

# Modern C++ Libraries

## Smart Pointers

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# The Pointer Landscape

- `T *` // be careful!
- `unique_ptr`
- `shared_ptr`
- `weak_ptr`
- `auto_ptr` // don't use me!
- `ComPtr`
- The Essentials of COM – Part 1 & 2
- <http://pluralsight.com/Courses/com-essentials>

# **unique\_ptr**

- Exclusively owns object to which it points
- Can't be copied
- Can be moved
- `make_unique`

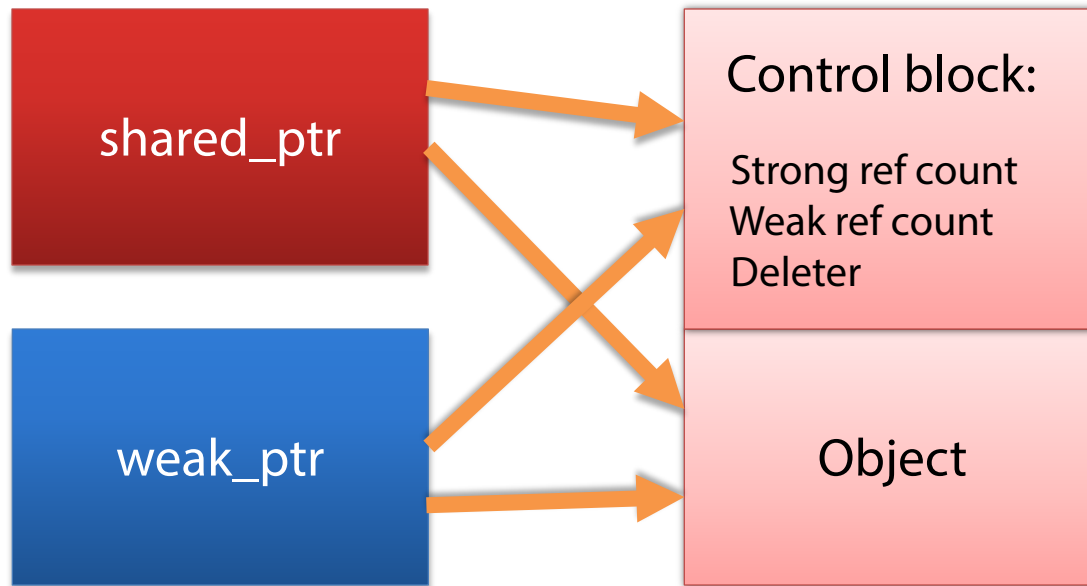
# Demo: unique\_ptr

# **shared\_ptr**

- Shares ownership of object to which it points
- Non-invasive reference counting
- Can be copied
- Can be moved
- `make_shared`

# Demo: shared\_ptr

# weak\_ptr



# Demo: weak\_ptr



# Summary

- `unique_ptr`
- `shared_ptr`
- `weak_ptr`
  
- `ComPtr`
- The Essentials of COM – Part 1 & 2
- <http://pluralsight.com/Courses/com-essentials>