

# Discussion of an example: an array of floating point numbers

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“Object oriented programming and C++” course

## An example

Same details of an example will be discussed:  
an array of floating point numbers with improved functionalities

- Dynamic memory handling
- Operator usage
- `const` functions/operators
- Copy constructor and assignment

## Discussion

Some weakness of the first simple implementation  
will be shown

- Crashes induced by unforeseen usage
- Analysis of the bug
- Solutions for the error

## Constructor, destructor and data members

- Constructor: takes the size as argument
- Data members:
  - array size
  - pointer to array content

```
class FloatArray {
public:
    FloatArray(unsigned int n);
    ~FloatArray();
    ...
private:
    unsigned int eltn;
    float* cont;
};
```

## Functions and operators

- A function to return the size
- Two operators to access content by index:
  - one `const` to be used with `const` arrays, returning a reference to `const float`,
  - one `non-const` to be used with `non-const` arrays.
  - the compiler takes care of calling the proper one

```
class FloatArray {
public:
    ...
    unsigned int size() const;
    const
    float& operator[](unsigned int i) const;
    float& operator[](unsigned int i);
    ...
};
```

## Other elements

- An exception class to flag out-of-range access
- A function to check index
- A static flag to enable debugging

```
class FloatArray {
public:
    ...
    class OutOfRange {
    public:
        OutOfRange() {}
        ~OutOfRange() {}
    };
    bool checkRange(unsigned int i) const;
    static bool debug;
    ...
};
```

## Memory allocation and deallocation

- The constructor takes care of memory allocation
- Destructor takes care of its deallocation

```
FloatArray::FloatArray(unsigned int n):  
    eltn(n),  
    cont(new float[eltn]) {  
    if(debug) cout << "created "  
                 << cont << endl;  
}  
FloatArray::~~FloatArray() {  
    if(debug) cout << "delete "  
                 << cont << endl;  
    delete[] cont;  
}
```

## Size and range

- The array size is simply a number
- An index is in range if it's  $0 \leq i < \text{eltn}$

```
unsigned int FloatArray::size() const {
    return eltn;
}
bool FloatArray::checkRange(unsigned
                             int i) const {
    return (i < eltn);
}
```

## Access to content

- Access to content requires a prior check of index
- The array content are accessed by reference, so they can be modified (unless they're "const")

```
const
float& FloatArray::operator[](unsigned
                               int i) const {
    if(!checkRange(i))throw OutOfRange();
    return cont[i];
}
float& FloatArray::operator[](unsigned
                               int i) {
    if(!checkRange(i))throw OutOfRange();
    return cont[i];
}
```

## Test program

A simple testing program can be easily written:  
create a 5-element array and set them as 3.2 times their index

```
#include "FloatArray.h"
#include <iostream>
using namespace std;
int main() {
    unsigned int i;
    unsigned int n=5;
    FloatArray a(n);
    for(i=0;i<n;++i)a[i]=i*3.2;
    for(i=0;i<n;++i)cout << i << " "
                        << a[i] << endl;
    return 0;
}
```

## Add a simple function

### A simple function prints the array elements

```
void print(const FloatArray a) {
    unsigned int i;
    unsigned int n=a.size();
    for(i=0;i<n;++i)cout << i << " "
                        << a[i] << endl;
    cout << "***" << endl;
    return;
}
```

## Test the function

The function can be called just after the construction and setting of "a"

```
#include "FloatArray.h"
#include <iostream>
using namespace std;
int main() {
    unsigned int i;
    unsigned int n=5;
    FloatArray a(n);
    for(i=0;i<n;++i)a[i]=i*3.2;
    print(a); // print a
    for(i=0;i<n;++i)cout << i << " "
                        << a[i] << endl;
    return 0;
}
```

## Crash in the execution

Trying to run, the program crashes!

```
void print(const FloatArray a) {  
    // "a" is passed by value:  
    // a local copy is done, containing  
    // a simple copy of "eltn" and "cont"  
    unsigned int i;  
    unsigned int n=a.size();  
    for(i=0;i<n;++i)cout << i << " "  
                        << a[i] << endl;  
    return; // when the copy of "a" is deleted  
}          // also "cont" is deleted,  
          // and "a" gets a dangling pointer
```

- Simple copy of a pointer: “shallow copy”
- Copy of data referred to by a pointer: “deep copy”

## Robustness improvement

- Default object copy performs a “shallow copy”
- Object copies could be hidden (mainly in function call and return)

Lowest-level protection: prevent object copying (in C++98/03)

```
class FloatArray {
public:
    ...
private: // any "hidden" copy will be
        // flagged by the compiler
        // as an error
    FloatArray(const FloatArray& a);
    FloatArray& operator=(const FloatArray& a);
    ...
};
```

## Implicit constructor & assignment suppression

Remove copy constructor and assignment: (since C++11)

Default constructors and/or operators may be removed

```
class FloatArray {
public:
    ...
    // any "hidden" copy will be
    // flagged by the compiler
    // as an error
    FloatArray(const FloatArray& a) = delete;
    FloatArray& operator=(const FloatArray& a)
        = delete;
    ...
};
```

## Provide copy and assignment

- Object copies could be necessary
- Provide a copy constructor and assignment operator and make them public

```
class FloatArray {
public:
    ...
    FloatArray(const FloatArray& a);
    FloatArray& operator=(const FloatArray& a);
    // object copying will be possible but
    // the corresponding constructor and
    // operator are to be provided
private:
    ...
    void copy(const FloatArray& a);
};
```

# Deep copy

Deep copy can be “encapsulated” in a specific function

```
void FloatArray::copy(const FloatArray& a) {
    if(cont==a.cont)return; // skip "a=a" cases
    delete[] cont; // delete old content
    cont=new float[eltn=a.eltn];
    // copy size and allocate new memory
    float* pr=a.cont+eltn; // copy elements
    float* pl= cont+eltn; // one by one
    while(pl>cont)*--pl=*--pr;
    return;
}
```

## Implement constructor and assignment

The “copy” function can be used in constructor and assignment

```
FloatArray::FloatArray(const FloatArray& a) :  
    cont(nullptr) { // set "cont" at nullptr so  
        copy(a); // that a "delete[]" has no effect  
    }  
FloatArray& FloatArray::operator=(  
    const FloatArray& a) {  
    copy(a);  
    return *this; // return the just-copied  
    } // object as value
```

## Temporary objects

### Objects used in only one instruction

Some objects can be destroyed just after being created:

- returned by functions
- created only to be used as operands of function arguments

```
Pippo f();  
void g(Pippo p);  
  
...  
Pippo q = f();  
g(Pippo(...));  
g(f());  
...
```

## Construction and assignment from temporary objects

### C++11 only

Resources owned by temporary objects can be simply “moved” to avoid the cost of copying: “move” constructors and assignments taking a “rvalue reference” as argument.

```
class FloatArray {
public:
    ...
    FloatArray(FloatArray&& a);
    FloatArray& operator=(FloatArray&& a);
    // construct or assign
    // from temporary objects
private:
    ...
    void move(FloatArray& a);
};
```

## Resource transportation

Resource move can be “encapsulated” in a specific function

```
void FloatArray::move(FloatArray& a) {
    if(cont==a.cont)return; // skip "a=a" cases
    delete[] cont; // delete old content
    // copy pointer and size
    cont=a.cont;
    eltn=a.eltn;
    // reset pointer and size in source object
    a.eltn=0;
    a.cont=nullptr;
    return;
}
```

## Implement move constructor and assignment (C++11 only)

The “move” function can be used in constructor and assignment

```
FloatArray::FloatArray(FloatArray&& a):  
    cont(nullptr) { // set "cont" at nullptr  
                    // so that a "delete[]" has  
    move(a);        // no effect  
}  
FloatArray& FloatArray::operator=(  
    FloatArray&& a) {  
    move(a);  
    return *this; // return the just-moved  
}                // object as value
```

## Summary

### Recommendation

- Object copies could hide inside an apparently simple program
- Default copy is often unreliable, mainly when objects contain pointers
- Unless an object is very simple (only native variables, no pointers), add protection
  - Declare (at least) copy constructor and assignment operator as `private` (or `deleted` in C++11)
  - Provide, if needed, an explicit implementation of them
  - “The rule of 3”: if any one among destructor, copy constructor and assignment operator is defined, then all the 3 should be defined as well
- C++11 allows transferring the resources from temporary objects (move constructor and assignment): “rule of 5”

## Appendix: RVO

### Return Value Optimization

When possible, the compiler may generate code to avoid copying (or moving) of objects: temporary objects are elided in the creation or assignment of objects in the client.

**BEWARE:** side effects in constructor/destructor may be difficult to control!