
Subject: Re: Uninitialized class members.

Posted by [mirek](#) on Tue, 06 May 2008 19:27:24 GMT

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Novo wrote on Tue, 06 May 2008 14:34luzr 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/ssikorsk/  
==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/ssikorsk
==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.

OK, thanks for clarification, you are right (and I am wrong, once again

Mirek
