

## ptr.cm

```
/*  
  
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    )  
  
*/  
  
// Copyright (c) 1994  
// Hewlett-Packard Company  
// Copyright (c) 1996  
// Silicon Graphics Computer Systems, Inc.  
// Copyright (c) 2009 Alexander Stepanov and Paul McJones  
  
namespace System  
{  
    public class UniquePtr<T>  
    {  
        private typedef UniquePtr<T> Self;  
  
        public nothrow UniquePtr(): ptr(nullptr)  
        {  
        }  
        public nothrow UniquePtr(T* ptr_): ptr(ptr_)  
        {  
        }  
        suppress UniquePtr(const Self&);  
        public nothrow UniquePtr(Self&& that): ptr(that.Release())  
        {  
        }  
        public nothrow void operator=(T* ptr_)  
        {  
            if (ptr != nullptr)  
            {  
                delete ptr;  
            }  
            ptr = ptr_;  
        }  
        suppress void operator=(const Self&);  
        public nothrow void operator=(Self&& that)  
        {  
            if (ptr != nullptr)  
            {  
                delete ptr;  
            }  
            ptr = that.Release();  
        }  
    }  
}
```

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}
public nothrow ~UniquePtr()
{
    if (ptr != null)
    {
        delete ptr;
    }
}
public nothrow void Reset()
{
    if (ptr != null)
    {
        delete ptr;
        ptr = null;
    }
}
public nothrow void Reset(T* ptr_)
{
    if (ptr != null)
    {
        delete ptr;
    }
    ptr = ptr_;
}
public inline nothrow T* Release()
{
    T* ptr_ = ptr;
    ptr = null;
    return ptr_;
}
public inline nothrow T* GetPtr() const
{
    return ptr;
}
public inline nothrow bool IsNull() const
{
    return ptr == null;
}
public inline nothrow T* operator->() const
{
    #assert(ptr != null);
    return ptr;
}
public inline nothrow T& operator*() const
{
    #assert(ptr != null);
    return *ptr;
}
public nothrow void Swap(Self& that)
{
    Swap(ptr, that.ptr);
}
private T* ptr;

```

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}

public nothrow bool operator==<T>(const UniquePtr<T>& left , const
    UniquePtr<T>& right)
{
    return left.GetPtr() == right.GetPtr();
}

public nothrow bool operator<<T>(const UniquePtr<T>& left , const
    UniquePtr<T>& right)
{
    return left.GetPtr() < right.GetPtr();
}

public abstract class CounterBase
{
    public nothrow CounterBase(): useCount(1) , weakCount(1)
    {
    }
    suppress CounterBase(const CounterBase&);
    suppress void operator=(const CounterBase&);
    suppress CounterBase(CounterBase&&);
    suppress void operator=(CounterBase&&);
    public nothrow virtual ~CounterBase()
    {
    }
    public abstract nothrow void Dispose();
    public virtual nothrow void Destruct()
    {
        delete this;
    }
    public inline nothrow void AddReference()
    {
        #assert (!(useCount == 0 && weakCount != 0));
        ++useCount;
        ++weakCount;
    }
    public inline nothrow void Release()
    {
        --useCount;
        if (useCount != 0)
        {
            --weakCount;
            return;
        }
        Dispose();
        WeakRelease();
    }
    public nothrow inline void WeakAddReference()
    {
        ++weakCount;
    }
    public nothrow void WeakRelease()

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{
    --weakCount;
    if (weakCount == 0)
    {
        Destruct();
    }
}
public nothrow inline int GetUseCount() const
{
    return useCount;
}
private int useCount;
private int weakCount;
}

public class Counter<T> : CounterBase
{
    private typedef Counter<T> Self;

    public nothrow Counter(T* ptr_): ptr(ptr_)
    {
    }
    suppress Counter(const Self&);
    suppress void operator=(const Self&);
    suppress Counter(Self&&);
    suppress void operator=(Self&&);
    public override nothrow void Dispose()
    {
        delete ptr;
        ptr = null;
    }
    private T* ptr;
}

public class SharedCount<T>
{
    private typedef Counter<T>* CounterPtrType;
    private typedef SharedCount<T> Self;

    public nothrow SharedCount(): counter(null)
    {
    }
    public nothrow SharedCount(T* ptr_): counter(new Counter<T>(ptr_))
    {
    }
    public nothrow SharedCount(Counter<T>* counter_): counter(
        counter_) // to support SharedCountCast
    {
        if (counter != null)
        {
            counter->AddReference();
        }
    }
}

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}
public nothrow SharedCount(const Self& that): counter(that.
    counter)
{
    if (counter != null)
    {
        counter->AddReference();
    }
}
public nothrow SharedCount(const WeakCount<T>& that): counter(
    that.GetCounter())
{
    #assert(counter != null);
    counter->AddReference();
}
public nothrow void operator=(const Self& that)
{
    CounterPtrType otherCounter = that.counter;
    if (otherCounter != null)
    {
        otherCounter->AddReference();
    }
    if (counter != null)
    {
        counter->Release();
    }
    counter = otherCounter;
}
public nothrow ~SharedCount()
{
    if (counter != null)
    {
        counter->Release();
    }
}
public nothrow void Swap(Self& that)
{
    CounterPtrType otherCounter = that.counter;
    that.counter = counter;
    counter = otherCounter;
}
public nothrow int GetUseCount() const
{
    if (counter != null)
    {
        return counter->GetUseCount();
    }
    return 0;
}
public nothrow bool IsUnique() const
{
    return GetUseCount() == 1;
}

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    public nothrow CounterPtrType GetCounter() const
    {
        return counter;
    }
    private CounterPtrType counter;
}

public nothrow bool operator==(T>)(const SharedCount<T>& left, const
    SharedCount<T>& right)
{
    return left.GetCounter() == right.GetCounter();
}

public nothrow bool operator<<T>(const SharedCount<T>& left, const
    SharedCount<T>& right)
{
    return left.GetCounter() < right.GetCounter();
}

internal nothrow SharedCount<U> SharedCountCast<U, T>(const
    SharedCount<T>& from)
{
    return SharedCount<U>(cast<Counter<U>*>(from.GetCounter()));
}

public class WeakCount<T>
{
    private typedef Counter<T>* CounterPtrType;
    private typedef WeakCount<T> Self;

    public nothrow WeakCount(): counter(nullptr)
    {
    }
    public nothrow WeakCount(const Self& that): counter(that.counter)
    {
        if (counter != nullptr)
        {
            counter->WeakAddReference();
        }
    }
    public nothrow WeakCount(const SharedCount<T>& that): counter(
        that.GetCounter())
    {
        if (counter != nullptr)
        {
            counter->WeakAddReference();
        }
    }
    public nothrow ~WeakCount()
    {
        if (counter != nullptr)
        {
            counter->WeakRelease();
        }
    }
}

```

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    }
}
public nothrow void operator=(const SharedCount<T>& that)
{
    CounterPtrType otherCounter = that.GetCounter();
    if (otherCounter != null)
    {
        otherCounter->WeakAddReference();
    }
    if (counter != null)
    {
        counter->WeakRelease();
    }
    counter = otherCounter;
}
public nothrow void operator=(const Self& that)
{
    CounterPtrType otherCounter = that.counter;
    if (otherCounter != null)
    {
        otherCounter->WeakAddReference();
    }
    if (counter != null)
    {
        counter->WeakRelease();
    }
    counter = otherCounter;
}
public nothrow void Swap(Self& that)
{
    CounterPtrType otherCounter = that.counter;
    that.counter = counter;
    counter = otherCounter;
}
public nothrow int GetUseCount() const
{
    if (counter != null)
    {
        return counter->GetUseCount();
    }
    return 0;
}
public nothrow CounterPtrType GetCounter() const
{
    return counter;
}
private CounterPtrType counter;
}

public nothrow bool operator==<T>(const WeakCount<T>& left , const
WeakCount<T>& right)
{
    return left.GetCounter() == right.GetCounter();
}

```

```

}

public nothrow bool operator<<<T>(const WeakCount<T>& left , const
    WeakCount<T>& right)
{
    return left.GetCounter() < right.GetCounter();
}

public class SharedPtr<T>
{
    private typedef SharedPtr<T> Self;
    private typedef SharedCount<T> CountType;

    public nothrow SharedPtr(): ptr(null), count()
    {
    }
    public nothrow explicit SharedPtr(T* ptr_): ptr(ptr_), count(ptr)
    {
        EnableSharedFromThis(ptr_, ptr_, count);
    }
    public nothrow SharedPtr(T* ptr_, const CountType& count_): ptr(
        ptr_), count(count_) // to support PtrCast
    {
    }
    public nothrow SharedPtr(const Self& that): ptr(that.ptr), count(
        that.count)
    {
    }
    public nothrow SharedPtr(const WeakPtr<T>& that): ptr(), count(
        that.GetCount())
    {
        ptr = that.GetPtr();
    }
    public nothrow void Reset()
    {
        Self().Swap(*this);
    }
    public nothrow void Reset(T* ptr_)
    {
        Self(ptr_).Swap(*this);
    }
    public nothrow void operator=(const Self& that)
    {
        ptr = that.ptr;
        count = that.count;
    }
    public nothrow inline T* operator->() const
    {
        #assert(ptr != null);
        return ptr;
    }
    public nothrow inline T& operator*() const
    {

```



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        #assert(ptr != null);
        return *ptr;
    }
    public nothrow inline T* GetPtr() const
    {
        return ptr;
    }
    public nothrow inline const CountType& GetCount() const
    {
        return count;
    }
    public nothrow inline bool IsNull() const
    {
        return ptr == null;
    }
    public nothrow void Swap(Self& that)
    {
        Swap(ptr, that.ptr);
        count.Swap(that.count);
    }
    public nothrow bool IsUnique() const
    {
        return count.IsUnique();
    }
    public nothrow int GetUseCount() const
    {
        return count.GetUseCount();
    }
    private T* ptr;
    private CountType count;
}

public nothrow bool operator==(T)(const SharedPtr<T>& left, const
    SharedPtr<T>& right)
{
    return left.GetPtr() == right.GetPtr();
}

public nothrow bool operator<<T>(const SharedPtr<T>& left, const
    SharedPtr<T>& right)
{
    #assert(left.GetPtr() != null && right.GetPtr() != null || left.
        GetPtr() == null && right.GetPtr() == null);
    return left.GetPtr() < right.GetPtr();
}

public nothrow SharedPtr<U> PtrCast<U, T>(const SharedPtr<T>& from)
{
    return SharedPtr<U>(cast<U*>(from.GetPtr()), SharedCountCast<U>(
        from.GetCount()));
}

public class WeakPtr<T>

```

```

{
    private typedef WeakPtr<T> Self;
    private typedef WeakCount<T> CountType;

    public nothrow WeakPtr(): ptr(null), count()
    {
    }
    public nothrow WeakPtr(const SharedPtr<T>& that): ptr(that.GetPtr
        ()), count(that.GetCount())
    {
    }
    public nothrow WeakPtr(const Self& that): ptr(), count(that.count
        )
    {
        ptr = that.Lock().GetPtr();
    }
    public default ~WeakPtr();
    public nothrow void operator=(const Self& that)
    {
        ptr = that.Lock().GetPtr();
        count = that.count;
    }
    public nothrow void operator=(const SharedPtr<T>& that)
    {
        ptr = that.GetPtr();
        count = that.GetCount();
    }
    public nothrow int GetUseCount() const
    {
        return count.GetUseCount();
    }
    public nothrow bool IsExpired() const
    {
        return count.GetUseCount() == 0;
    }
    public nothrow SharedPtr<T> Lock() const
    {
        if (IsExpired())
        {
            return SharedPtr<T>();
        }
        return SharedPtr<T>(*this);
    }
    public nothrow void Reset()
    {
        Self().Swap(*this);
    }
    public nothrow void Swap(Self& that)
    {
        Swap(ptr, that.ptr);
        count.Swap(that.count);
    }
    public inline nothrow const CountType& GetCount() const

```

```

    {
        return count;
    }
    public inline nothrow T* GetPtr() const
    {
        return ptr;
    }
    public nothrow void Assign(T* ptr_, const SharedCount<T>& count_)
        // to support EnableSharedFromThis
    {
        ptr = ptr_;
        count = count_;
    }
    private T* ptr;
    private CountType count;
}

public class ShareableFromThis<T>
{
    public nothrow SharedPtr<T> GetSharedFromThis() const
    {
        SharedPtr<T> p(weakThis);
        #assert(p.GetPtr() == this);
        return p;
    }
    public nothrow WeakPtr<T>& GetWeakThis()
    {
        return weakThis;
    }
    private WeakPtr<T> weakThis;
}

public nothrow inline void EnableSharedFromThis<T>(void*, void*,
    const SharedCount<T>&)
{
}

public nothrow void EnableSharedFromThis<T, U>(ShareableFromThis<T>*
    left, U* right, const SharedCount<U>& count)
{
    if (left != null)
    {
        left->GetWeakThis().Assign(cast<T*>(right), SharedCountCast<T>
            >(count));
    }
}
}

```