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Proposed Resolution for CH 15: Double check copy and move semantics of classes due to new rules for default move constructors and assignment operators

Rationale

In Pittsburgh the default semantics of move constructors and move assignment operators changed. This might have the effect that accidentally we enable or disable move and/or copy semantics unintentionally.

In the library we found the following places where copy and move semantics are inconsistently specified and discussed them in the library group. The following table gives an overview of the result:

Red flags indicate places where we have to fix something.

Yellow flags indicate places where we don't *have to* fix something. But to clarify we might add explicit statements (usually with `=delete`) indicating that we disable copying/moving by intention. The proposed solution in this paper contains proposed wording for these places.

Green flags indicate places where we intentionally have different semantics and don't have to do anything.

Note that the necessary fix for `pair<>` in Section 20.3.5.2, will be covered by a different proposal by Daniel Krügler covering a couple of issues with `pair` and `tuple`.

Note that the necessary fix for `atomic_future<>` will be covered by the Concurrency group.

Note also that this proposed resolution adds missing constructor descriptions for `stack<>`.

Section	Class	C(const&)	C(&&)	op=(const&)	op=(&&)
20.3.5.2	pair<>	yes			yes
20.8.4	reference_wrapper<>	yes		yes	
20.9.6	scoped_allocator_adaptor<>	yes			
20.9.10.2	unique_ptr<>	delete	yes	delete	yes
20.9.10.3	unique_ptr<T[], D>	delete	yes	delete	yes
23.3.5.1	queue<>		yes		yes
23.3.5.2	priority_queue<>		yes		yes
23.3.5.3	stack<>		yes		yes
27.5.2	ios_base	delete		delete	
27.5.4	basic_ios<>	delete		delete	
27.7.1.1	basic_istream<>		protected		protected
27.7.1.5	basic_iostream<>		protected		protected
27.7.2.1	basic_ostream<>		protected		protected
27.7.2.4	basic_ostream<charT,traits>::sentry	delete		delete	
27.8.2	basic_istringstream<>		yes		yes
27.8.3	basic_ostringstream<>		yes		yes
27.8.4	basic_stringstream<>		yes		yes
27.9.1.6	basic_ifstream<>		yes		yes
27.9.1.10	basic_ofstream<>		yes		yes
27.9.1.14	basic_fstream<>		yes		yes
27.6.2	basic_streambuf<>	protected		protected	
27.8.1	basic_stringbuf<>		yes		yes
27.9.1.1	basic_filebuf<>		yes		yes
30.4	once_flag	delete		delete	
30.6.8	atomic_future<>	yes		yes	

Proposed Wording for pair<>

None (this part of the resolution will be covered by Daniel Krügler in a separate paper)

Proposed Wording for Scoped Allocator Adaptor

In **20.9.6 Scoped allocator adaptor** in the declaration of class `scoped_allocator_adaptor` after

```
scoped_allocator_adaptor(const scoped_allocator_adaptor& other);
```

add

```
scoped_allocator_adaptor(scoped_allocator_adaptor&& other);
```

In **20.9.6.2 Scoped allocator adaptor** constructors after § 4 (copy constructor)

add:

```
scoped_allocator_adaptor(scoped_allocator_adaptor&& other);
```

Effects: Move constructs each allocator within the adaptor with the corresponding allocator from other.

Editorial comment:

In 20.9.6.2 §4 replace “intializes” by “initializes”.

Proposed Wording for Container Adaptors

In **23.3.5.1.1 queue definition**

strike

```
queue(queue&& q);
```

and **strike**

```
queue& operator=(queue&& q);
```

In **23.3.5.1.2 queue constructors**

strike:

```
queue(queue&& q);
```

3 *Effects:* Initializes `c` with `std::move(q.c)`.

```
queue& operator=(queue&& q);
```

4 *Effects:* Assigns `std::move(q.c)` to `c`.

5 *Returns:* `*this`.

Editorial comment:

In 23.3.5.1.2 §1 replace “Initialzies” by “Initializes”.

In 23.3.5.2 Class template `priority_queue`

strike

```
priority_queue(priority_queue&&);
```

and **strike**

```
priority_queue& operator=(priority_queue&&);
```

In 23.3.5.2.1 `priority_queue` constructors

strike:

```
priority_queue(priority_queue&& q);
```

5 Effects: Initializes `c` with `std::move(q.c)` and initializes `comp` with `std::move(q.comp)`.

```
priority_queue& operator=(priority_queue&& q);
```

6 Effects: Assigns `std::move(q.c)` to `c` and assigns `std::move(q.comp)` to `comp`.

7 Returns: `*this`.

In 23.3.5.3.1 `stack` definition

strike

```
stack(stack&&s);
```

and **strike**

```
stack& operator=(stack&& s);
```

In 23.3.5.1.2 `stack` constructors

strike:

```
stack(stack&& s);
```

Effects: Initializes `c` with `std::move(s.c)`.

```
stack& operator=(stack&& s);
```

1 Effects: Assigns `std::move(s.c)` to `c`.

2 Returns: `*this`.

And **add:**

```
explicit stack(const Container& cont);
```

1 Effects: Initializes `c` with `cont`.

```
explicit stack(Container&& cont = Container());
```

2 Effects: Initializes `c` with `std::move(cont)`.

Proposed Wording for IO-Streams

In 27.5.2 Class `ios_base`

after

```
ios_base(const ios_base&) = delete;
```

add:

```
ios_base(ios_base&&) = delete;
```

and after:

```
ios_base& operator=(const ios_base&) = delete;
```

add:

```
ios_base& operator=(ios_base&&) = delete;
```

In 27.5.4 Class template `basic_ios`

after

```
basic_ios(const basic_ios& ) = delete;
```

add:

```
basic_ios(basic_ios&&) = delete;
```

and after:

```
basic_ios& operator=(const basic_ios&) = delete;
```

add:

```
basic_ios& operator=(basic_ios&&) = delete;
```

In 27.7.1.1 Class template `basic_istream`

before

```
basic_istream(basic_istream&& rhs);
```

add:

```
basic_istream(const basic_istream& rhs) = delete;
```

and before:

```
basic_istream& operator=(basic_istream&& rhs);
```

add:

```
basic_istream& operator=(const basic_istream& rhs) = delete;
```

In 27.7.1.5 Class template `basic_iostream`

before

```
basic_iostream(basic_iostream&& rhs);
```

add:

```
basic_iostream(const basic_iostream& rhs) = delete;
```

and before:

```
basic_iostream& operator=(basic_iostream&& rhs);
```

add:

```
basic_iostream& operator=(const basic_iostream& rhs) = delete;
```

In 27.7.2.1 Class template `basic_ostream`

before

```
basic_ostream(basic_ostream&& rhs);
```

add:

```
basic_ostream(const basic_ostream& rhs) = delete;
```

and before:

```
basic_ostream& operator=(basic_ostream&& rhs);
```

add:

```
basic_ostream& operator=(const basic_ostream& rhs) = delete;
```

In 27.7.2.4 Class `basic_ostream::sentry`

after

```
sentry(const sentry&) = delete;
```

add:

```
sentry(sentry&&) = delete;
```

and after:

```
sentry& operator=(const sentry&) = delete;
```

add:

```
sentry& operator=(sentry&&) = delete;
```

In 27.8.2 Class template `basic_istream`

before

```
basic_istream(basic_istream&& rhs);
```

add:

```
basic_istream(const basic_istream& rhs) = delete;
```

and before:

```
basic_istream& operator=(basic_istream&& rhs);
```

add:

```
basic_istream& operator=(const basic_istream& rhs) = delete;
```

In 27.8.3 Class template `basic_ostringstream`

before

```
basic_ostringstream(basic_ostringstream&& rhs);
```

add:

```
basic_ostringstream(const basic_ostringstream& rhs) = delete;
```

and before:

```
basic_ostringstream& operator=(basic_ostringstream&& rhs);
```

add:

```
basic_ostringstream& operator=(const basic_ostringstream& rhs) = delete;
```

In 27.8.4 Class template `basic_stringstream`

before

```
basic_stringstream(basic_stringstream&& rhs);
```

add:

```
basic_stringstream(const basic_stringstream& rhs) = delete;
```

and before:

```
basic_stringstream& operator=(basic_stringstream&& rhs);
```

add:

```
basic_stringstream& operator=(const basic_stringstream& rhs) = delete;
```

In 27.9.1.6 Class template `basic_ifstream`

before

```
basic_ifstream(basic_ifstream&& rhs);
```

add:

```
basic_ifstream(const basic_ifstream& rhs) = delete;
```

and before:

```
basic_ifstream& operator=(basic_ifstream&& rhs);
```

add:

```
basic_ifstream& operator=(const basic_ifstream& rhs) = delete;
```

In 27.9.1.10 Class template `basic_ofstream`

before

```
basic_ofstream(basic_ofstream&& rhs);
```

add:

```
basic_ofstream(const basic_ofstream& rhs) = delete;
```

and before:

```
basic_ofstream& operator=(basic_ofstream&& rhs);
```

add:

```
basic_ofstream& operator=(const basic_ofstream& rhs) = delete;
```

In 27.9.1.14 Class template `basic_fstream`

before

```
basic_fstream(basic_fstream&& rhs);
```

add:

```
basic_fstream(const basic_fstream& rhs) = delete;
```

and before:

```
basic_fstream& operator=(basic_fstream&& rhs);
```

add:

```
basic_fstream& operator=(const basic_fstream& rhs) = delete;
```

In **27.6.2 Class template basic_streambuf<charT,traits>**

after

```
basic_streambuf(const basic_streambuf& rhs);
```

add:

```
basic_streambuf(basic_streambuf&& rhs) = delete;
```

and after:

```
basic_streambuf& operator=(const basic_streambuf& rhs);
```

add:

```
basic_streambuf& operator=(basic_streambuf&& rhs) = delete;
```

In **27.8.1 Class template basic_stringbuf**

before

```
basic_stringbuf(basic_stringbuf&& rhs);
```

add:

```
basic_stringbuf(const basic_stringbuf& rhs) = delete;
```

and before:

```
basic_stringbuf& operator=(basic_stringbuf&& rhs);
```

add:

```
basic_stringbuf& operator=(const basic_stringbuf& rhs) = delete;
```

In **27.9.1.1 Class template basic_filebuf**

before

```
basic_filebuf(basic_filebuf&& rhs);
```

add:

```
basic_filebuf(const basic_filebuf& rhs) = delete;
```

and before:

```
basic_filebuf& operator=(basic_filebuf&& rhs);
```

add:

```
basic_filebuf& operator=(const basic_filebuf& rhs) = delete;
```

Proposed Wording for `once_flag`

In **30.4 Mutual exclusion**, header `<mutex>` synopsis, struct `once_flag` after:

```
once_flag(const once_flag&) = delete;
```

add:

```
once_flag(once_flag&&) = delete;
```

and after:

```
once_flag& operator=(const once_flag&) = delete;
```

add:

```
once_flag& operator=(once_flag&&) = delete;
```

Proposed Wording for `atomic_future<>`

None (this part of the resolution will be covered by the Concurrency group in a separate paper)