

Module 10

Partha Pratin Das

Objectives & Outline

Management in C

Memory
Management

new & delete Array Placement new

Overloading new & delete

Summar

### Module 10: Programming in C++

Dynamic Memory Management

#### Partha Pratim Das

Department of Computer Science and Engineering Indian Institute of Technology, Kharagpur

ppd@cse.iitkgp.ernet.in

Tanwi Mallick Srijoni Majumdar Himadri B G S Bhuyan



# Module Objectives

Module 10

Partha Pratin Das

### Objectives & Outline

Management in C malloc & fre

Memory Managemer in C++

Array
Placement new
Restrictions

Overloading new & delete

Summar

ullet Understand the dynamic memory management in C++



### Module Outline

Module 10

Partha Pratin Das

Objectives & Outline

Management in C

Memory Management in C++

new & delete Array Placement new Restrictions

Overloading new & delete

Summar

- Memory management in C
  - malloc() & free()
- Memory management in C++
  - new and delete
  - Array new[] and delete[]
  - Placement new()
  - Restrictions
- Overloading new and delete



#### Module 10: Lecture 17

Module 10

Partha Pratin Das

Objectives & Outline

Management

Memory
Management

new & delete Array Placement new

new & delete

Memory management in C

- malloc() & free()
- Memory management in C++
  - new and delete
  - Array new[] and delete[]
  - Placement new()
  - Restrictions



# Program 10.01/02: malloc() & free(): C & C++

Module 10

Partha Pratir Das

Objectives of Outline

Management in C

Memory Managemer

new & delete Array Placement ner Restrictions

Overloading new & delete

Summa

```
C Program
                                                            C++ Program
#include <stdio.h>
                                              #include <iostream>
#include <stdlib.h>
                                              #include <cstdlib>
                                              using namespace std;
int main() {
                                              int main() {
    int *p = (int *)malloc(sizeof(int));
                                                  int *p = (int *)malloc(sizeof(int));
    *p = 5:
                                                  *p = 5:
    printf("%d", *p);
                                                  cout << *p;
    free(p);
                                                  free(p);
    return 0:
                                                  return 0;
```

- Dynamic memory management functions in stdlib.h header for C (cstdlib header for C++)
- malloc() allocates the memory on heap
- sizeof(int) needs to be provided
- Pointer to allocated memory returned as void \* needs cast to int \*
- Allocated memory is released by free() from heap
- calloc() and realloc() also available in both languages



# Program 10.02/03: operator new & delete: Dynamic memory management in C++

Module 10

new & delete

 C++ introduces operators new and delete to dynamically allocate and de-allocate memory:

#### malloc() & free() Operatorsnew & delete #include <iostream> #include <iostream> #include <cstdlib> using namespace std: using namespace std: int main() { int main() { int \*p = (int \*)malloc(sizeof(int)); int \*p = new int(5): \*p = 5: cout << \*p; cout << \*p; free(p); delete p; return 0: return 0: Operator new for allocation on heap

- Function malloc() for allocation on heap
- sizeof(int) needs to be provided
- Allocated memory returned as void \*
- Casting to int \* needed
- · Cannot be initialized
- Function free() for de-allocation from heap
- Library feature header cstdlib needed

- No size specification needed, type suffices
- Allocated memory returned as int \* No casting needed
- Can be initialized.
- Operator delete for de-allocation from heap Core language feature – no header needed



# Program 10.02/04: Functions: operator new() & operator delete()

Module 10

Partha Pratin Das

Objectives & Outline

Management in C malloc & free

Memory Managemen in C++

new & delete Array

Placement new Restrictions

Overloading new & delete

 C++ also allows operator new and operator delete functions to dynamically allocate and de-allocate memory:

```
#include <iostream>
                                                 #include <iostream>
#include <cstdlib>
                                                 #include <cstdlib>
using namespace std:
                                                 using namespace std:
int main() {
                                                 int main(){
    int *p = (int *)malloc(sizeof(int));
                                                     int *p = (int *)operator new(sizeof(int));
    *p = 5:
                                                     *p = 5:
    cout << *p;
                                                     cout << *p;
    free(p);
                                                     operator delete(p);
    return 0:
                                                     return 0:
----

    Function malloc() for allocation on heap

    Function operator new() for allocation on

                                                 heap

    Function free() for de-allocation from heap

    Function operator delete() for de-allocation

                                                 from heap
```

There is a major difference between operator new and function operator new(). We explore this angle more after we learn about classes

malloc() & free()

new & delete



# Program 10.05/06: Operators new[] & delete[]: Dynamically managed Arrays in C++

Module 10

```
malloc() & free()
```

new[] & delete[]

```
#include <iostream>
#include <cstdlib>
using namespace std:
int main() {
    int *a = (int *)malloc(sizeof(int)* 3):
    a[0] = 10: a[1] = 20: a[2] = 30:
    for (int i = 0: i < 3: ++i)
        cout << "a[" << i << "] = "
            << a[i] << " ":
    cout << endl:
    free(a):
    return 0:
             a[1] = 20
a[0] = 10
                        a[2] = 30
```

- Allocation by malloc() on heap
- # of elements implicit in size passed to malloc()
- Release by free() from heap

```
#include <iostream>
using namespace std;
int main() {
   int *a = new int[3]:
   a[0] = 10: a[1] = 20: a[2] = 30:
   for (int i = 0: i < 3: ++i)
       cout << "a[" << i << "] = "
            << a[i] << " ":
   cout << endl;
   delete [] a:
   return 0:
}
a[0] = 10 a[1] = 20
                           a[2] = 30
```

- Allocation by operator new[] (different from operator new) on heap
- # of elements explicitly passed to operator new[]
- Release by operator delete[] (different from operator delete) from heap



# Program 10.07: Operator new(): Placement new in C++

Module 10

Partha Pratir Das

Objectives & Outline

Managemer in C

malloc & fre

Memory Management in C++

Array
Placement new

Overloading new & delete

```
#include <iostream> using namespace std;
int main() {
    unsigned char buf[sizeof(int)* 2]: // Buffer on stack
    // placement new in buffer buf
    int *pInt = new (buf) int (3); int *qInt = new (buf+sizeof(int)) int (5);
    int *pBuf = (int *)(buf + 0): int *aBuf = (int *)(buf + sizeof(int)):
    cout << "Buf Addr Int Addr" << endl:
    cout << pBuf << " " << pInt << endl << qBuf << " " << qInt << endl;
    cout << "1st Int 2nd Int" << endl;
    cout << *pBuf << "
                              " << *aBuf << endl:
    int *rInt = new int(7); // heap allocation
    cout << "Heap Addr 3rd Int" << endl:
    cout << rInt << " " << *rInt << endl:
    delete rInt;
                          // delete integer from heap
    // No delete for placement new
    return 0;

    Placement new operator takes a buffer address to place objects

Buf Addr Int Addr
                                • These are not dynamically allocated on heap -
001BFC50 001BFC50
                                may be allocated on stack
001BFC54 001BFC54

    Allocations by Placement new operator must not be deleted

1st Int 2nd Int
Heap Addr 3rd Int
```

003799B8



#### Module 10: End of Lecture 17

Module 10

Partha Pratin Das

Objectives & Outline

Management in C

Memory Management

new & delete Array Placement new

new & delete

Memory management in C

malloc() & free()

Memory management in C++

new and delete

Array new[] and delete[]

Placement new()

Restrictions



#### Module 10: Lecture 18

Module 10

Partha Pratin Das

Objectives of Outline

Management in C

Memory Managemer in C++

new & delete Array Placement new

Restrictions

new & delete

ummar

Overloading operator new and delete



# Mixing malloc, operator new, etc

Module 10

Partha Pratir Das

Objectives 8 Outline

in C malloc & free

Memory Managemen<sup>:</sup> in C++

Array
Placement new
Restrictions

Summar

 Allocation and De-Allocation must correctly match. Do not free the space created by new using free(). And do not use delete if memory is allocated through malloc(). These may results in memory corruption

Allocator	De-allocator	
malloc()	free()	
operator new	operator delete	
operator new[]	operator delete[]	
operator new()	No delete	

• Passing NULL pointer to delete operator is secure

NPTEL MOOCs Programming in C++

- Prefer to use only new and delete in a C++ program
- The new operator allocates exact amount of memory from Heap
- new returns the given pointer type no need to typecast
- new, new[] and delete, delete[] have separate semantics

Partha Pratim Das



### Program 10.08: Overloading operator new

Module 10

Overloading new & delete

```
#include <iostream>
#include <stdlib.h>
using namespace std;
void* operator new(size_t n) { // Definition of new
    cout << "Overloaded new" << endl;
    void *ptr:
    ptr = malloc(n);
                               // Memory allocated to ptr
    return ptr;
void operator delete(void *p) { // definition of delete
    cout << "Overloaded delete" << endl:
    free(p):
                                // Allocated memory released
int main() {
    int *p = new int; // calling overloaded operator new
                      // Assign value to the location
    cout << "The value is :\t" << *p << endl;
                      // calling overloaded operator delete
    delete p;
    return 0:
                            • operator new overloaded
Overloaded new
```

- The first parameter of overloaded operator new must be size\_t
- The return type of overloaded operator new must be void \*
- The first parameter of overloaded operator delete must be void \*
- The return type of overloaded operator delete must be void
- More parameters may be used for overloading
- operator delete should not be overloaded (usually) with extra parameters

The value is : 30

Overloaded delete



# Program 10.09: Overloading operator new[]

Module 10

Partha Pratir Das

Objectives & Outline

Memory Managemen in C

Memory Managemen

new & delete
Array
Placement new
Restrictions

Overloading new & delete

\_

```
#include <iostream>
#include <cstdlib>
using namespace std;
void* operator new [] (size_t os, char setv) { // Fill the allocated array with setv
    void *t = operator new(os);
    memset(t. setv. os):
    return t:
7
void operator delete[] (void *ss) {
    operator delete(ss);
int main() {
    char *t = new('#')char[10]; // Allocate array of 10 elements and fill with '#'
    cout << "p = " << (int) (t) << endl;
    for (int k = 0; k < 10; ++k)
        cout << t[k]:
    delete [] t:
                              • operator new[] overloaded with initialization
    return 0:
                              • The first parameter of overloaded operator new[] must be size_t
                              • The return type of overloaded operator new[] must be void *
                              · Multiple parameters may be used for overloading
p = 19421992
                              • operator delete [] should not be overloaded (usually) with
##########
                              extra parameters
```



# Module Summary

Module 10

Partha Pratin Das

Objectives & Outline

Management in C malloc & free

Memory Management in C++

new & delete Array Placement new Restrictions

Overloading new & delete

Summary

- Introduced new and delete for dynamic memory management in C++
- Understood the difference between new, new[] and delete, delete[]
- Compared memory management in C with C++
- Explored the overloading of new, new[] and delete, delete[] operators



#### Instructor and TAs

Module 10

Partha Pratii Das

Objectives Outline

Management in C

Memory
Managemen

new & delete Array Placement ne

Overloading

Summary

Name	Mail	Mobile
Partha Pratim Das, Instructor	ppd@cse.iitkgp.ernet.in	9830030880
Tanwi Mallick, <i>TA</i>	tanwimallick@gmail.com	9674277774
Srijoni Majumdar, <i>TA</i>	majumdarsrijoni@gmail.com	9674474267
Himadri B G S Bhuyan, <i>TA</i>	himadribhuyan@gmail.com	9438911655