

6. C++ advanced (I)

Repetition: Vectors, Pointers and Iterators,
Range for, Keyword auto, a Class for Vectors, Subscript-operator,
Move-construction, Iterators

What do we learn today?

- Keyword `auto`
- Ranged `for`
- Short recap of the Rule of Three
- Subscript operator
- Move Semantics, X-Values and the Rule of Five
- Custom Iterators

We look back...

```
#include <iostream>
#include <vector>
using iterator = std::vector<int>::iterator;

int main(){
    // Vector of length 10
    std::vector<int> v(10); ← We want to understand this in depth!
    // Input
    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];
    // Output
    for (iterator it = v.begin(); it != v.end(); ++it)
        std::cout << *it << " "; ↑
}
    Not as good as it could be!
```

6.1 Useful Tools

On our way to elegant, less complicated code.

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;
auto y = x; // int
auto z = 3; // int
std::vector<double> v(5);
auto i = v[3]; // double
```

Slightly better...

```
#include <iostream>
#include <vector>

int main(){
    std::vector<int> v(10); // Vector of length 10

    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];

    for (auto it = v.begin(); it != v.end(); ++it) {
        std::cout << *it << " ";
    }
}
```

Range for (C++11)

```
for (range-declaration : range-expression)
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

```
std::vector<double> v(5);
for (double x: v) std::cout << x; // 00000
for (int x: {1,2,5}) std::cout << x; // 125
for (double& x: v) x=5;
```

Cool!

```
#include <iostream>
#include <vector>

int main(){
    std::vector<int> v(10); // Vector of length 10

    for (auto& x: v)
        std::cin >> x;

    for (const auto x: v)
        std::cout << x << " ";
}
```


6.2 Memory Allocation

Construction of a vector class

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities
- Templates
- Exception Handling
- Functors and lambda expressions

A class for (double) vectors

```
class Vector{
public:
    // constructors
    Vector(): sz{0}, elem{nullptr} {};
    Vector(std::size_t s): sz{s}, elem{new double[s]} {}
    // destructor
    ~Vector(){
        delete[] elem;
    }
    // (something is missing here)
private:
    std::size_t sz;
    double* elem;
}
```

Element access

```
class Vector{
    ...
    // getter. pre: 0 <= i < sz;
    double get(std::size_t i) const{
        return elem[i];
    }
    // setter. pre: 0 <= i < sz;
    void set(std::size_t i, double d){
        elem[i] = d;
    }
    // size property
    std::size_t size() const {
        return sz;
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

What's the problem here?

```
int main(){
    Vector v(32);
    for (std::size_t i = 0; i!=v.size(); ++i)
        v.set(i, i);
    Vector w = v;
    for (std::size_t i = 0; i!=w.size(); ++i)
        w.set(i, i*i);
    return 0;
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

```
*** Error in 'vector1': double free or corruption
(!prev): 0x0000000000d23c20 ***
===== Backtrace: =====
/lib/x86_64-linux-gnu/libc.so.6(+0x777e5) [0x7fe5a5ac97e5]
...
```

Rule of Three!

```
class Vector{
...
public:
// copy constructor
Vector(const Vector &v)
    : sz{v.sz}, elem{new double[v.sz]} {
    std::copy(v.elem, v.elem + v.sz, elem);
}
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

Rule of Three!

```
class Vector{
...
    // assignment operator
    Vector& operator=(const Vector& v){
        if (v.elem == elem) return *this;
        if (elem != nullptr) delete[] elem;
        sz = v.sz;
        elem = new double[sz];
        std::copy(v.elem, v.elem+v.sz, elem);
        return *this;
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    Vector operator=(const Vector&v);
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

Now it is correct, but cumbersome.

Constructor Delegation

```
public:  
// copy constructor  
// (with constructor delegation)  
Vector(const Vector &v): Vector(v.sz)  
{  
    std::copy(v.elem, v.elem + v.sz, elem);  
}
```


Copy-&-Swap Idiom

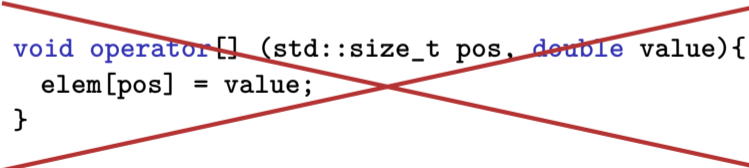
```
class Vector{
...
    // Assignment operator
    Vector& operator= (const Vector&v){
        Vector cpy(v);
        swap(cpy);
        return *this;
    }
private:
    // helper function
    void swap(Vector& v){
        std::swap(sz, v.sz);
        std::swap(elem, v.elem);
    }
}
```

copy-and-swap idiom: all members of `*this` are exchanged with members of `cpy`. When leaving `operator=`, `cpy` is cleaned up (deconstructed), while the copy of the data of `v` stay in `*this`.

Syntactic sugar.

Getters and setters are poor. We want a subscript (index) operator.
Overloading! So?

```
class Vector{  
...  
    double operator[] (std::size_t pos) const{  
        return elem[pos];  
    }  
  
    void operator[] (std::size_t pos, double value){  
        elem[pos] = value;  
    }  
}
```



No!

Reference types!

```
class Vector{
...
    // for non-const objects
    double& operator[] (std::size_t pos){
        return elem[pos]; // return by reference!
    }
    // for const objects
    const double& operator[] (std::size_t pos) const{
        return elem[pos];
    }
}
```

So far so good.

```
int main(){
    Vector v(32); // constructor
    for (int i = 0; i<v.size(); ++i)
        v[i] = i; // subscript operator

    Vector w = v; // copy constructor
    for (int i = 0; i<w.size(); ++i)
        w[i] = i*i;

    const auto u = w;
    for (int i = 0; i<u.size(); ++i)
        std::cout << v[i] << ":" << u[i] << " "; // 0:0 1:1 2:4 ...
    return 0;
}
```

6.3 Iterators

How to support the range **for**

Range for

We wanted this:

```
Vector v = ...;  
for (auto x: v)  
    std::cout << x << " ";
```

In order to support this, an iterator must be provided via `begin` and `end`.

Iterator for the vector

```
class Vector{
...
    // Iterator
    double* begin(){
        return elem;
    }
    double* end(){
        return elem+sz;
    }
}
```

(Pointers support iteration)

Const Iterator for the vector

```
class Vector{  
...  
    // Const-Iterator  
    const double* begin() const{  
        return elem;  
    }  
    const double* end() const{  
        return elem+sz;  
    }  
}
```


Intermediate result

```
Vector Natural(int from, int to){  
    Vector v(to-from+1);  
    for (auto& x: v) x = from++;  
    return v;  
}
```

```
int main(){  
    auto v = Natural(5,12);  
    for (auto x: v)  
        std::cout << x << " "; // 5 6 7 8 9 10 11 12  
    std::cout << std::endl;  
        << "sum = "  
        << std::accumulate(v.begin(), v.end(),0); // sum = 68  
    return 0;  
}
```

Vector Interface

```
class Vector{
public:
    Vector(); // Default Constructor
    Vector(std::size_t s); // Constructor
    ~Vector(); // Destructor
    Vector(const Vector &v); // Copy Constructor
    Vector& operator=(const Vector&v); // Assignment Operator
    double& operator[] (std::size_t pos); // Subscript operator (read/write)
    const double& operator[] (std::size_t pos) const; // Subscript operator
    std::size_t size() const;
    double* begin(); // iterator begin
    double* end(); // iterator end
    const double* begin() const; // const iterator begin
    const double* end() const; // const iterator end
}
```

6.4 Efficient Memory-Management*

How to avoid copies

Number copies

How often is `v` being copied?

```
Vector operator+ (const Vector& l, double r){  
    Vector result (l); // copy of l to result  
    for (std::size_t i = 0; i < l.size(); ++i)  
        result[i] = l[i] + r;  
    return result; // deconstruction of result after assignment  
}  
  
int main(){  
    Vector v(16); // allocation of elems[16]  
    v = v + 1; // copy when assigned!  
    return 0; // deconstruction of v  
}
```

`v` is copied (at least) twice

Move construction and move assignment

```
class Vector{  
    ...  
    // move constructor  
    Vector (Vector&& v): Vector() {  
        swap(v);  
    };  
    // move assignment  
    Vector& operator=(Vector&& v){  
        swap(v);  
        return *this;  
    };  
}
```

Vector Interface

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    Vector& operator=(const Vector&v);
    Vector (Vector&& v);
    Vector& operator=(Vector&& v);
    const double& operator[] (std::size_t pos) const;
    double& operator[] (std::size_t pos);
    std::size_t size() const;
}
```

Explanation

When the source object of an assignment will not continue existing after an assignment the compiler can use the move assignment instead of the assignment operator.⁷ Expensive copy operations are then avoided. Number of copies in the previous example goes down to 1.

⁷Analogously so for the copy-constructor and the move constructor

Illustration of the Move-Semantics

```
// nonsense implementation of a "vector" for demonstration purposes
class Vec{
public:
    Vec () {
        std::cout << "default constructor\n";}
    Vec (const Vec&) {
        std::cout << "copy constructor\n";}
    Vec& operator = (const Vec&) {
        std::cout << "copy assignment\n"; return *this;}
    ~Vec() {}
};
```


How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output
default constructor
copy constructor
copy constructor
copy constructor
copy assignment

4 copies of the vector

Illustration of the Move-Semantics

```
// nonsense implementation of a "vector" for demonstration purposes
class Vec{
public:
    Vec () { std::cout << "default constructor\n";}
    Vec (const Vec&) { std::cout << "copy constructor\n";}
    Vec& operator = (const Vec&) {
        std::cout << "copy assignment\n"; return *this;}
    ~Vec() {}
    // new: move constructor and assignment
    Vec (Vec&&) {
        std::cout << "move constructor\n";}
    Vec& operator = (Vec&&) {
        std::cout << "move assignment\n"; return *this;}
};
```

How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output
default constructor
copy constructor
copy constructor
copy constructor
move assignment

3 copies of the vector

How many Copy Operations?

```
Vec operator + (Vec a, const Vec& b){  
    // add b to a  
    return a;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output
default constructor
copy constructor
move constructor
move constructor
move constructor
move assignment

1 copy of the vector

Explanation: move semantics are applied when an x-value (expired value) is assigned. R-value return values of a function are examples of x-values.

http://en.cppreference.com/w/cpp/language/value_category

How many Copy Operations?

```
void swap(Vec& a, Vec& b){  
    Vec tmp = a;  
    a=b;  
    b=tmp;  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Output

default constructor
default constructor
copy constructor
copy assignment
copy assignment

3 copies of the vector

Forcing x-values

```
void swap(Vec& a, Vec& b){  
    Vec tmp = std::move(a);  
    a=std::move(b);  
    b=std::move(tmp);  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Output
default constructor
default constructor
move constructor
move assignment
move assignment

0 copies of the vector

Explanation: With `std::move` an l-value expression can be forced into an x-value. Then move-semantics are applied.

<http://en.cppreference.com/w/cpp/utility/move>

`std::swap` & `std::move`

`std::swap` is implemented as above (using templates)

`std::move` can be used to move the elements of a container into another

```
std::move(va.begin(), va.end(), vb.begin())
```

Today's Conclusion

- Use `auto` to infer a type from the initializer.
- X-values are values where the compiler can determine that they go out of scope.
- Use move constructors in order to move X-values instead of copying.
- When you know what you are doing then you can enforce the use of X-Values.
- Subscript operators can be overloaded. In order to write, references are used.
- Behind a ranged `for` there is an iterator working.
- Iteration is supported by implementing an iterator following the syntactic convention of the standard library.