Subject: Re: Uninitialized class members.
Posted by Novo on Tue, 06 May 2008 18:34:08 GMT

luzr wrote on Tue, 06 May 2008 13:44Not sure what valgrind really tests...

-ScrollBar::ScrollBar() {
+ScrollBar::ScrollBar() :
+style(NULL)
+{

"style" is initialized by SetStyle call in constructor.

Valgrind:

```
==30773==   at 0x5A10E3: Upp::ScrollBar::SetStyle(Upp::ScrollBar::Style const&)
==30773==   by 0x5DDB88: Upp::ScrollBar::ScrollBar() (in /export/home/ssikorsk/
==30773==   by 0x5F4699: Upp::ColumnList::ColumnList() (in /export/home/ssikors
==30773==   by 0x5F4A87: Upp::FileList::FileList() (in /export/home/ssikorsk/dv
==30773==   by 0x44A7D3: WorkspaceWork::WorkspaceWork() (in /export/home/ssikor
==30773==   by 0x45C1DB: Ide::Ide() (in /export/home/ssikorsk/dvlp/upp/svn/upp/
==30773==   by 0x482D8C: GuiMainFn_() (in /export/home/ssikorsk/dvlp/upp/svn/up
==30773==   by 0x484171: main (in /export/home/ssikorsk/dvlp/upp/svn/upp/out/GC
==30773==
```


Code:

```
ScrollBar& ScrollBar::SetStyle(const Style& s)
{
 if(style != &s) {
  style = &s;
  RefreshLayout();
  Refresh();
 }
 return *this;
}
```


That "if(style != &s)" looks very suspicious to me ...

Quote:
-TreeCtrl::TreeCtrl()
+TreeCtrl::TreeCtrl() :
+ selectcount(0)

"selectcount" is initialized by Clear call in constructor.

Valgrind:

```
==31285==    at 0x672D10: Upp::TreeCtrl::Dirty(int) (in /export/home/ssikorsk/dv
==31285==    by 0x67545A: Upp::TreeCtrl::Clear() (in /export/home/ssikorsk/dvlp/
==31285==    by 0x6756A8: Upp::TreeCtrl::TreeCtrl() (in /export/home/ssikorsk/dv
==31285==    by 0x6142BF: Upp::HelpWindow::HelpWindow() (in /export/home/ssikors
==31285==    by 0x42EE02: TopicCtrl::TopicCtrl() (in /export/home/ssikorsk/dvlp/
==31285==    by 0x45C91F: Ide::Ide() (in /export/home/ssikorsk/dvlp/upp/svn/upp/
==31285==    by 0x482D8C: GuiMainFn_() (in /export/home/ssikorsk/dvlp/upp/svn/up
==31285==    by 0x484171: main (in /export/home/ssikorsk/dvlp/upp/svn/upp/out/GC
==31285==
```

Code:

```
void   TreeCtrl::Clear()
{
 item.Clear();
 item.Add();
 item[0].linei = -1;
 item[0].parent = -1;
 item[0].canopen = true;
 freelist = -1;
 Dirty();
 cursor = anchor = -1;
 selectcount = 0;
}
```

Dirty() is called before initialization of select count.

Quote:
Stopped there.... Finding them in .diff is too time consuming, maybe you could just post me the list of problems instead of .diff?

I can post either diff or results of valgrind processing, which you can produce yourself ...

Quote:
P.S.: Do not get me wrong, valgrind is perhaps a good idea! But looks like it produces some false alarms too...

As you can see from examples above, valgrind is not giving false alarms.