

## Welcome to Lab Memory!

Course Website: <https://courses.engr.illinois.edu/cs225/sp2021>

### Overview

In this week's lab, you will learn about memory management: how to allocate and de-allocate memory correctly in your program. You will discover ways of memory management, and practice spotting memory bugs in the code.

### Destructors

Destructors (dtors) are special member functions of classes. They are the opposite of constructors: their job is to release (de-allocate) memory when an object of the class is no longer needed. Destructors are automatically called when an object runs out of its scope; we never explicitly call a destructor, instead it is implicitly called when we use the keyword "delete" or when the lifetime of the object ends.

**Exercise 1.1:** Write the destructor for the **Orchard** class.

**Exercise 1.2:** On which line(s) will the destructors be called in **main.cpp** (see next page)? ~Orchard: \_\_\_\_\_ ~Tree: \_\_\_\_\_

#### orchard.h

```

1 #pragma once
2 class Tree {
3 public:
4     string fruitName;
5     double yield;
6 };
7 class Orchard {
8 public:
9     static const int MAX_TREES = 500;
10    Orchard();
11    bool addTree(Tree& t);
12    Orchard(const Orchard& other);
13    Orchard& operator = (Orchard const & other);
14
15                                // YOUR CODE HERE
16 private:
17     int size_;
18     Tree* trees_;
19 };

```

#### orchard.cpp

```

1 #include "orchard.h"
2
3 Orchard::Orchard() {
4     size_ = 0;
5     trees_ = new Tree[MAX_TREES];
6 }
7
8 bool Orchard::addTree(Tree& t) {
9     if (size_ < MAX_TREES) {
10        trees_[size_] = t;
11        size_++;
12        return true;
13    } else {
14        return false;
15    }
16 }
17
18 Orchard::Orchard(const Orchard& other) {
19     trees_ = new Tree[MAX_TREES];
20     for (int i=0; i<other.size_; i++) {
21         trees_[i] = other.trees_[i];
22     }
23     size_ = other.size_;
24 }
25
26 Orchard& Orchard::operator = (Orchard const & other)
27 {
28     if(this != &other){
29         for (int i=0; i<other.size_; i++) {
30             this->trees_[i] = other.trees_[i];
31         }
32         this->size_ = other.size_;
33     }
34     return *this;
35 }
36 // YOUR CODE HERE: write the destructor
37
38
39
40
41
42
43
44
45

```

```

main.cpp
1 int main() {
2     Tree *t1 = new Tree;
3     t1->fruitName = "peach";
4     t1->yield = 25;
5     Tree *t2 = new Tree;
6     t2->fruitName = "apple";
7     t2->yield = 40;
8
9     Orchard * myorchard = new Orchard();
10    myorchard->addTree(*t1);
11    myorchard->addTree(*t2);
12    delete myorchard;
13    delete t1;
14    delete t2;
15 }

```

## Memory Errors

Memory errors occur when memory access is mismanaged: some ways it can occur are through: 1) invalid memory access in heap or stack, 2) mismatched allocation/deallocation, or 3) missing allocation or uninitialized variable access (eg. dereferencing NULLs). Memory errors often result in “segfaults” when the program is run.

**Exercise 2.1:** What will line 7 in **main.cpp** print out?

**Exercise 2.2:** A memory error will occur somewhere between **lines 10 and 16**. Find and correct this error.

```

main.cpp
1 void func(int idx){
2     HSLAPixel array[10];
3     array[idx] = HSLAPixel(0,0,0);
4 }
5 int main() {
6     for (int i=0; i<20; i++){
7         std::cout<< i<< std::endl;
8         func(i);
9     }
10    HSLAPixel * pix1 = new HSLAPixel();
11    HSLAPixel * pix2 = new HSLAPixel();
12    pix2 = pix1;
13    delete pix1;
14    delete pix2;
15    return 0;
16 }

```

## Memory Leaks

*Memory leak* is a type of Memory Error. Memory leaks most commonly occur when heap memory is no longer needed but is not correctly released (*still reachable block*), or when an object/variable is stored in memory but cannot be accessed by the running code (*lost block*). Memory leaks are often harder to detect than memory errors as they won't always cause an error at runtime. Debugging tools such as **Valgrind** can help detect memory leaks.

**Exercise 3:** For each memory block allocated in the code below, decide if it has been released correctly. If not, add code to correctly release it.

```

main.cpp
1 int main(){
2     int* arr = new int[10];
3     int m = 300;
4     arr[0] = m;
5     PNG* image = new PNG(m,m);
6     HSLAPixel& mypix = (*image).getPixel(150,150);
7     // Clean up memory
8
9
10
11
12
13
14 }

```

In the programming part of this lab, you will:

- Learn about one memory debugging tool: Valgrind
- Complete the given code for lab\_memory
- Debug the given code by correcting memory errors and memory leaks

**As your TA and CAs, we're here to help with your programming for the rest of this lab section! 😊**