
Subject: NULL

Posted by [phirox](#) on Tue, 10 Jun 2008 19:45:39 GMT

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C++ does not inherently support a null pointer yet, but it will in C++0x. It is handy to avoid confusion between 0 and null(as in arithmetic or a pointer address).

I have always used a trick for this(not by my own design) and adapted it a little for U++.

This should go into a header file:

```
namespace Upp
{
    namespace nil
    {
        class null
        {
            // Cannot make another instance, copy or assign.
            null(const &);
            null &operator=(const &);

        protected:
            null() {}

        public:
            // null may be implicitly converted to any pointer type.
            template<typename T>
            operator T*() const { return 0; }

            // null is always false.
            bool operator!() const { return true; }

            // The address or reference of null is null.
            null const &operator&() const { return *this; }
            null const &operator*() const { return *this; }
        };

        struct nullptr : null {
            static nullptr const instance;
        private:
            nullptr() {}
        };
    }

    // Constant reference to constant singular nullptr instance.
    static nil::null const &null = nil::nullptr::instance;
}
```

```
// Replace any NULL macro for null
#ifdef NULL
#undef NULL
#endif
#define NULL ::Upp::null
```

And this into a library file:

```
nil::nullptr const nil::nullptr::instance;
```

You can use either null or NULL and when you use them with numbers instead of pointers it will create a compiler error. It is also compatible with the older styles of NULL.
