

Lecture 2 — Chapter 1

Class Outline and C++ Review

Feb 2, 2017

I am going to lie to you. (Sorry!)

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4. `int *a = &c;`
5. `int *a = &(b + c);`

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1. You cannot initialize a reference with “`nullptr`”.
2. A reference can only be assigned a value during initialization.
3. A reference only offers a single level of indirection.

```
1 #include <iostream>
2
3 int& foo(int &b)
4 {
5     return b;
6 }
7
8 int main()
9 {
10     int bar = 1;
11     foo(bar) = 42;
12     int *ptr = &foo(bar);
13     std::cout << "ptr: " << *ptr << std::endl;
14     std::cout << "bar: " << bar << std::endl;
15     return 0;
16 }
```

What's the problem?

C++ Review (Copy Constructors)

```
1 struct File {
2     char *name;
3     bool can_read;
4     bool can_write;
5     File(char *name, bool r=false, bool w=false)
6         : can_read(r), can_write(w)
7     {
8         this->name = strdup(name);
9     }
10 }
11 File foo("foo");
12 File bar = foo;
```

What's a solution?

C++ Review (Copy Constructors)

We can add the following copy constructor to File.

```
1 File(const File& file)
2 {
3     name = strdup(file.name);
4     can_read = file.can_read;
5     can_write = file.can_write;
6 }
```

What about when the objects go out of scope?

C++ Review (Destructors)

```
1 ~File()  
2 {  
3     if (name != nullptr) {  
4         free(name);  
5     }  
6 }
```

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What is meant by “behavior”?

1. Possible values.
2. Possible operations.
3. Possible errors.

Examples

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1. Car

Examples

1. Car
2. Phone

Examples

1. Car
2. Phone
3. Student

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2. Phone
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