

# Compiling, linking issues

- Inclusion nightmare and compile time
- How to reduce included files
- PIMPL
- Fast PIMPL
- Template code blow
- Linking C and C++ together
- Order of linking issues
- Static initialization/destruction problem

# Header files

- Good for defining interface
- Good for breaking circular dependencies
- Must for templates
- Increase compile time
- Break OO principles

# Header files

```
#include <iostream>
#include <ostream>
#include <list>
// none of A, B, C, D, E are templates
// Only A and C have virtual functions
#include "a.h"      // class A
#include "b.h"      // class B
#include "c.h"      // class C
#include "d.h"      // class D
#include "e.h"      // class E

class X : public A, private B
{
public:
    X( const C&);
    B  f(int, char*);
    C  f(int, C);
    C& g(B);
    E  h(E);
    virtual std::ostream& print(std::ostream&) const;
private:
    std::list<C>    clist_;
    D               d_;
};
```

# Header files

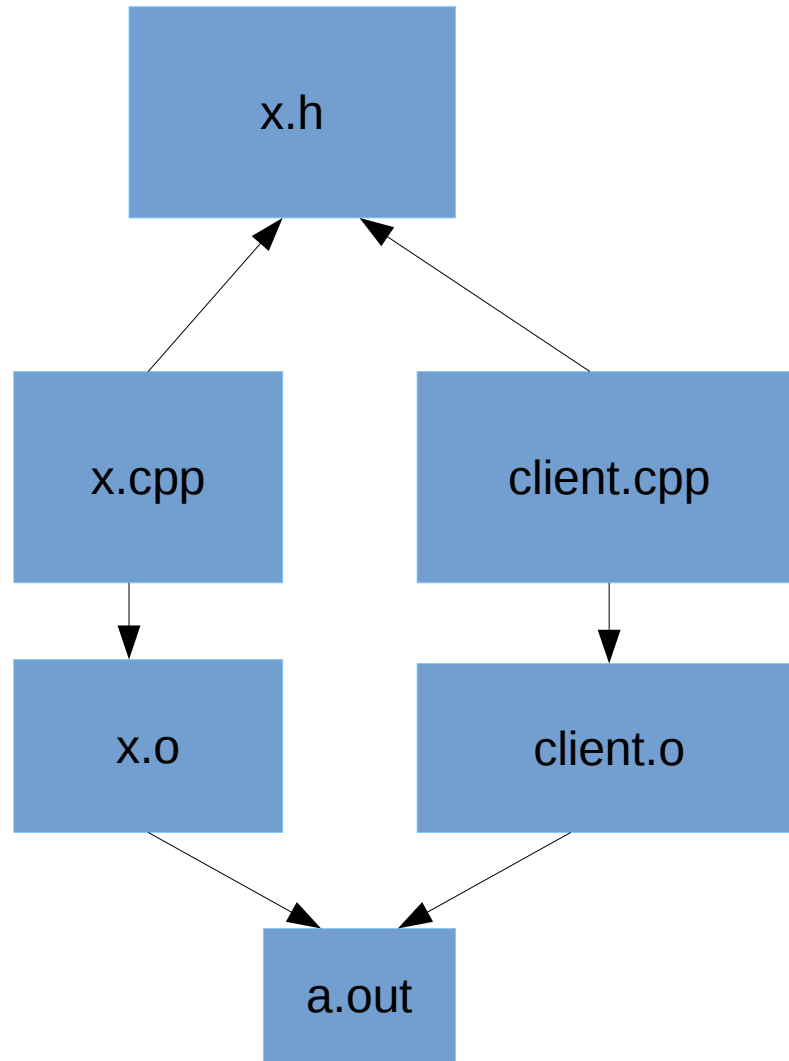
- Remove `<iostream>` People automatically include `<iostream>`, even if input functions never used.
- Replace `<ostream>` with `<iosfwd>`. Parameters and return types only need to be forward declared. Because `ostream` is `basic_ostream<char>` template, it is not enough to declare.
- Replace "e.h" with forward declaration of class E.
- Leave "a.h" and "b.h": we need a full declaration of the base classes in case of inheritance. The compiler must know the size of bases, whether functions are virtual or not.
- Leave "c.h" and "d.h": `list<C>` and D are private data members of X.

# Header files v2

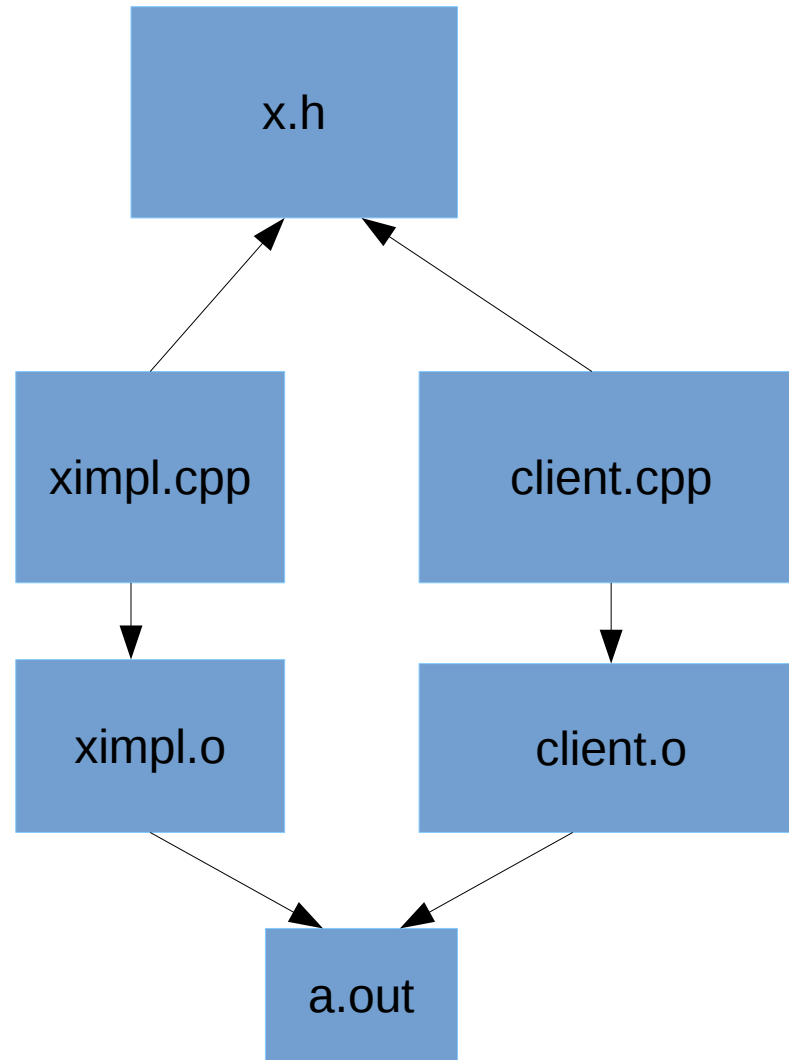
```
#include <iosfwd>
#include <list>
// none of A, B, C, D, E are templates
// Only A and C have virtual functions
#include "a.h"      // class A
#include "b.h"      // class B
#include "c.h"      // class C
#include "d.h"      // class D

class E;
class X : public A, private B
{
public:
    X( const C&);
    B   f(int, char*);
    C   f(int, C);
    C&  g(B);
    E   h(E);
    virtual std::ostream& print(std::ostream&) const;
private:
    std::list<C>    clist_;
    D               d_;
};
```

# PIMPL



# PIMPL



# PIMPL

```
// file x.h
class X
{
    // public and protected members
private:
    // pointer to forward declared class
    struct XImpl;
    XImpl *pimpl_; // opaque pointer
};

// file ximpl.cpp
struct XImpl // not necessary to declare as "class"
{
    // private members; fully hidden
    // can be changed at without
    // recompiling clients
};
```



# PIMPL

```
#include <iosfwd>
#include "a.h"      // class A
#include "b.h"      // class B
class C;
class E;
class X : public A, private B
{
public:
    X( const C&);
    B  f(int, char*);
    C  f(int, C);
    C& g(B);
    E  h(E);
    virtual std::ostream& print(std::ostream&) const;
private:
    struct Ximpl;
    Ximpl *pimpl_; // opaque pointer to forward-declared class
};
// file x.cpp
#include "x.h"
#include "c.h"      // class C
#include "d.h"      // class D
struct Ximpl
{
    std::list<C>    clist_;
    D               d_;
};
```

# Removing inheritance

```
#include <iosfwd>
#include "a.h"          // class A
class B;
class C;
class E;
class X : public A    // ,private B
{
public:
    X( const C&);
    B   f(int, char*);
    C   f(int, C);
    C&  g(B);
    E   h(E);
    virtual std::ostream& print(std::ostream&) const;
private:
    struct Ximpl;
    Ximpl *pimpl_; // opaque pointer to forward-declared class
};
// file x.cpp
#include "x.h"
#include "b.h"      // class B
#include "c.h"      // class C
#include "d.h"      // class D
struct Ximpl
{
    B          b_;
    std::list<C> clist_;
    D          d_;
};
```

# Fast PIMPL

```
// file x.h
class X
{
    // public and protected members
private:
    static const size_t sizeof_XImpl = 128;
    char ximpl_[sizeof_XImpl]; // instead opaque pointer
};

// file ximpl.cpp
struct XImpl // not necessary to declare as "class"
{
    XImpl::XImpl() {
        static_assert (sizeof_XImpl >= sizeof(XImpl));
        new (&ximpl_[0]) XImpl;
    };
    XImpl::~XImpl() {
        (reinterpret_cast<XImpl*>(&ximpl_[0]))->~XImpl();
    }
};
```

# Template code blow

- Templates are instantiated on request
- Each different template argument type creates new specialization
  - Good: we can specialize for types
  - Bad: Code is generated for all different arguments
  - All template member functions are templates

# Template code blow

```
template <class T>
class matrix
{
public:
    int get_cols() const { return cols_; }
    int get_rows() const { return rows_; }
private:
    int cols_;
    int rows_;
    T *elements_;
};

matrix<int>      mi;
matrix<double>  md;
matrix<long>    ml;
```

# Template code blow

```
class matrix_base
{
public:
    int get_cols() const { return cols_; }
    int get_rows() const { return rows_; }
protected:
    int cols_;
    int rows_;
};

template <class T>
class matrix : public matrix_base
{
private:
    T *elements_;
};
```

# Using C and C++ together

- Object model is (almost) the same
- C++ programs regularly call C libraries
- Issues:
  - Virtual inheritance
  - Virtual functions (pointer to vtbl)
  - Mangled name vs C linkage name

# Using C and C++ together

```
//  
// C++ header for C/C++ files:  
//  
#ifdef __cplusplus  
extern "C"  
{  
#endif  
    int    f(int);  
    double g(double, int);  
    // ...  
#ifdef __cplusplus  
}  
#endif
```



# Place of instantiation

```
#include <iostream>
#include <algorithm>

template<typename T>
struct Test{
    void operator()(T& lhs,T& rhs){
        std::swap(lhs,rhs);
    }
};

struct MyT { };

namespace std {
    inline void swap(MyT& lhs,MyT& rhs){
        std::cout << "MySwap" << std::endl;
    }
}

int main()
{
    MyT t1,t2;
    Test<MyT>{}(t1,t2);
}

$ ./a.out
$
```

# Place of instantiation

```
#include <iostream>
#include <algorithm>

// move Test from here
struct MyT { };

namespace std {
    inline void swap(MyT& lhs, MyT& rhs){
        std::cout << "MySwap" << std::endl;
    }
}

// to here
template<typename T>
struct Test{
    void operator()(T& lhs, T& rhs){
        std::swap(lhs, rhs);
    }
};

int main()
{
    MyT t1, t2;
    Test<MyT>{}(t1, t2);
}

$ ./a.out
MySwap
$
```

# Order of linking?

```
// file: a.cpp
static int s = 2;
#include "t.h"
int g()
{
    return t(1);
}
```

```
// file: b.cpp
static int s = 1;
#include "t.h"
int h()
{
    return t(1);
}
```

```
// file: t.h
template <class T>
T t(const T&)
{
    return s;
}
```

```
// file: main.cpp
#include <iostream>
extern int g();
extern int h();
int main()
{
    std::cout << g() <<std::endl;
    std::cout << h() <<std::endl;
    return 0;
}
```

```
$ g++ main.cpp a.cpp b.cpp && ./a.out
2 2
```

# Order of linking?

```
// file: a.cpp
static int s = 2;
#include "t.h"
int g()
{
    return t(1);
}
```

```
// file: b.cpp
static int s = 1;
#include "t.h"
int h()
{
    return t(1);
}
```

```
// file: t.h
template <class T>
T t(const T&)
{
    return s;
}
```

```
// file: main.cpp
#include <iostream>
extern int g();
extern int h();
int main()
{
    std::cout << g() <<std::endl;
    std::cout << h() <<std::endl;
    return 0;
}
```

```
$ g++ main.cpp b.cpp a.cpp && ./a.out
1 1
```

# Static initialization/destruction

- Static objects inside translation unit constructed in a well-defined order
- No ordering **between** translation units
- Issues:
  - (1) Constructor of static refers other source's static
  - Destruction order
- Lazy singleton solves (1)
- Phoenix pattern solves (2)