

C++

程式語言 (二)

Introduction to Programming (II)

Dynamic Memory Allocation & Resource Management

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Platform/IDE

- Dev-C++



<https://www.pngegg.com/en/search?q=Dev-C>

- Codeblocks



<https://icons8.com/icons/set/code-blocks>

- OnlineGDB (<https://www.onlinegdb.com/>)



- Real-Time Collaborative Online IDE (<https://ide.usaco.guide/>)



Textbooks (We focusing on C++11)

- *Learn C++ Programming by Refactoring* (由重構學習 C++ 程式設計). Pang-Feng Liu (劉邦鋒). NTU Press. 2023.
- *C++ Primer. 5th Edition.* Stanley B. Lippman, Josée Lajoie, Barbara E. Moo. 2019.
- *Effective C++.* Scott Meyers. O'Reilly. 2016.
- *Thinking in C++. Vol. 1: Introducing to Standard C++.* 2nd Edition. Bruce Eckel. Prentice Hall PTR. 2000.

Useful Resources

- Tutorialspoint
 - <https://www.tutorialspoint.com/cplusplus/index.htm>
 - Online C++ Compiler
- Programiz
 - <https://www.programiz.com/cpp-programming>
- LEARN C++
 - <https://www.learncpp.com/>
- MIT OpenCourseWare - Introduction to C++
 - <https://ocw.mit.edu/courses/6-096-introduction-to-c-january-iap-2011/pages/lecture-notes/>
- Learning C++ Programming
 - <https://www.programiz.com/cpp-programming>
- GeeksforGeeks
 - <https://www.geeksforgeeks.org/c-plus-plus/>



Dynamic Memory Allocation in C++

Purpose of using dynamic memory

- Properly freeing dynamic objects turns out to be a surprisingly rich source of bugs.
- Programs tend to use dynamic memory for one of three purposes:
 1. They don't know how many objects they'll need.
 2. They don't know the precise type of the objects they need.
 3. They want to share data between several objects.

new and delete?

- In C++, people are used to use `new` operator (cf., `malloc()` in C) to allocate memory and `delete` (cf., `free()` in C) to free memory allocated by `new`.
- However, using these operators to manage memory is considerably more error-prone.
- From C++11 and newer versions, we are encouraged to use **smart pointers** to manage dynamic objects.
 - They are safer and easier.

Smart Pointers (the `shared_ptr` class)

```
shared_ptr<string> p1;  
unique_ptr<int> p2;
```

*Actually there is also `make_unique` but it's in C++14 standard.

```
//use make_shared function  
shared_ptr<int> p3 = make_shared<int>(42);  
//42  
shared_ptr<string> p4 = make_shared<string>(10, '9');  
//9999999999  
shared_ptr<int> p5 = make_shared<int>();
```

```
//we can also use "auto"  
auto p3 = make_shared<int>(42);  
//42  
auto p4 = make_shared<string>(10, '9');  
//9999999999  
auto p5 = make_shared<int>();
```


An Example

<https://onlinegdb.com/dSS35GJ2l>

```
#include <iostream>
#include <memory>
```

```
using namespace std;
```

```
class Grade {
private:
```

```
    int math;
    int eng;
    int sum;
```

```
public:
```

```
    Grade() = default;
```

```
    Grade(int m, int e): math(m), eng(e) {};
```

```
    ~Grade() { cout << "destructor of 'Grade' works here" << endl; } ;
```

```
    void SumUp() { sum = math + eng; }
```

```
    int ShowSum() { return sum; }
```

```
};
```

```
int main()
{
    auto ptr = make_shared<Grade>(100, 90);
    ptr->SumUp();
    cout << "The total grades: "
         << ptr->ShowSum() << endl;
    return 0;
}
```

```
The total grades: 190
destructor of 'Grade' works here
```

Copying and Assigning shared_ptr

- When we copy or assign a shared_ptr, each shared_ptr keeps track of **how many** other shared_ptrs point to the same object.

```
auto p = make_shared<int>(42); // object to which p points has one user
auto q(p); // p and q point to the same object; q is a copy of p
// object to which p and q point has two users

auto r = make_shared<int>(42); // int to which r points has one user
r = q; // assign to r, making it point to a different address
// increase the use count for the object to which q points
// reduce the use count of the object to which r had pointed
// the object r had pointed to has no users; that object is
// automatically freed
cout << r.unique(); // print out whether p.use_count() is 1 or not
cout << r.use_count(); // print out number of objects sharing with r
```

More on shared_ptr

- shared_ptr's **automatically**
 - **destroy** their objects (by a destructor of the class).
 - **free** the associated memory.

```
// factory returns a shared_ptr pointing to a dynamically allocated object
shared_ptr<Foo> factory(T arg)
{
    // process arg as appropriate
    // shared_ptr will take care of deleting this memory
    return make_shared<Foo>(arg);
} // the object will be appropriately deleted with the allocated memory freed
```

```
void use_factory(T arg)
{
    shared_ptr<Foo> p = factory(arg); // use p
} // p goes out of scope; the memory to which p points is automatically freed
```

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// factory returns a shared_ptr pointing to a dynamically allocated object
shared_ptr<Foo> factory(T arg)
{
    // process arg as appropriate
    // shared_ptr will take care of deleting this memory
    return make_shared<Foo>(arg);
}
```

```
// factory returns a shared_ptr pointing to a dynamically allocated object
shared_ptr<Foo> use_factory(T arg)
{
    shared_ptr<Foo> p = factory(arg); // use p
    return p; // reference count is incremented when we return p
} // p goes out of scope; the memory to which p points is NOT freed
```

Managing Memory Directly (new & delete)

```
int *pi = new int;  
string *ps = new string;  
int *pi = new int(1024);  
string *ps2 = new string(10, '9');  
// allocate and initialize a const int  
const int *pci = new const int(1024);  
// allocate and initialize an empty string  
const string *pcs = new const string;
```

```
int i, *pi1 = &i, *pi2 = nullptr;  
double *pd = new double(33), *pd2 = pd;  
delete i; // error: i is not a pointer  
delete pi1; // undefined: pi1 refers to a local  
delete pd; // ok  
delete pd2; // undefined: the memory pointed to by pd2 was already freed  
delete pi2; // ok: it is always ok to delete a null pointer
```

Using shared_ptrs with new

```
shared_ptr<double> p1;  
shared_ptr<int> p2(new int(42)); //direct initialization
```

Note that the following initialization is wrong:

```
shared_ptr<int> p1 = new int(42);  
//error: we must use direct initialization
```

Note that the following implicit conversion is also wrong:

```
shared_ptr<int> clone(int p) {  
    return new int(p);  
}
```

 **correction**

```
shared_ptr<int> clone(int p) {  
    return shared_ptr<int>(new int(p));  
}
```

Dynamic Arrays

```
int *pia = new int[10]; // uninitialized 10 ints
int *pia2 = new int[10](); //initialized to be 10 0's;
string *psa = new string[10]; // block of 10 empty strings
string *psa2 = new string[10](); // block of 10 empty strings
int *pia3 = new int[5]{0,1,2,3,4};
string *psa3 = new string[10]{"a", "b", string(3,'x')};
// the first three elements are initialized from given initializers
// remaining elements are value initialized
```

```
// Freeing dynamic arrays
delete [] pia;
delete [] psa;
...
```

*Remark

- Using a library container (e.g., vector, see STL in the future lectures, if it's possible) is better (safer, easier, and more efficient) and even more pronounced under the new standard.

```
vector<int> v1(10); // v1 has 10 elements with value 0
vector<int> v2(10, 1); // v2 has 10 elements with value 1
vector<int> v3{1, 2, 3}; // v3 has two elements with values 1, 2, and 3
v1.push_back(9); // add 9 into the rear of v1
...
```


Exercise:

Try to use new and delete instead

```
#include <iostream>
#include <memory>
```

```
using namespace std;
```

```
class Grade {
private:
```

```
    int math;
    int eng;
    int sum;
```

```
public:
```

```
    Grade() = default;
```

```
    Grade(int m, int e): math(m), eng(e) {};
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    void SumUp() { sum = math + eng; }
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{
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}
```


```
The total grades: 190
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More Exercises

- <https://onlinegdb.com/2oqsenisJp>
- Design a **constructor** which can assign values of the data members of `Vehicle`.
- Prompt the user to input the number n of `vehicles`.
- **Use `new` and `delete` to construct a set of n vehicles.**
- Print all the vehicles with total prices and brands.

Sample input & output

```
2
Constructor works here!
100 200 300 Volkswagen
Constructor works here!
200 300 400 BMW
VolkswagenTotal price: 600
VolkswagenTotal price: 900
destructor of 'Vehicle' works here
destructor of 'Vehicle' works here
```



Discussions & Questions