Пример 09.01. Выбор шаблона (специализации) подстановкой параметров (инстанцирование).

# include <iostream>

using namespace std;

# define PRIM\_5

# ifdef PRIM\_1

template <typename T, bool>

struct PrintHelper

{

static void print(const T& t) { cout << t << endl; }

};

template <typename T>

struct PrintHelper<T, true>

{

static void print(const T& t) { cout << \*t << endl; }

};

template <typename T>

void print(const T& t)

{

PrintHelper<T, is\_pointer\_v<T>>::print(t);

}

# elif defined(PRIM\_2)

template <typename T>

void printHelper(false\_type, const T& t) { cout << t << endl; }

template <typename T>

void printHelper(true\_type, const T& t) { cout << \*t << endl; }

template <typename T>

void print(const T& t)

{

printHelper(typename is\_pointer<T>::type{}, t);

}

# elif defined(PRIM\_3)

template <typename T>

void print(const T& t)

{

if constexpr (is\_pointer\_v<T>)

{

cout << \*t << endl;

}

else

{

cout << t << endl;

}

}

# elif defined(PRIM\_4)

void print(auto& t)

{

cout << t << endl;

}

void print(auto\* t)

{

cout << \*t << endl;

}

# elif defined(PRIM\_5)

void print(const auto& t)

{

cout << t << endl;

}

template <typename T>

concept pointer = is\_pointer\_v<T>;

void print(const pointer auto& t)

{

cout << \*t << endl;

}

# endif

int main()

{

double d = 1.5;

print(d);

print(&d);

}

Пример 09.02. Использование простого концепта.

# include <iostream>

# include <vector>

using namespace std;

template <typename T>

concept HasBeginEnd = requires(T a)

{

a.begin();

a.end();

};

# define PRIM\_1

# ifdef PRIM\_1

template <typename T>

requires HasBeginEnd<T>

ostream& operator <<(ostream& out, const T& v)

{

for (const auto& elem : v)

out << elem << endl;

return out;

}

# elif defined(PRIM\_2)

template <HasBeginEnd T>

ostream& operator <<(ostream& out, const T& v)

{

for (const auto& elem : v)

out << elem << endl;

return out;

}

# elif defined(PRIM\_3)

ostream& operator <<(ostream& out, const HasBeginEnd auto& v)

{

for (const auto& elem : v)

out << elem << endl;

return out;

}

# endif

int main()

{

vector<double> v{ 1., 2., 3., 4., 5. };

cout << v;

}

Пример 09.03. Варианты использования концепта.

# include <iostream>

using namespace std;

template <typename T>

concept Incrementable = requires(T t)

{

{++t} noexcept;

t++;

};

# define PRIM\_1

# ifdef PRIM\_1

template <typename T>

requires Incrementable<T>

auto inc(T& arg)

{

return ++arg;

}

# elif defined(PRIM\_2)

template <typename T>

auto inc(T& arg) requires Incrementable<T>

{

return ++arg;

}

# elif defined(PRIM\_3)

template <Incrementable T>

auto inc(T& arg)

{

return ++arg;

}

# elif defined(PRIM\_4)

auto inc(Incrementable auto& arg)

{

return ++arg;

}

# elif defined(PRIM\_5)

template <typename T>

requires requires(T t)

{

{++t} noexcept;

{t++};

}

auto inc(T& arg)

{

return ++arg;

}

# endif

class A {};

int main()

{

int i = 0;

cout << "i = " << inc(i) << endl;

A obj{};

// cout << "obj = " << inc(obj) << endl;

}

Пример 09.04. Концепты с составными ограничениями по типу выражений.

# include <iostream>

using namespace std;

# define PRIM\_3

#ifdef PRIM\_1

template <typename T, typename U, typename = void>

struct is\_equal\_comparable : false\_type {};

template <typename T, typename U>

struct is\_equal\_comparable<T, U,

void\_t<decltype(declval<T>() == declval<U>())>> : true\_type {};

template <typename T, typename U>

requires is\_equal\_comparable<T, U>::value

bool ch\_equal(T&& lhs, U&& rhs)

{

return lhs == rhs;

}

# elif defined(PRIM\_2)

template <typename T, typename U>

requires requires(T t, U u) { t == u; }

bool ch\_equal(T&& lhs, U&& rhs)

{

return lhs == rhs;

}

# elif defined(PRIM\_3)

template <typename T, typename U>

concept WeaklyEquialityComparable = requires(T t, U u)

{

{ t == u } -> convertible\_to<bool>;

{ t != u } -> convertible\_to<bool>;

};

template <typename T>

concept EquialityComparable = WeaklyEquialityComparable<T, T>;

template <typename T>

concept StrictTotallyOrdered = EquialityComparable<T> &&

requires(const remove\_reference\_t<T>&t1, const remove\_reference\_t<T>&t2)

{

{ t1 < t2 } -> convertible\_to<bool>;

{ t1 > t2 } -> convertible\_to<bool>;

};

template <typename T, typename U>

requires WeaklyEquialityComparable<T, U>

bool ch\_equal(T&& lhs, U&& rhs)

{

return (lhs <=> rhs) == 0;

}

#endif

int main()

{

cout << boolalpha << ch\_equal(3., 1) << endl;

// cout << ch\_equal(" ", 1) << endl;

}

Пример 09.05. Использование концепта с несколькими параметрами.

# include <iostream>

using namespace std;

template <typename BI, typename EI>

concept Comparable = requires(BI bi, EI ei)

{

{ bi == ei } -> convertible\_to<bool>;

};

# define VARIANT\_3

# ifdef VARIANT\_1

template <typename EI, Comparable<EI> BI>

constexpr bool my\_equal(BI bi, EI ei)

{

return bi == ei;

}

# elif defined(VARIANT\_2)

template <typename BI, typename EI>

requires Comparable<BI, EI>

constexpr bool my\_equal(BI bi, EI ei)

{

return bi == ei;

}

# elif defined(VARIANT\_3)

template <typename BI, typename EI>

constexpr bool my\_equal(BI bi, EI ei) requires Comparable<BI, EI>

{

return bi == ei;

}

# endif

class A

{

public:

bool operator ==(const A&) { return true; }

};

class B

{

public:

operator A() { return A{}; }

};

int main()

{

cout << boolalpha << my\_equal(1., 1) << endl;

A objA{};

B objB{};

cout << boolalpha << my\_equal(objA, objB) << endl;

}

Пример 09.06. Концепт с вариативным количеством параметров.

# include <iostream>

# include <concepts>

using namespace std;

template <typename Type, typename... Types>

constexpr inline bool are\_same\_v = conjunction\_v<is\_same<Type, Types>...>;

# define PRIM\_3

# ifdef PRIM\_1

template <typename Type, typename... Types>

requires (is\_same\_v<Type, Types> && ... && true)

auto sum(Type&& value, Types&&... params)

{

return forward<Type>(value) + (... + forward<Types>(params));

}

# elif defined(PRIM\_2)

template <typename... Types>

requires are\_same\_v<Types...>

auto sum(Types&&... params)

{

return (... + forward<Types>(params));

}

# elif defined(PRIM\_3)

template <typename Type, typename... Types>

struct first\_arg { using type = Type; };

template <typename... Types>

using first\_arg\_t = typename first\_arg<Types...>::type;

template <typename... Types>

concept Addable = requires(Types&&... args)

{

{(... + forward<Types>(args))} -> same\_as<first\_arg\_t<Types...>>;

requires are\_same\_v<Types...>;

requires sizeof...(Types) > 1;

};

template <typename... Types>

requires Addable<Types...>

auto sum(Types&&... args)

{

return (... + forward<Types>(args));

}

# endif

int main()

{

cout << sum(1., 2., 3., 4., 5.) << endl;

}

Пример 09.07. Концепты и перегрузка.

# include <iostream>

# include <vector>

template <typename T> constexpr bool is\_vector = false;

template <typename T> constexpr bool is\_vector<std::vector<T>> = true;

template <typename T>

concept Vec = is\_vector<T>;

template <typename T> constexpr bool is\_pointer = false;

template <typename T> constexpr bool is\_pointer<T\*> = true;

template <typename T>

concept Ptr = is\_pointer<T>;

template <typename T>

void f(T)

{

std::cout << "def" << std::endl;

}

template <Ptr T>

void f(T t)

{

std::cout << "ptr" << std::endl;

f(\*t);

}

template <Vec T>

void f(T t)

{

std::cout << "vec" << std::endl;

f(t[0]);

}

int main()

{

std::vector v{ 1 };

auto pv = &v;

auto ppv = &pv;

std::vector vv{ { v } };

std::vector vvv{ { vv } };

f(ppv);

std::cout << std::endl;

f(v);

std::cout << std::endl;

f(vvv);

}

Пример 09.08. Перегрузка шаблонов методов класса.

# include <iostream>

using namespace std;

class A

{

public:

template <typename Type>

requires is\_floating\_point<Type>::value

A(Type t)

{

cout << "Creating float object" << endl;

}

template <typename Type>

requires is\_integral<Type>::value

A(Type t)

{

cout << "Creating integer object" << endl;

}

};

int main()

{

A obj(1.);

}

Пример 09.09. Ограничения для шаблонов классов, использование дизъюнкции.

# include <iostream>

using namespace std;

template <typename T>

concept Ord = requires(T t1, T t2) { t1 < t2; };

template <typename T>

concept Void = is\_same\_v<T, void>;

template <typename T = void>

requires Ord<T> || Void<T>

struct Less;

template <Ord T>

struct Less<T>

{

bool operator ()(T a, T b) const { return a < b; }

};

template <>

struct Less<void>

{

template <Ord T>

bool operator ()(T& a, T& b) const { return &a < &b; }

};

int main()

{

Less<double> d1;

cout << boolalpha << d1(2., 3.) << endl;

Less d2;

int a = 0, b = 1;

cout << boolalpha << d2(a, b) << endl;

}

Пример 09.18. Использование концептов на примере класс Array.

# include <iostream>

# include <initializer\_list>

# include <vector>

using namespace std;

template <typename From, typename To>

concept Convertable = convertible\_to<From, To>;

template <typename From, typename To>

concept Assignable = requires(From fm, To to)

{

to = fm;

};

template <typename Type>

concept Container = requires(Type t)

{

typename Type::value\_type;

typename Type::size\_type;

typename Type::iterator;

typename Type::const\_iterator;

{ t.size() } noexcept -> same\_as<typename Type::size\_type>;

{ t.end() } noexcept -> same\_as<typename Type::iterator>;

{ t.begin() } noexcept -> same\_as<typename Type::iterator>;

};

template <typename T>

class Array

{

public:

using value\_type = T;

using size\_type = size\_t;

private:

value\_type\* arr{ nullptr };

size\_t count{ 0 };

public:

Array(initializer\_list<T> lt);

explicit Array(const Array& ar);

Array(Array&& ar) noexcept;

template <Convertable<T> U> // Convertable<U, T>

Array(const Array<U>& other);

template <Container Con>

requires Convertable<typename Con::value\_type, T> && Assignable<typename Con::value\_type, T>

Array(const Con& other);

~Array();

size\_t size() const noexcept { return count; }

T& operator [](int index) { return arr[index]; }

const T& operator [](int index) const { return arr[index]; }

};

template <typename T>

Array<T>::Array(initializer\_list<T> lt) : count(lt.size())

{

if (!count) return;

arr = new T[count];

for (int i = 0; auto elem : lt)

arr[i++] = elem;

}

template <typename T>

Array<T>::Array(const Array& ar) : count(ar.count)

{

if (!count) return;

arr = new T[count];

for (int i = 0; i < count; i++)

arr[i] = ar.arr[i];

}

template <typename T>

Array<T>::Array(Array&& ar) noexcept : count(ar.count), arr(ar.arr)

{

ar.arr = nullptr;

}

template <typename T>

template <Convertable<T> U>

Array<T>::Array(const Array<U>& other) : count(other.size())

{

if (!count) return;

arr = new T[count];

for (int i = 0; i < count; i++)

arr[i] = other[i];

}

template <typename T>

template <Container Con>

requires Convertable<typename Con::value\_type, T> && Assignable<typename Con::value\_type, T>

Array<T>::Array(const Con& other) : count(other.size())

{

if (!count) return;

arr = new T[count];

for (size\_t i = 0; auto elem : other)

arr[i++] = elem;

}

template <typename T>

Array<T>::~Array()

{

delete[] arr;

}

int main()

{

Array a1{ 1, 2, 3 };

Array a2{ 1., 2., 3. };

Array<int> a3{ move(a1) };

Array<int> a4(move(a2));

vector v{ 1., 3., 5. };

Array<int> a5(v);

}

Пример 09.10. Шаблон Holder.

# include <iostream>

using namespace std;

template <typename Type>

class Holder

{

private:

Type\* ptr{ nullptr };

public:

Holder() = default;

explicit Holder(Type\* p) : ptr(p) {}

Holder(Holder&& other) noexcept

{

ptr = other.ptr;

other.ptr = nullptr;

}

~Holder() { delete ptr; }

Type\* operator ->() noexcept { return ptr; }

Type& operator \*() noexcept { return \*ptr; }

operator bool() noexcept { return ptr != nullptr; }

Type\* release() noexcept

{

Type\* work = ptr;

ptr = nullptr;

return work;

}

Holder(const Holder&) = delete;

Holder& operator =(const Holder&) = delete;

};

class A

{

public:

void f() { cout << "Function f of class A is called" << endl; }

};

int main()

{

Holder<A> obj(new A{});

obj->f();

}

Пример 09.11. Применение unique\_ptr.

# include <iostream>

# include <memory>

using namespace std;

class A

{

public:

A() { cout << "Constructor" << endl; }

~A() { cout << "Destructor" << endl; }

void f() { cout << "Function f" << endl; }

};

int main()

{

unique\_ptr<A> obj1(new A{});

unique\_ptr<A> obj2 = make\_unique<A>();

unique\_ptr<A> obj3(obj1.release()); // move(obj1)

obj1 = move(obj3);

if (!obj3)

{

A\* p = obj1.release();

obj2.reset(p);

obj2->f();

}

}

Пример 09.12. Установка deleter для unique\_ptr на примере закрытия файла.

# include <iostream>

# include <memory>

# include <stdio.h>

using namespace std;

# define V\_1

# ifdef V\_1

class Deleter

{

public:

void operator ()(FILE\* stream) noexcept

{

fclose(stream);

cout << "file is closed" << endl;

}

};

# elif defined(V\_2)

using Deleter = decltype([](FILE\* stream)

{

fclose(stream);

cout << "file is closed" << endl;

});

# endif

using FilePtr\_t = unique\_ptr< FILE, Deleter >;

FilePtr\_t make\_file(const char\* filename, const char\* mode)

{

FILE\* stream = fopen(filename, mode);

if (!stream) throw runtime\_error("File not found!");

cout << "file is open" << endl;

return FilePtr\_t{ stream };

}

int main()

{

try

{

FilePtr\_t stream = make\_file("test.txt", "r");

}

catch (const runtime\_error& ex)

{

cout << ex.what() << endl;

}

}

Пример 09.13. Утечка памяти при использовании shared\_ptr.

# include <iostream>

# include <string>

# include <memory>

using namespace std;

class Base

{

protected:

string name;

public:

Base(const string& nm) : name(nm) {}

void print(const string& nm)

{

cout << name << " now points to " << nm << endl;

}

};

class BadWidget : public Base

{

private:

shared\_ptr<BadWidget> otherWidget;

public:

BadWidget(const string& n) : Base(n)

{

cout << "BadWidget " << name << endl;

}

~BadWidget() { cout << "~BadWidget " << name << endl; }

void setOther(const shared\_ptr<BadWidget>& x)

{

otherWidget = x;

print(x->name);

}

};

class GoodWidget : public Base

{

private:

weak\_ptr<GoodWidget> otherWidget;

public:

GoodWidget(const string& n) : Base(n)

{

cout << "GoodWidget " << name << endl;

}

~GoodWidget() { cout << "~GoodWidget " << name << endl; }

void setOther(const shared\_ptr<GoodWidget>& x)

{

otherWidget = x;

print(x->name);

}

};

int main()

{

{ // В этом примере происходит утечка памяти

cout << "Example 1" << endl;

shared\_ptr<BadWidget> w1 = make\_shared<BadWidget>("1 First");

shared\_ptr<BadWidget> w2 = make\_shared<BadWidget>("1 Second");

w1->setOther(w2);

w2->setOther(w1);

}

{ // А в этом примере использован weak\_ptr и утечки памяти не происходит

cout << "Example 2" << endl;

shared\_ptr<GoodWidget> w1 = make\_shared<GoodWidget>("2 First");

shared\_ptr<GoodWidget> w2 = make\_shared<GoodWidget>("2 Second");

w1->setOther(w2);

w2->setOther(w1);

}

return 0;

}

Пример 09.14. Возврат shared\_ptr на себя.

# include <iostream>

# include <memory>

using namespace std;

class A : public enable\_shared\_from\_this<A>

{

public:

A() { cout << "Constructor" << endl; }

~A() { cout << "Destructor" << endl; }

shared\_ptr<A> getptr()

{

return shared\_from\_this();

}

};

int main()

{

try

{

shared\_ptr<A> obj1 = make\_shared<A>();

shared\_ptr<A> obj2 = obj1->getptr();

cout << "good1.use\_count() = " << obj1.use\_count() << endl;

A obj;

shared\_ptr<A> gp = obj.getptr();

}

catch (const bad\_weak\_ptr& e)

{

cout << e.what() << endl;

}

}

Пример 09.15. Возврат shared\_ptr на член данное объекта.

# include <iostream>

# include <memory>

using namespace std;

template <typename Type>

class Node : public enable\_shared\_from\_this<Node<Type>>

{

private:

shared\_ptr<Node> nt;

Type data;

Node(shared\_ptr<Node> nxt, Type d) : nt(nxt), data(d) {}

public:

Node(const Node&) = delete;

Node(Node&&) = delete;

template <typename... Args>

static shared\_ptr<Node> create(Args&&... params);

shared\_ptr<Node> next();

shared\_ptr<Type> get();

};

# pragma region Method

template <typename Type>

template <typename... Args>

shared\_ptr<Node<Type>> Node<Type>::create(Args&&... params)

{

struct Enable\_make\_shared : public Node<Type>

{

Enable\_make\_shared(Args&&... params) : Node<Type>(forward<Args>(params)...) {}

};

return make\_shared<Enable\_make\_shared>(forward<Args>(params)...);

}

template <typename Type>

shared\_ptr<Node<Type>> Node<Type>::next()

{

return nt;

}

template <typename Type>

shared\_ptr<Type> Node<Type>::get()

{

shared\_ptr<Node> work = this->shared\_from\_this();

return { work, &work->data };

}

# pragma endregion

int main()

{

shared\_ptr<double> value;

{

auto nd = Node<double>::create(nullptr, 10.);

value = nd->get();

}

if (value.use\_count() == 0)

cout << "empty" << endl;

else

cout << "value = " << \*value << endl;

}

Пример 09.16. Реализация хранителя unique\_ptr.

# include <iostream>

using namespace std;

template <typename Type>

struct DefaultDelete

{

DefaultDelete() = default;

DefaultDelete(const DefaultDelete&) = default;

void operator()(Type\* ptr) const { delete ptr; }

};

template <typename Type, typename Deleter = DefaultDelete<Type>>

class UniquePtr

{

public:

UniquePtr() = default;

constexpr UniquePtr(nullptr\_t) {}

explicit UniquePtr(Type\* p) noexcept : ptr(p) {}

UniquePtr(UniquePtr&& vright) noexcept;

~UniquePtr() { Deleter{}(ptr); }

UniquePtr& operator =(nullptr\_t) noexcept;

UniquePtr& operator =(UniquePtr&& vright) noexcept;

Type& operator\*() const noexcept { return \*ptr; }

Type\* const operator->() const noexcept { return ptr; }

Type\* get() const noexcept { return ptr; }

explicit operator bool() const noexcept { return ptr != nullptr; }

Type\* release() noexcept;

void reset(Type\* p = nullptr) noexcept;

void swap(UniquePtr& other) noexcept;

UniquePtr(const UniquePtr&) = delete;

UniquePtr& operator =(const UniquePtr&) = delete;

private:

Type\* ptr{ nullptr };

};

# pragma region Method UniquePtr

template <typename Type, typename Deleter>

UniquePtr<Type, Deleter>::UniquePtr(UniquePtr&& vright) noexcept : ptr(vright.release()) {}

template <typename Type, typename Deleter>

UniquePtr<Type, Deleter>& UniquePtr<Type, Deleter>::operator =(nullptr\_t) noexcept

{

reset();

return \*this;

}

template <typename Type, typename Deleter>

UniquePtr<Type, Deleter>& UniquePtr<Type, Deleter>::operator =(UniquePtr&& vright) noexcept

{

swap(vright);

return \*this;

}

template <typename Type, typename Deleter>

Type\* UniquePtr<Type, Deleter>::release() noexcept

{

Type\* p = ptr;

ptr = nullptr;

return p;

}

template <typename Type, typename Deleter>

void UniquePtr<Type, Deleter>::reset(Type\* p) noexcept

{

Deleter{}(ptr);

ptr = p;

}

template <typename Type, typename Deleter>

void UniquePtr<Type, Deleter>::swap(UniquePtr& other) noexcept

{

::swap(ptr, other.ptr);

}

template <typename Type, typename... Args>

UniquePtr<Type> makeUnique(Args&&... params)

{

return UniquePtr<Type>(new Type(forward<Args>(params)...));

}

namespace Unique

{

template <typename Type>

UniquePtr<Type> move(const UniquePtr<Type>& unique)

{

return UniquePtr<Type>(const\_cast<UniquePtr<Type>&>(unique).release());

}

}

# pragma endregion

class A

{

int key;

public:

A(int k) : key(k)

{

cout << "Calling the constructor of class A (obj" << key << ");" << endl;

}

~A()

{

cout << "Calling a class A destructor (obj" << key << ");" << endl;

}

void f() { cout << "Method f;" << endl; }

};

int main()

{

UniquePtr<A> obj1(new A(1));

UniquePtr<A> obj2 = makeUnique<A>(2);

UniquePtr<A> obj3(obj1.release());

obj2->f();

(\*obj2).f();

obj1 = Unique::move(obj3);

if (!obj3)

{

obj2.reset(obj1.release());

obj2->f();

}

obj1.swap(obj2);

}

Пример 09.17. Реализация shared\_ptr и weak\_ptr.

# include <iostream>

using namespace std;

template <typename Type>

class UniquePtr;

template <typename Type>

class SharedPtr;

template <typename Type>

class WeakPtr;

struct Count

{

long countS{ 0 };

long countW{ 0 };

Count(long cS = 1, long cW = 0) noexcept : countS(cS), countW(cW) {}

};

template <typename Type>

class Pointers

{

public:

long use\_count() const noexcept { return rep ? rep->countS : 0; }

Pointers(const Pointers&) = delete;

Pointers& operator =(const Pointers&) = delete;

protected:

Pointers() = default;

Type\* get() const noexcept { return ptr; }

void set(Type\* p, Count\* r) noexcept { ptr = p; rep = r; }

void delShared() noexcept;

void delWeak() noexcept;

void delCount() noexcept;

bool \_compare(const Pointers& right) const noexcept { return ptr == right.ptr; }

void \_swap(Pointers& right) noexcept

{

std::swap(ptr, right.ptr);

std::swap(rep, right.rep);

}

void \_copyShared(const Pointers& right) noexcept;

void \_copyWeak(const Pointers& right) noexcept;

void \_move(Pointers& right) noexcept;

private:

Type\* ptr{ nullptr };

Count\* rep{ nullptr };

};

#pragma region Method Pointers

template <typename Type>

void Pointers<Type>::delShared() noexcept

{

if (!ptr) return;

(rep->countS)--;

if (!rep->countS)

{

delete ptr;

ptr = nullptr;

delCount();

}

}

template <typename Type>

void Pointers<Type>::delWeak() noexcept

{

if (rep)

{

(rep->countW)--;

delCount();

}

}

template <typename Type>

void Pointers<Type>::delCount() noexcept

{

if (!rep->countS && !rep->countW)

{

delete rep;

rep = nullptr;

}

}

template <typename Type>

void Pointers<Type>::\_copyShared(const Pointers<Type>& right) noexcept

{

if (right.ptr)

(right.rep->countS)++;

ptr = right.ptr;

rep = right.rep;

}

template <typename Type>

void Pointers<Type>::\_copyWeak(const Pointers<Type>& right) noexcept

{

if (right.rep)

(right.rep->countW)++;

ptr = right.ptr;

rep = right.rep;

}

template <typename Type>

void Pointers<Type>::\_move(Pointers<Type>& right) noexcept

{

ptr = right.ptr;

rep = right.rep;

right.ptr = nullptr;

right.rep = nullptr;

}

#pragma endregion

template <typename Type>

class SharedPtr : public Pointers<Type>

{

public:

SharedPtr() = default;

explicit SharedPtr(Type\* p);

constexpr SharedPtr(nullptr\_t) noexcept {}

SharedPtr(const SharedPtr& other) noexcept;

explicit SharedPtr(const WeakPtr<Type>& other) noexcept;

SharedPtr(SharedPtr&& right) noexcept;

SharedPtr(UniquePtr<Type>&& right);

~SharedPtr();

SharedPtr& operator =(const SharedPtr& vright) noexcept;

SharedPtr& operator =(SharedPtr&& vright) noexcept;

SharedPtr& operator =(UniquePtr<Type>&& vright);

Type& operator \*() const noexcept { return \*this->get(); }

Type\* operator ->() const noexcept { return this->get(); }

explicit operator bool() const noexcept { return this->get() != nullptr; }

bool unique() const noexcept { return this->use\_count() == 1; }

void swap(SharedPtr<Type>& right) noexcept { this->\_swap(right); }

void reset(Type\* p = nullptr) noexcept { (p ? SharedPtr(p) : SharedPtr()).swap(\*this); }

};

# pragma region Methods SharedPtr

template <typename Type>

SharedPtr<Type>::SharedPtr(Type\* p)

{

this->set(p, new Count());

}

template <typename Type>

SharedPtr<Type>::SharedPtr(const SharedPtr<Type>& other) noexcept

{

this->\_copyShared(other);

}

template <typename Type>

SharedPtr<Type>::SharedPtr(const WeakPtr<Type>& other) noexcept

{

this->\_copyShared(other);

}

template <typename Type>

SharedPtr<Type>::SharedPtr(SharedPtr<Type>&& right) noexcept

{

this->\_move(right);

}

template <typename Type>

SharedPtr<Type>::SharedPtr(UniquePtr<Type>&& vright)

{

Type\* p = vright.release();

if (p)

this->set(p, new Count());

}

template <typename Type>

SharedPtr<Type>::~SharedPtr()

{

this->delShared();

}

template <typename Type>

SharedPtr<Type>& SharedPtr<Type>::operator =(const SharedPtr<Type>& vright) noexcept

{

if (this->\_compare(vright)) return \*this;

this->delShared();

this->\_copyShared(vright);

return \*this;

}

template <typename Type>

SharedPtr<Type>& SharedPtr<Type>::operator =(SharedPtr<Type>&& vright) noexcept

{

if (this->\_compare(vright)) return \*this;

this->delShared();

this->\_move(vright);

return \*this;

}

template <typename Type>

SharedPtr<Type>& SharedPtr<Type>::operator =(UniquePtr<Type>&& vright)

{

this->delShared();

Type\* p = vright.release();

this->set(p, p ? new Count() : nullptr);

return \*this;

}

#pragma endregion

template <typename Type>

class WeakPtr : public Pointers<Type>

{

public:

WeakPtr() = default;

WeakPtr(const WeakPtr& other) noexcept;

WeakPtr(const SharedPtr<Type>& other) noexcept;

WeakPtr(WeakPtr&& other) noexcept;

~WeakPtr();

WeakPtr& operator =(const WeakPtr& vright) noexcept;

WeakPtr& operator =(const SharedPtr<Type>& vright) noexcept;

WeakPtr& operator =(WeakPtr&& vright) noexcept;

void reset() noexcept { WeakPtr().swap(\*this); }

void swap(WeakPtr& other) noexcept { this->\_swap(other); }

bool expired() const noexcept { return this->use\_count() == 0; }

SharedPtr<Type> lock()const noexcept { return SharedPtr<Type>(\*this); }

};

# pragma region Methods WeakPtr

template <typename Type>

WeakPtr<Type>::WeakPtr(const WeakPtr<Type>& other) noexcept

{

this->\_copyWeak(other);

}

template <typename Type>

WeakPtr<Type>::WeakPtr(const SharedPtr<Type>& other) noexcept

{

this->\_copyWeak(other);

}

template <typename Type>

WeakPtr<Type>::WeakPtr(WeakPtr<Type>&& other) noexcept

{

this->\_move(other);

}

template <typename Type>

WeakPtr<Type>::~WeakPtr()

{

this->delWeak();

}

template <typename Type>

WeakPtr<Type>& WeakPtr<Type>::operator =(const WeakPtr<Type>& vright) noexcept

{

if (this->\_compare(vright)) return \*this;

this->delWeak();

this->\_copyWeak(vright);

return \*this;

}

template <typename Type>

WeakPtr<Type>& WeakPtr<Type>::operator =(const SharedPtr<Type>& vright) noexcept

{

if (this->\_compare(vright)) return \*this;

this->delWeak();

this->\_copyWeak(vright);

return \*this;

}

template <typename Type>

WeakPtr<Type>& WeakPtr<Type>::operator =(WeakPtr<Type>&& vright) noexcept

{

if (this->\_compare(vright)) return \*this;

this->delWeak();

this->\_move(vright);

return \*this;

}

#pragma endregion

class A

{

int key;

public:

A(int k) : key(k)

{

cout << "Calling the constructor of class A (obj" << key << ");" << endl;

}

~A() { cout << "Calling a class A destructor (obj" << key << ");" << endl; }

void f() { cout << "Method f;" << endl; }

};

void main()

{

SharedPtr<A> obj1(new A(1));

obj1->f();

SharedPtr<A> s1, s2(obj1), s3;

s2->f();

cout << s2.use\_count() << endl;

WeakPtr<A> w1 = s2;

s1 = w1.lock();

SharedPtr<A> s4(w1);

cout << s2.use\_count() << endl;

WeakPtr<A> w2;

{

SharedPtr<A> obj2(new A(2));

w2 = obj2;

if (!w2.expired())

(w2.lock())->f();

}

if (!w2.expired())

(w2.lock())->f();

s2.reset();

s3 = s1;

}