
Subject: Who is doing the coping? [implicit-copy | deep-copy | pick constructor]

Posted by [navi](#) on Sat, 15 Dec 2012 04:24:53 GMT

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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class myobject: public Moveable<myobject>{
public:
    String a;
    String b;
    String c;
};

GUI_APP_MAIN
{
    // gui code

    TopWindow w;
    LineEdit e;

    e.HSizePos().VSizePos();
    w.SetRect(0,0,400,600);
    w<<e;

    // codes for test example

    Vector<myobject> v;
    myobject tmp;
    String s;

    for(int i=0; i<5; i++){
        tmp.a=Format("a value=%d",i);
        tmp.b=Format("b value=%d",i);
        tmp.c=Format("c value=%d",i);

        v.Add(tmp);

        s<<"\nObject:"<<i<<"\n";
        s<<tmp.a<<","\n"<<tmp.b<<","\n"<<tmp.c<<"\n";
    }

    e.Set(s);

    w.Run();
}
```

```
}
```

[http://www.ultimatepp.org/src\\$Core\\$Vector\\$en-us.html](http://www.ultimatepp.org/src$Core$Vector$en-us.html)

```
class Vector : public MoveableAndDeepCopyOption< Vector<T> >
```

has 3 Add method,

1. T& Add(): Adds new default constructed element to Vector.
2. T& Add(const T& x) : Requires T to have deep copy constructor.
3. T& AddPick(pick_ T& x) : Requires T to have pick constructor.

In above code 'myobject' does not have any pick constructor, or deep copy constructor. As on the example code, if 'tmp' object is added to a vector using Add(T& x) method, then 'tmp' gets nicely copied into the new vector element. without nullifying or destructing the 'tmp' object. since I did not write a deep copy constructor, so:

- * who/what is doing the coping?
- * which contractor is getting called? (if any!?)

I have tried reading the followings but still can not understand why is the above code working?

[http://www.ultimatepp.org/srcdoc\\$Core\\$pick_\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Core\\$PickTypes\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$PickTypes$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Core\\$Moveable\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Moveable$en-us.html)

however, after reading this: <http://www.cplusplus.com/articles/y8hv0pDG/>

I concluded that C++ is writing a implicit copy constructor which is doing a member-wise copy of 'myobject' and neither U++ deep copy nor pick is being used. since myobject only has 3 String and String class has operator= overloaded, so implicit copy constructor is able to carryout its member-wise copy. Is this correct?

Subject: Re: Who is doing the coping? [implicit-copy | deep-copy | pick constructor]

Posted by [dolik.rce](#) on Sat, 15 Dec 2012 08:35:00 GMT

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Hi navi,

navi wrote on Sat, 15 December 2012 05:24I concluded that C++ is writing a implicit copy constructor which is doing a member-wise copy of 'myobject' and neither U++ deep copy nor pick is being used. since myobject only has 3 String and String class has operator= overloaded, so implicit copy constructor is able to carryout its member-wise copy. Is this correct?

Yes this is correct. The implicit copy instructor in you case would look like

```
myobject::myobject(const myobject& that)
```

```
  this.a = that.a;
```

```
  this.b = that.b;
```

```
  this.c = that.c;
```

```
};
```

So it works for Strings, but if you did similar thing with Vector, it would use pick assignment operator.

Honza

Subject: Re: Who is doing the coping? [implicit-copy | deep-copy | pick constructor]

Posted by [navi](#) on Sat, 15 Dec 2012 10:36:50 GMT

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Hi Honza,

is it possible to write a example of pick and deep copy constuctor outhter then making a sample container like in the above linked manual pages? is there a application of pick and deep copy in other objects other then container object? it might just help me to understand the possible useg of pick and/or deep copy method/assignment/constructor.

regards

navi

Subject: Re: Who is doing the coping? [implicit-copy | deep-copy | pick constructor]

Posted by [navi](#) on Fri, 21 Dec 2012 10:59:44 GMT

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dolik.rce wrote on Sat, 15 December 2012 09:35Hi

So it works for Strings, but if you did similar thing with Vector, it would use pick assignment operator.

Honza

I think, I understand now what you meant. The point 3 in NTL Tutorial.

Regards

Navi
