

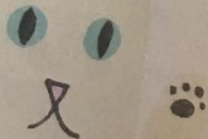
le-interpreted cast

casts exactly like C-style cast.
people use it just to be
able to finish it easily.
comfortability.

- disables compiler checking.

Smart-pointers

- normal pointers (hard to keep track)
- can result in segmentation faults.
- memory leaks
- Smart pointers help to manage



CMPs 1
Smart
usu all
normal

- if
freed
leaks

Auto-
wrapper

- destr
- operato

unique

- &
where

STL

- classes

type cast.
to be

keep track).
faults.

manage

C++ 101.

Smart pointers:
usually hard to manage
normal pointers.

- if heap memory isn't
freed properly, the memory
leaks can happen.

Auto_ptr:

Wrapper object

- destructor will be invoked.
- operator * to return pointer itself,

Unique_ptr

- # special case of shared_ptr
where the # of count = 1;

STL

- classes, functions, etc.



Iterator

- mechanism to access data stored in containers.
- uses templates
- for each loop
- simplifies loop condition
- instead of looping thru all items in container you can extend iterator and set own condition

- output iterator : used for output
- input : used for input
- forward : forward
- bidirectional : both directions (forward & backwards)

random : for some custom data

= use lambda function
instead of loop to
more eff



CMPS 205
Build up

ARP

- address
- maps
- ~~map~~ f

CMPS
Packet

- 1) call
- 2) soft
- 3) inv
- 4) inv
- 5) str
- 6) no

- socke
- clos
- conn
- bind
- liste
- acce
- rea
- wr
- = set
- getS

CMPS 109, lecture

Build up of 4 parts.

TCV dump

reuse socket
when a
program crashes
check if usable
or not.

ARP Protocol

- address resolution protocol.
- maps the IP address
- ~~maps~~ functions in the operation layer.

CMPS 109... 2.27.2017

Packet Transmission

- 1) call a send system call to send some data.
- 2) software interrupt
- 3) invoke software interrupt
- 4) invoke system call
- 5) store data to outbound buffers
- 6) notify the kernel.

- socket: create socket
- close: destroy socket
- connect: connection between two sockets
- bind: bind an IP address & port to process ID
- listen: configure a socket & accept conditions.
- accept: accept connection (new) & make a new socket.
- read: read data from socket
- write: write data to socket
- setsockopt: set socket options
- getsockopt: gets value of socket.

port: a number related to a process

