# Storage and linkage specifiers

P. Ronchese
Dipartimento di Fisica e Astronomia “G.Galilei”

Università di Padova

“Object oriented programming and C++” course

# Variables life cycle

C++ variables have a “life cycle”, i.e. they’re created at some point of the execution, and destroyed at another one

- Dynamic variables are created and destroyed when the corresponding “new” and “delete” operators are called
- Other variables are created and destroyed automatically:
  - for that reason they’re sometimes called “automatic variables”
  - by default they’re created when they’re declared,
  - by default they’re destroyed when they go “out of scope”,
  - this behaviour can be modified by adding a “storage specifier”.

- In standards c++98 and c++03 the default behaviour does correspond to adding an “`auto`” specifier.
- In standard C++11 the “`auto`” keyword has a different meaning (automatic type determination).

# Variables linkage

C++ variables are accessible in some parts of a program, and not in others: this is referred to as their “linkage”

- Variables and objects are, by default, directly accessible in the scope where they’re declared
  - usually they’re declared in a function or a block ({})
  - they can be declared outside all functions, making them “global”
  - their visibility through different translation units can be modified by adding a “linkage specifier”
- Otherwise they can be accessed everywhere, provided a pointer to them is visible (if it has been already created and it has not yet been destroyed, of course)

# Static storage

- A variable declared in a block is destroyed when the block ends:
  - if the block is executed in a `for` loop, the variable is created and destroyed at each iteration,
  - the value stored in the previous execution is lost.
- A `static` variable is created once and never destroyed until the execution ends:
  - the inizialization is performed only once
  - the value stored in the previous execution is preserved

```
int i;
for(i=0;i<10;++i){
  static int j=0;
  std::cout << ++j << std::endl;
}
```

A variable declared inside a function (or block) has “function scope” (or “block scope”)

# Internal linkage

- A variable declared outside all functions has “static storage” and, by default, “external linkage”:
  - it’s created at the execution start, before `main` execution (unless it’s in dynamic libraries),
  - it’s by default visible by all the functions,
  - it can be hidden to functions in other translation units by adding a “`static`” specifier, giving it “internal linkage”.

```
int i=0; // visible by all functions
static int j=0; // visible in this
                // translation unit only
void f() {
  std::cout << "f:i=" << ++i << std::endl;
  std::cout << "f:j=" << ++j << std::endl;
}
```

The `static` specifier has a different meaning when applied to variables declared outside all functions.

# Extern linkage

A variable, declared outside all functions, with “external linkage” is visible by all functions:

- functions in other translation units can access it, too,
- a declaration is necessary in each translation unit, anyway,
- an "`extern`" specifier is added to the declaration, in a translation unit, of a variable defined in another translation unit: the name is declared but the variable is NOT created in the memory, because it’s created elsewhere,
- a definition, i.e. a declaration without "`extern`", must be included in one and only one translation unit,
- otherwise an “undefined reference” or “multiple definition” error arises (as for fuctions).

# Extern variables declaration and definition

```
int i; // global variable definition
...
int main() {
  i=12;
  g();
}
```

```
extern int i; // defined in another
              // translation unit
...
void g() {
  std::cout << "g:i=" << ++i << std::endl;
}
```

# Multiple files

The program is (usually) scattered over multiple files.

- They can be compiled all toghether to produce an executable:

```
c++ -o exec file1.cc file2.cc
```

- They can be compiled one by one and linked into an executable only later:

```
c++ -c file1.cc
c++ -c file2.cc
c++ -o exec file1.o file2.o
```

- `c++ -c` : compile without link

The code contained in one file together with all the included ones is called “translation unit”.

# Static libraries

- Source file(s) can be compiled to a “static” library:
  ```
  c++ -c file2.cc
  ar -r libTestS.a file2.o
  ```
- The library can be linked to the executable:
  ```
  c++ -o exec file1.cc -L. -lTestS
  ```
- `ar -r` : create a library
- `c++ -L`*`dir`* : look for libraries in directory *`dir`*
- `c++ -l`*`name`* : look for the library `lib`*`name`*`.a`

The code is copied to the executable:

- the libraries are only needed when compiling,
- the libraries are not needed at runtime.

# Dynamic libraries

- Source file(s) can be compiled to a “dynamic” library:
```
c++ -fPIC -shared -o libTestD.so file2.cc
c++ -o exec file1.cc -L. -lTestD
```
- `c++ -fPIC -shared` : produce a dynamic library
- `c++ -L`*`dir`* : look for libraries in directory *`dir`*
- `c++ -l`*`name`* : look for the library `lib`*`name`*`.{a,so}`

The code is only referred by the executable:

- the libraries are needed
  both when compiling and at runtime,
- the path to the library must be defined
  both when compiling and at runtime,
  e.g. in the environment variable `${LD_LIBRARY_PATH}` ,
- the `main` itself can stay inside a library, provided it’s unique.

# Initialization order rules

The initialization order of global variables or objects is defined only inside the same translation unit:

- global objects/variables defined in the same translation unit are initialized following the definition order,
- global objects/variables defined in different translation units are initialized in undefined order.

# Initialization order pitfalls

## Care needed!

- For native variables initialization order is mostly not important, unless the value of a variable is used to initialize another one.
- For more complex objects, to be seen later, any dependence in the initialization of a global object from another global object defined in another translation unit must be avoided. Otherwise, an error called “Static order initialization fiasco” does occur.
- Some techniques to avoid the problem will be shown in the following parts of the course.