;
82:     v2[3] = 1234;
83:     cout << v1[3] << " " << v2[3] << endl;
84:     v2 = v1;
85:     cout << v1[3] << " " << v2[3] << endl;
86:     for (size_t i = 0; i < v1.size(); ++i) cout << v1[i];
87:     cout << endl;
88:     return 0;
89: }
90:
91: //TEST// alias grind='valgrind --leak-check=full --show-reachable=yes'
92: //TEST// grind fixarray >fixarray.out 2>&1
93: //TEST// mkpspdf fixarray.ps fixarray.cpp* fixarray.out*
94:
```

GLU

```
1: ==21588== Memcheck, a memory error detector
2: ==21588== Copyright (C) 2002-2012, and GNU GPL'd, by Julian Seward et al
.
3: ==21588== Using Valgrind-3.8.1 and LibVEX; rerun with -h for copyright i
nfo
4: ==21588== Command: fixarray
5: ==21588==
6: 99
7: fixarray::range_check
8: 99 1234
9: 99 99
10: 00099000000
11: ==21588==
12: ==21588== HEAP SUMMARY:
13: ==21588==      in use at exit: 0 bytes in 0 blocks
14: ==21588==    total heap usage: 3 allocs, 3 frees, 199 bytes allocated
15: ==21588==
16: ==21588== All heap blocks were freed -- no leaks are possible
17: ==21588==
18: ==21588== For counts of detected and suppressed errors, rerun with: -v
19: ==21588== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 6 from 6)
```