



OwnerPtr

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Date: 14-Jul-2021 13:59

URL: [http://pm.glodon.com/wiki/pages/viewpage.action?
pagelD=73792070](http://pm.glodon.com/wiki/pages/viewpage.action?pagelD=73792070)



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1

OwnerPtr std::unique_ptr

OwnerPtr GcmpOwnerPtrdll OwnerPtrDLL()

GCMPResPtr ResPtrDeleteMe DeleteMe

IDbObject NdbObject

ResPtr

1. ResPtr OwnerPtr (ResPtr OwnerPtr)
2. OwnerPtrResPtr

GCMP "DLL" OwnerPtr



2 OwnerPtr vs

2.1

Ownerstd::unique_ptr std::unique_ptr: ptr deleter, ptr deleterdeleter

```
template<class T>
struct Deleter
{
    void operator()(T* p) {delete p;}
}
class unique_ptr
{
    Deleter& get_deleter(){return m_del;}
    ~unique_ptr()
    {
        this->get_deleter()(m_ptr);
    }
private:
    Pointer m_ptr;
    Deleter m_del;
}
```

unique_ptr ptr **m_del this**

```
m_del = std::move(oldDel);
```

unique_ptr, dll: std::move "="(m_del)

2.2

std::shared_ptr: shared_ptr ()



```
class RefCount
{
    void Destory(){delete m_ptr;}
    void DeleteSelf() {delete this;}
Private:
    Pointer m_ptr;
}
class shared_ptr
{
public:
    ~shared_ptr()
    {
        if (m_ref->count == 0)
        {
            m_ref->Destory();
            m_ref->DeleteSelf();
        }
    }
private:
    RefCount* m_ref;
}
```

shared_ptrm_ref shared_ptrm_ref share_ptrdll m_refdll

OwnerPtr **OwnerPtrm_delOwnerPtrm_deldll** shared_ptrRefCountDeleter,

```
class Deleter
{
    void Destory(){delete m_ptr;}
    void DeleteSelf() {delete this;}
Private:
    Pointer m_ptr;
}
class NewOwnerPtr
{
public:
    ~OwnerPtr()
    {
        m_ref->Destory();
        m_ref->DeleteSelf();
    }
private:
    Deleter* m_del;
}
```

OwnerPtr dll

2.3

~~1. OwnerPtr() OwnerPtr std::unique_ptr GgpPolygon.cpp~~



```
{  
    OwnerPtr<int> a(new int);  
    OwnerPtr<int> b(a.get());  
}
```

~~2. .h .cpp (cpp) Warning 4150, ActionBase.cpp~~

~~3. JournalDataFactory.cpp~~