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Thread: [C++ Constructor/Destructor Help](#)

A Fresh Start - April 9, 2018, 1:48 pm

```
//constructor
{

    for(int i = 0; i < MAXROWS; i++)
        for(int j = 0; j < MAXCOLS; j++)
        {
            grid[i][j] = new Person;
        }

    return;
}

//destructor
{

    for(int i = 0; i < MAXROWS; i++)
        for(int j = 0; j < MAXCOLS; j++)
        {
            if(grid[i][j] != NULL)
                delete grid[i][j];
        }

    return;
}
```

My destructor crashes the program, how do I make it delete the created dynamic memory without crashing, and why does it crash?

Annabelle Lee - April 9, 2018, 2:29 pm

Can't test your code myself, but I think this might do what you need?

```
Code //Free each sub-array
for(int i = 0; i < MAXROWS; ++i) {
    delete[] matrix[i];
}
//Free the array of pointers
delete[] matrix;
```

(Also destructor shouldn't really be checking for null or not, you should simply free the memory, since you assigned it anyways.)

Let me know if that doesn't work and please post your full class.

Gorzoid - April 9, 2018, 4:45 pm

First of all are you sure you even need pointers? Storing them by value in a `STD::array` or `vector` would make more sense.

(Apr 9, 2018 02:29 PM)Annabelle Lee Wrote: [\[CITE\]](#) Can't test your code myself, but I think this might do what you need?

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OP the constructor and destructor is not enough we don't even know how grid is defined.

Annabelle Lee - April 9, 2018, 5:12 pm

(Apr 9, 2018 04:45 PM)Gorzoid Wrote: [\[CITE\]](#) First of all are you sure you even need pointers? Storing them by value in a STD::array or vector would make more sense.

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OP the constructor and destructor is not enough we don't even know how grid is defined. You're right, I was simply guessing based on how I would've made it.