

Friday, March 26, 2021

⇒ HW5: due Thursday 4/1

Today:

- brief HW5 overview
- C++ references & dynamic allocation
- ex 9-1 review
- ex 9-2

Recap Qs

1) C++ reference

alias for a variable
||
alternate
name

Most Useful for:
- parameters
- return values

2)

these

Also: when writing functions that take objects as parameters,
pass by const reference

slido.com
jhui01
↑
zero

```
int a;           // a is a variable

int &b = a;       // b refers to a
b = 4;
cout << a;       // prints "4"

int c = 9;
b = c;           // store 9 in a
```

2) Cont'd.

int sum (vector<int> ~~vec~~) {


vector<int> large = ...

sum (large)

int sum (const vector<int> &vec) {

int fill (vector<int> &vec) {

vec.push_back (42);


~~copy~~ of argument

3)

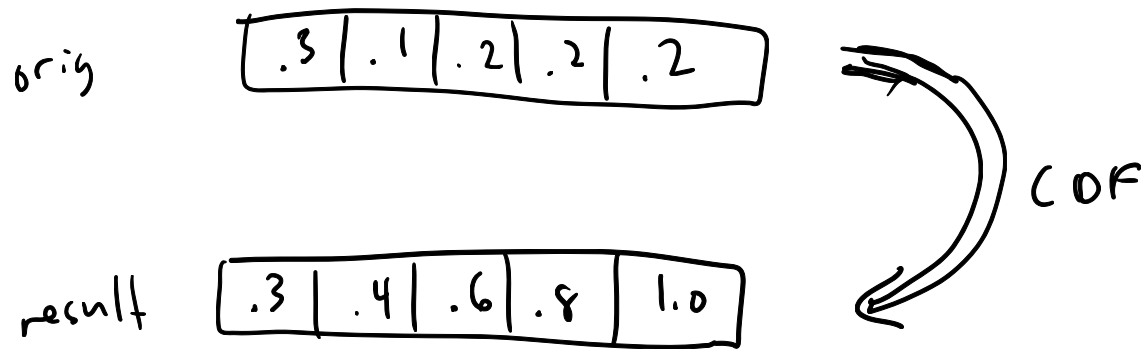
reference - refers to 1 variable, determined at init
acts like a variable

pointer - can change what it points to
must reference explicitly

4, 5)

alloc: new	}	why?
deallocate: delete		constructor
delete[]		destructor

Also: no sizeof



?

```
for (it = begin; it != end; it++) {  
    if( *it >= v ) {  
        // return iterator pointing to prev loc.  
        return i - 1;  
    }  
}
```

