

## Agenda

- Constant
- Dynamic Memory Allocation
- Reference
- Static (Data Member & Member Functions)
- ~~simple and dynamic Array(1D and 2D)~~

## Constant

- const is type qualifier.
- If we dont want modify value of the variable then we should use const keyword.
- constant variable is also called as read only variable.
- In C++, Initializing constant variable is mandatory.

```
const int num2; //Not OK : In C++
const int num3 = 10; //OK : In C++
```

- We can even make

### 1. Data Member as constant

- Once initialized, if we dont want to modify state of the data member inside any member function of the class including constructor body then we should declare data member constant.
- If we declare data member constant then it is mandatory to initialize it using constructors member initializer list.

```
```CPP
class Test
{
private:
    const int num1;
public:
    Test( void ) : num1( 10 ) //OK
    {
        //this->num1 = 10; //Not OK
    }
};
```
```

### 2. Member Function as constant

- We can not declare global function constant but we can declare member function constant.
- If we dont want to modify state of current object inside member function then we should declare member function constant.
- Non constant member function get this pointer like: ``ClassName *const this``
- Constant member function get this pointer like: ``const ClassName *const this;``
- We can not delclare following function constant:
  1. Global Function
  2. Static Member Function
  3. Constructor
  4. Destructor
- Since main function is a global function, we can not delcare it constant.
- We should declare read only function constant. e.g getter function, printRecord function etc.
- In constant member function, if we want to modify state of non constant data member then we should use mutable keyword.

### 3. Object as Constant

- If we dont want to modify state of the object then instead of declaring data member constant, we should declare object constant.
- On non constant object, we can call constant as well as non constant member function.
- On Constant object, we can call only constant member function of the class.

## Dynamic Memory Allocation

- If we want to allocate memory dynamically then we should use new operator and to deallocate that memory we should use delete operator.
- If pointer contains, address of deallocated memory then such pointer is called dangling pointer.
- When we allocate space in memory, and if we loose pointer to reach to that memory then such wastage of memory is called memory leakage.
- If new operator fails to allocate memory then it throws bad\_alloc exception.
- If malloc/calloc/realloc function fails to allocate memory then it returns NULL.
- If new operator fails to allocate memory then it throws bad\_alloc exception.
- If we create dynamic object using malloc then constructor do not call. But if we create dynamic object using new operator then constructor gets called.

```
int main()
{
    int *ptr = new int;
    *ptr = 20;
    cout << "Address of dynamic Memory - " << ptr << endl;
```

```
cout << "Value on dynamic memory - " << *ptr << endl;
delete ptr;
ptr = NULL;
return 0;
}
```

## Difference between malloc() vs new and free() vs delete

### malloc() vs. new:

- Type:
  - malloc(): malloc() is a function. Declared in <stdlib.h>.
  - new: new is an operator. No separate header file needed.
- Initialization:
  - malloc(): Memory allocation only. Doesn't call constructors for objects.
  - new: Memory allocation and initialization. Calls constructors for objects.
- Usage with Arrays:
  - malloc(): No special handling for arrays.
  - new: Supports array allocation. new[] is used for arrays, which can later be deallocated with delete[].
- Return Type:
  - malloc(): Returns a void\* pointer.
  - new: Returns a pointer to the type of object being allocated.
- Type Safety:
  - malloc(): Not type-safe. Requires explicit casting.
  - new: Type-safe. No need for explicit casting.
- Overloading:
  - new: Supports overloading to customize memory allocation behavior.
  - malloc(): malloc() is not meant to be overloaded.
- Usage in C++:
  - malloc(): Can be used in C++ but not recommended due to lack of support for constructors.
  - new: Preferred in C++ for dynamic memory allocation because it supports constructors.

### free() vs. delete:

- Type:
  - free(): free() is a function. Declared in <stdlib.h>.
  - delete: delete is an operator. No separate header file needed.
- Type of Memory:
  - free(): Used to deallocate memory allocated with malloc() or calloc().
  - delete: Used to deallocate memory allocated with new.
- De-Initialization:
  - free(): Only deallocates memory. Doesn't call destructors for objects.
  - delete: Deallocates memory and calls destructors for objects.
- Usage with Arrays:
  - free(): No special handling for arrays.
  - delete: Used with delete[] to deallocate memory allocated for arrays.

- Overloading:
  - delete: Supports overloading to customize memory deallocation behavior.
  - free(): free() is not meant to be overloaded.
- Usage in C++:
  - free(): Not used in C++. Deallocating memory allocated with malloc() or calloc() using free() in C++ can lead to undefined behavior if
  - the object has non-trivial constructors or destructors.
  - delete: Preferred in C++ for deallocating memory allocated with new because it properly calls destructors for objects.

## typedef

- It is C language feature which is used to create alias for existing data type.
- Using typedef, we can not define new data type rather we can give short name / meaningful name to the existing data type.
- e.g
  1. typedef unsigned short wchar\_t;
  2. typedef unsigned int size\_t;
  3. typedef basic\_istream istream;
  4. typedef basic\_ostream ostream;
  5. typedef basic\_string string;

## Reference

- Reference is derived data type.
- It alias or another name given to the existing memory location / object.

```
int num1 = 10;  
int &num2 = num1;
```

- In above code num1 is referent variable and num2 is reference variable.
- Using typedef we can create alias for class whereas using reference we can create alias for object.
- Once reference is initialized, we can not change its referent.
- It is mandatory to initialize reference.

```
int main( void )  
{  
    int &num2; //Not OK  
    return 0;  
}
```

- We can not create reference to constant value.

```
int main( void )  
{
```

```
int &num2 = 10; //Not OK
return 0;
}
```

- We can create reference to object only.
- Reference is internally considered as constant pointer hence referent of reference must be variable/object.

```
int main( void )
{
    int num1 = 10;
    int &num2 = num1;
    //int *const num2 = &num1;
    cout<<"Num2:"<<num2<<endl;
    //cout<<"Num2:"<<*num2<<endl;
    return 0;
}
```

## Static

- All the static and global variables get space only once during program loading
- Static variable is also called as shared variable.
- If we declare function static then local variables are not considered as static.
- If we don't want to access any global function inside different file then we should declare global function static.
- In C/C++, we can not declare main function static.
- In C++ we can declare
  1. Data member as static
  2. Member function as static

## Static Data Member

- If we want to share value of the data member in all the objects of same class then we should declare data member static.
- Static data member do not get space inside object rather all the objects of same class share single copy of it. Hence size of object depends on size of all the non static data members declared inside class.
- If class contains all static data members then size of object will be 1 byte.
- Data member of a class, which get space inside object is called instance variable. In short, non static data member is also called as instance variable.
- Instance variable gets space once per object. Hence to access it we must use object, pointer or reference.
- Data member of the class, which do not get space inside object is called class level variable. In other words, static data member is also called as class level variable.
- Class level variable get space once per class. Hence to access it we should use class name and scope resolution operator.

- If we want to declare data member static then we must provide global definition for it otherwise linker generates error.
- Instance variable get space inside instance hence we should initialize it using constructor.
- Class level variable do not get space inside instance hence we should not initialize it inside constructor. We must initialize it in global definition.
- We can declare constant data member static.

## Static Member Function

- We can not declare global function constant but we can declare member function constant.
- Except main function, we can declare global function as well as member function static.
- To access non static members of the class, we should declare member function non static and to access static members of the class we should declare member function static.
- Member function of a class which is designed to call on object is called instance method. In short non static member function is also called as instance method.
- To access instance method either we should use object, pointer or reference to object.
- Member function of a class which is designed to call on class name is called class level method In short static member function is also called as class level method.
- To access class level method we should use classname and :: operator.
- Since static member functions are not designed to call on object it doesn't get this pointer.
- this pointer is considered as link between non static data member and non static member function.
- Since static member function do not get this pointer, we can not access non static members inside static member function directly.
- Inside non static member function, we can access static as well as non static members.
- Using object, we can access non static members inside static member function.
- We can declare static data member constant but we can not declare static member function constant.
- We can not declare static member function constant, volatile and virtual.