

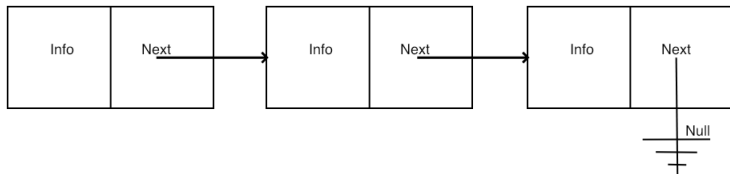
Smart Pointers

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1. Motivating application: linked list



- Used inside operating systems
- Model for complicated structures: trees, DAGs.

2. Recursive data structures

Naive code:

```
class Node {  
private:  
    int value;  
    Node tail;  
    /* ... */  
};
```

This does not work: would take infinite memory.

Indirect inclusion: only 'point' to the tail:

```
class Node {  
private:  
    int value;  
    PointToNode tail;  
    /* ... */  
};
```

3. Pointer types

- Smart pointers. You will see 'shared pointers'.
- There are 'unique pointers'. Those are tricky.
- Please don't use old-style C pointers, unless you become very advanced.

4. Example: step 1, we need a class

Simple class that stores one number:

```
class HasX {  
private:  
    double x;  
public:  
    HasX( double x) : x(x) {};  
    auto get() { return x; };  
    void set(double xx) { x = xx; };  
};
```

5. Example: step 2, creating the pointer

Allocation of object and pointer to it in one:

```
auto X = make_shared<HasX>( /* args */ );
```

// or explicitly:

```
shared_ptr<HasX> X =  
    make_shared<HasX>( /* constructor args */ );
```

6. Example: step 3: headers to include

Using smart pointers requires at the top of your file:

```
#include <memory>
using std::shared_ptr;
using std::make_shared;

using std::unique_ptr;
using std::make_unique;
```

(unique pointers will not be discussed further here)

7. Example: step 4: in use

Why do we use pointers?

Pointers make it possible for two variables to own the same object.

Code:

```
auto xptr = make_shared<HasX>(5);  
auto yptr = xptr;  
cout << xptr->get() << '\n';  
yptr->set(6);  
cout << xptr->get() << '\n';
```

Output

[pointer] twopoint:

5

6

What is the difference with

```
HasX five(5);  
HasX v1 = five;  
HasX v2 = five;
```

?

Exercise 1

Make a *DynRectangle* class, which is constructed from two shared-pointers-to-*Point* objects:

```
auto
    origin = make_shared<Point>(0,0),
    fivetwo = make_shared<Point>(5,2);
DynRectangle lielow( origin, fivetwo );
```

Calculate the area, scale the top-right point, and recalculate the area:

Code:

```
cout << "Area: " << lielow.area() <<
    '\n';
/* ... */
// scale the 'fivetwo' point by two
cout << "Area: " << lielow.area() <<
    '\n';
```

Output

[pointer] dynrect:

Area: 10

Area: 40

Automatic memory management

8. Memory leaks

C has a 'memory leak' problem

```
// the variable 'array' doesn't exist
{
    // attach memory to 'array':
    double *array = new double[N];
    // do something with array
}
// the variable 'array' does not exist anymore
// but the memory is still reserved.
```

The application 'is leaking memory'.

(even worse if you do this in a loop!)

Java/Python have 'garbage collection': runtime impact

C++ has the best solution: smart pointers with reference counting.

9. Illustration

We need a class with constructor and destructor tracing:

```
class thing {  
public:  
    thing() { cout << ".. calling constructor\n"; };  
    ~thing() { cout << ".. calling destructor\n"; };  
};
```

10. Show constructor / destructor in action

Code:

```
cout << "Outside\n";  
{  
    thing x;  
    cout << "create done\n";  
}  
cout << "back outoutside\n";
```

Output

[pointer] ptr0:

Outside

.. calling

constructor

create done

.. calling destructor

back outoutside

11. Illustration 1: pointer overwrite

Let's create a pointer and overwrite it:

Code:

```
cout << "set pointer1"
      << '\n';
auto thing_ptr1 =
    make_shared<thing>();
cout << "overwrite pointer"
      << '\n';
thing_ptr1 = nullptr;
```

Output

```
[pointer] ptr1:
set pointer1
.. calling
    constructor
overwrite pointer
.. calling destructor
```

12. Illustration 2: pointer copy

Code:

```
cout << "set pointer2" << '\n';
auto thing_ptr2 =
    make_shared<thing>();
cout << "set pointer3 by copy"
    << '\n';
auto thing_ptr3 = thing_ptr2;
cout << "overwrite pointer2"
    << '\n';
thing_ptr2 = nullptr;
cout << "overwrite pointer3"
    << '\n';
thing_ptr3 = nullptr;
```

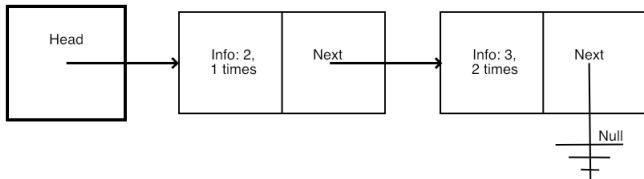
Output

```
[pointer] ptr2:
set pointer2
.. calling
    constructor
set pointer3 by copy
overwrite pointer2
overwrite pointer3
.. calling destructor
```

- The object counts how many pointers there are:
- 'reference counting'
- A pointed-to object is deallocated if no one points to it.

Example: linked lists

13. Linked list



You can base this off the file `linkshared.cxx` in the repository

14. Definition of List class

A linked list has as its only member a pointer to a node:

```
class List {  
private:  
    shared_ptr<Node> head{nullptr};  
public:  
    List() {};
```

Initially null for empty list.

15. Definition of Node class

A node has information fields, and a link to another node:

```
class Node {
private:
    int datavalue{0}, datacount{0};
    shared_ptr<Node> next{nullptr};
public:
    Node() {}
    Node(int value, shared_ptr<Node> next=nullptr)
        : datavalue(value), datacount(1), next(next) {};
    int value() {
        return datavalue; };
    auto nextnode() {
        return next; };
};
```

A Null pointer indicates the tail of the list.

16. List usage

List testing and modification.

```
List myList;  
cout << "Empty list has length: "  
      << myList.length() << '\n';  
  
mylist.insert(3);  
cout << "After one insertion the length is: "  
      << myList.length() << '\n';  
if (mylist.contains_value(3))  
    cout << "Indeed: contains 3" << '\n';
```

17. Print a list

Auxiliary function so that we can trace what we are doing.

Print the list head:

```
void print() {  
    cout << "List:";  
    if (head!=nullptr)  
        cout << " => ";  
    head->print();  
    cout << '\n';  
};
```

Print a node and its tail:

```
void print() {  
    cout << datavalue << ":" <<  
        datacount;  
    if (has_next()) {  
        cout << ", ";  
        next->print();  
    }  
};
```

18. Recursive length computation

For the list:

```
int recursive_length() {  
    if (head==nullptr)  
        return 0;  
    else  
        return head->listlength();  
};
```

For a node:

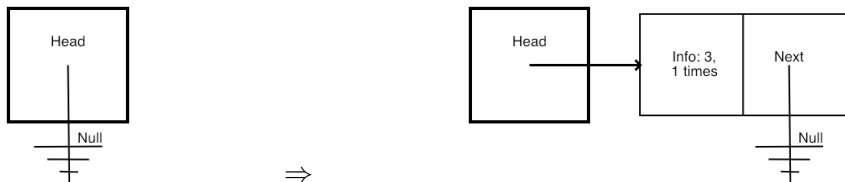
```
int listlength_recursive() {  
    if (!has_next()) return 1;  
    else return 1+next->listlength_recursive();  
};
```

19. Iterative computation of the list length

Use a shared pointer to go down the list:

```
int length_iterative() {  
    int count = 0;  
    auto current_node = head;  
    while (current_node!=nullptr) {  
        current_node = current_node->nextnode(); count += 1;  
    }  
    return count;  
};
```

20. Creating the first list element

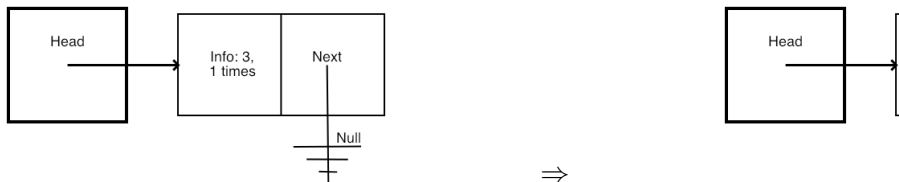


Exercise 2

Next write the case of `Node::insert` that handles the empty list. You also need a method `List::contains` that tests if an item is in the list.

```
mylist.insert(3);
cout << "After inserting 3 the length is: "
      << mylist.length() << '\n';
if (mylist.contains_value(3))
    cout << "Indeed: contains 3" << '\n';
else
    cout << "Hm. Should contain 3" << '\n';
if (mylist.contains_value(4))
    cout << "Hm. Should not contain 4" << '\n';
else
    cout << "Indeed: does not contain 4" << '\n';
cout << '\n';
```

21. Elements that are already in the list

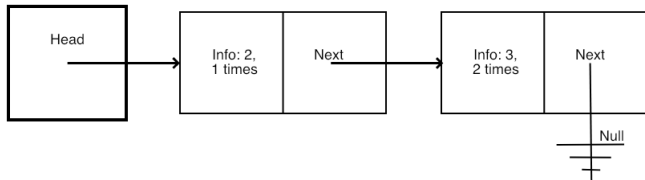


Exercise 3

Inserting a value that is already in the list means that the *count* value of a node needs to be increased. Update your *insert* method to make this code work:

```
mylist.insert(3);
cout << "Inserting the same item gives length: "
      << mylist.length() << '\n';
if (mylist.contains_value(3)) {
    cout << "Indeed: contains 3" << '\n';
    auto headnode = mylist.headnode();
    cout << "head node has value " << headnode->value()
          << " and count " << headnode->count() << '\n';
} else
    cout << "Hm. Should contain 3" << '\n';
cout << '\n';
```

22. Element at the head

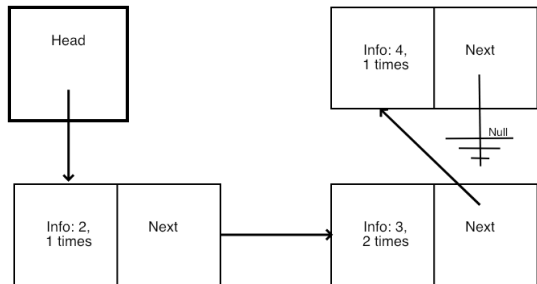


Exercise 4

One of the cases for inserting concerns an element that goes at the head. Update your *insert* method to get this to work:

```
mylist.insert(2);
cout << "Inserting 2 goes at the head;\nnow the length is: "
      << mylist.length() << '\n';
if (mylist.contains_value(2))
    cout << "Indeed: contains 2" << '\n';
else
    cout << "Hm. Should contain 2" << '\n';
if (mylist.contains_value(3))
    cout << "Indeed: contains 3" << '\n';
else
    cout << "Hm. Should contain 3" << '\n';
cout << '\n';
```

23. Element at the tail

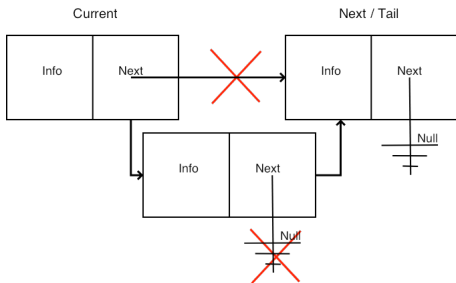
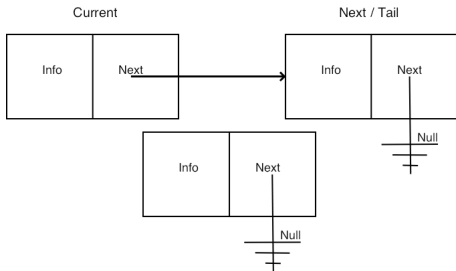


Exercise 5

If an item goes at the end of the list:

```
mylist.insert(6);
cout << "Inserting 6 goes at the tail;\nnow the length is: "
    << mylist.length()
    << '\n';
if (mylist.contains_value(6))
    cout << "Indeed: contains 6" << '\n';
else
    cout << "Hm. Should contain 6" << '\n';
if (mylist.contains_value(3))
    cout << "Indeed: contains 3" << '\n';
else
    cout << "Hm. Should contain 3" << '\n';
cout << '\n';
```

24. Insertion



Exercise 6

Update your insert routine to deal with elements that need to go somewhere in the middle.

```
mylist.insert(4);
cout << "Inserting 4 goes in the middle;\nnow the length is: "
      << mylist.length()
      << '\n';
if (mylist.contains_value(4))
    cout << "Indeed: contains 4" << '\n';
else
    cout << "Hm. Should contain 4" << '\n';
if (mylist.contains_value(3))
    cout << "Indeed: contains 3" << '\n';
else
    cout << "Hm. Should contain 3" << '\n';
cout << '\n';
```

25. Linked list exercise

Write a program that constructs a linked list where the elements are sorted in increasing numerical order.

Your program should accept a sequence of numbers from interactive input, and after each number print the list for as far as it has been constructed. Print the list on a single line, with elements separated by commas.

An input value of zero signals the end of input; this number is not added to the list.

Turn it in!

- If you have compiled your program, do:

```
coe_link yourprogram.cxx
```

where 'yourprogram.cxx' stands for the name of your source file.

- Is it reporting that your program is correct? If so, do:

```
coe_link -s yourprogram.cc
```

where the -s flag stands for 'submit'.

- If you don't manage to get your code working correctly, you can submit as incomplete with

```
coe_link -i yourprogram.cc
```