

DM560
Introduction to Programming in C++

Classes

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[Based on slides by Bjarne Stroustrup]

Outline

1. Classes
2. Enumerations
3. `const`
4. Operator Overloading

Outline

- Classes
 - Implementation and interface
 - Constructors
 - Member functions
- Enumerations
- Operator overloading

Outline

1. Classes

2. Enumerations

3. `const`

4. Operator Overloading

Classes

The idea:

- A **class** directly represents a **concept** in a program
 - If you can think of “it” as a separate entity, it is plausible that it could be a class or an object of a class
 - Examples: vector, matrix, input stream, string, FFT, valve controller, robot arm, device driver, picture on screen, dialog box, graph, window, temperature reading, clock
- A **class** is a (**user-defined**) type that specifies how objects of its type can be **created** and **used**
- In C++ (as in most modern languages), a class is the **key building block** for large programs and very useful for small ones also

Members and Member Access

- One way of looking at a class;

```
class X {           // this class' name is X
    // data members (they store information)
    // function members (they do things, using the information)
};
```

- Example

```
class X {
public:
    int m;           // data member
    int mf(int v) { int old = m; m=v; return old; } // function member
};

X var;              // var is a variable of type X
var.m = 7;          // access var's data member m
int x = var.mf(9);  // call var's member function mf()
```

Classes

A class is a user-defined type

```
class X {           // this class' name is X
public: // public members -- that's the interface to users
        // (accessible by all)
        // functions
        // types
        // data (often best kept private)
private: // private members -- that's the implementation details
        // (accessible by members of this class only)
        // functions
        // types
        // data
};
```

Struct and Class

- In a **Class**, members are **private** by default:

```
class X {  
    int mf();  
    // ...  
};
```

- Means

```
class X {  
    private:  
        int mf();  
    // ...  
};
```

- So

```
X x;           // variable x of type X  
int y = x.mf(); // error: mf is private (i.e., inaccessible)
```


Struct and Class

- A **struct** is a class where members are **public** by default:

```
struct X {  
    int m;  
    // ...  
};
```

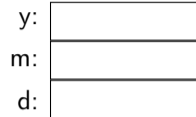
- Means

```
class X {  
    public:  
    int m;  
    // ...  
};
```

- **structs** are primarily used for **data structures** where the members can take any value

Structs

my_birthday



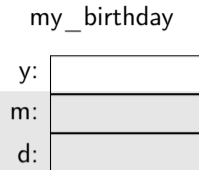
```
// simplest Date (just data)
struct Date {
    int y,m,d;    // year, month, day
};
```

```
Date my_birthday;    // a Date variable (object)

my_birthday.y = 12;
my_birthday.m = 30;
my_birthday.d = 1950;    // oops! (no day 1950 in month 30)
                        // later in the program, we'll have a problem
```

Structs

```
// simple Date (with a few helper functions for convenience)
struct Date {
    int y,m,d;    // year, month, day
};
```



```
Date my_birthday;    // a Date variable (object)

// helper functions:

void init_day(Date& dd, int y, int m, int d); // check for validity and initialize
                                              // Note: these y, m, and d are local

void add_day(Date& dd, int n); // increase the Date by n days
// ...

init_day(my_birthday, 12, 30, 1950); // run time error: no day 1950 in month 30
```

Structs

my_birthday

y:	1950
m:	12
d:	30

```
// simple Date
//           guarantee initialization with constructor
//           provide some notational convenience
struct Date {
    int y,m,d;           // year, month, day
    Date(int y, int m, int d); // constructor: check for validity and initialize
    void add_day(int n);   // increase the Date by n days
};
```

```
// ...
Date my_birthday;           // error: my_birthday not initialized
Date my_birthday {12, 30, 1950}; // oops! Runtime error
Date my_day {1950, 12, 30}; // ok
my_day.add_day(2);         // January 1, 1951
my_day.m = 14;            // ouch! (now my_day is a bad date)
```

Classes

my_birthday

y:	1950
m:	12
d:	30

```
// simple Date (control access)
class Date {
    int y,m,d;    // year, month, day
public:
    Date(int y, int m, int d); // constructor: check for valid date and initialize

    // access functions:
    void add_day(int n);        // increase the Date by n days
    int month() { return m; }
    int day() { return d; }
    int year() { return y; }
};
```

```
// ...
Date my_birthday {1950, 12, 30}; // ok
cout << my_birthday.month() << endl; // we can read
my_birthday.m = 14; // error: Date::m is private
```

Classes

- The notion of a *valid Date* is an important special case of the idea of a **valid value**
- We try to design our types so that values are guaranteed to be valid
Or we have to check for validity all the time
- A rule for what constitutes a valid value is called an **invariant**
The invariant for Date (“a Date must represent a date in the past, present, or future”) is unusually hard to state precisely – Remember February 28, leap years, etc.
- If we can't think of a good invariant, we are probably dealing with plain data
 - If so, use a struct
 - Try hard to think of good invariants for your classes (that saves you from poor buggy code)

Classes

my_birthday

y:	1950
m:	12
d:	30

```
// simple Date (some people prefer implementation details last)
class Date {
public:
    Date(int yy, int mm, int dd); // constructor: check for validity and initialize
    void add_day(int n);         // increase the Date by n days
    int month();
    // ...
private:
    int y,m,d;                  // year, month, day
};
```

```
Date::Date(int yy, int mm, int dd) // definition; note :: ‘member of’
    :y{yy}, m{mm}, d{dd} { /* ... */ }; // note: member initializers

void Date::add_day(int n) { /* ... */ }; // definition
```

Classes

my_birthday

y:	1950
m:	12
d:	30

```
// simple Date (some people prefer implementation details last)
class Date {
public:
    Date(int yy, int mm, int dd); // constructor: check for validity and initialize
    void add_day(int n); // increase the Date by n days
    int month();
    // ...
private:
    int y,m,d; // year, month, day
};
```

```
int month() { return m; } // error: forgot Date::
                        // this month() will be seen as a global function
                        // not the member function, so can't access members

int Date::season() { /* ... */ } // error: no member called season
```


Classes

my_birthday

y:	1950
m:	12
d:	30

```
// simple Date (what can we do in case of an invalid date?)
class Date {
public:
    class Invalid { };                // to be used as exception
    Date(int y, int m, int d);        // check for valid date and initialize
    // ...
private:
    int y,m,d;                        // year, month, day
    bool is_valid(int y, int m, int d); // is (y,m,d) a valid date?
};
```

```
Date:: Date(int yy, int mm, int dd)
        : y{yy}, m{mm}, d{dd}        // initialize data members
{
    if (!is_valid (y,m,d)) throw Invalid(); // check for validity
}
```

Classes

- Why bother with the public/private distinction?
- Why not make everything public?
 -
 - To provide a clean interface
Data and messy functions can be made private
 - To maintain an invariant
Only a fixed set of functions can access the data
 - To ease debugging
Only a fixed set of functions can access the data
(known as the “round up the usual suspects” technique)
 - To allow a change of representation
You need only to change a fixed set of functions
You don't really know who is using a public member

Outline

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3. `const`

4. Operator Overloading

Enumerations

An **enum** (enumeration) is a simple user-defined type, specifying its set of values (its enumerators)

For example:

```
enum class Month {  
    jan=1, feb, mar, apr, may, jun, jul, aug, sep, oct, nov, dec  
};
```

```
Month m = feb;  
m = 7;           // error: can't assign int to Month  
int n = m;       // error: we can't get the numeric value of a Month  
Month mm = Month(7); // convert int to Month (unchecked)
```

“Plain” Enumerations

- Simple list of constants:

```
enum { red, green };    // a “plain” enum { } doesn't define a scope
```

```
int a = red;           // red is available here  
enum { red, blue, purple };    // error: red defined twice
```

- Type with a list of named constants

```
enum Color { red, green, blue, /* ... */ };  
enum Month { jan, feb, mar, /* ... */ };
```

```
Month m1 = jan;  
Month m2 = red; // error: red isn't a Month  
Month m3 = 7;   // error: 7 isn't a Month  
int i = m1;     // ok: an enumerator is converted to its value, i==0
```

Class Enumeration

- Type with a list of typed named constants

```
enum class Color { red, green, blue, /* ... */ };  
enum class Month { jan, feb, mar, /* ... */ };  
enum class Traffic_light { green, yellow, red }; // OK: scoped enumerators
```

```
Month m1 = jan;           // error: jan not in scope  
Month m1 = Month::jan;   // OK  
Month m2 = Month::red;   // error: red isn't a Month  
Month m3 = 7;            // error: 7 isn't a Month  
Color c1 = Color::red;   // OK  
Color c2 = Traffic_light::red; // error  
int i = m1;              // error: an enumerator is not converted to int
```

Enumerations – Values

- By default:
 - the first enumerator has the value 0,
 - the next enumerator has the value “one plus the value of the enumerator before it”

```
enum { horse, pig, chicken };           // horse==0, pig==1, chicken==2
```

You can control numbering

```
enum { jan=1, feb, march /* ... */ };   // feb==2, march==3
enum stream_state { good=1, fail=2, bad=4, eof=8 };
int flags = fail+eof;                   // flags==10
stream_state s = flags; // error: can't assign an int to a stream_state
stream_state s2 = stream_state(flags);  // explicit conversion (be careful!)
```

Classes

```
// simple Date (use enum class Month)

enum class Month { jan, feb, mar, /* ... */ };

class Date {
public:
    Date(int y, Month m, int d); // check for valid date and initialize
    // ...
private:
    int y; // year
    Month m;
    int d; // day
};
```

my_birthday

y:	1950
m:	Month::dec
d:	30

```
Date my_birthday(1950, 30, Month::dec); // error: 2nd argument not a Month
Date my_birthday(1950, Month::dec, 30); // OK
```


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const

```
class Date {
public:
    // ...
    int day() const { return d; }           // const member: can't modify
    void add_day(int n);                   // non-const member: can modify
};
```

```
Date d {2000, Month::jan, 20};
const Date cd {2001, Month::feb, 21};
```

```
cout << d.day() << " - " << cd.day() << endl; // ok
d.add_day(1); // ok
cd.add_day(1); // error: cd is a const
```

```
Date d {2004, Month::jan, 7}; // a variable
const Date d2 {2004, Month::feb, 28}; // a constant
d2 = d; // error: d2 is const
d2.add(1); // error d2 is const
d = d2; // fine
d.add(1); // fine
```

```
d2.f();
```

should work if and only if `f()` doesn't modify `d2` how do we achieve that?
(say that's what we want, of course)

const Member Functions

Distinguish between functions that can modify (mutate) objects and those that cannot (“const member functions”)

```
class Date {
public:
    // ...
    int day() const; // get (a copy of) the day
    // ...
    void add_day(int n); // move the date n days forward
    // ...
};

const Date dx {2008, Month::nov, 4};
int d = dx.day(); // fine
dx.add_day(4); // error: can't modify constant (immutable) date
```

Classes

What makes a good interface?

- Minimal: as small as possible
- Complete: and no smaller
- Type safe
 - Beware of confusing argument orders
 - Beware of over-general types (e.g., int to represent a month)
- `const` correct

Classes

Essential operations:

- **Default constructor** (defaults to: nothing)
- No default if any other constructor is declared
- **Copy constructor** (defaults to: copy the member)
- **Copy assignment** (defaults to: copy the members)
- **Destructor** (defaults to: nothing)

For example:

```
Date d;           // error: no default constructor
Date d2 = d;     // ok: copy initialized (copy the elements)
d = d2;         // ok copy assignment (copy the elements)
```

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Interfaces and “Helper ‘Functions’”

- A `class interface` is the set of public functions
- Keep a `class interface` minimal
 - Simplifies understanding
 - Simplifies debugging
 - Simplifies maintenance
- When we keep the class interface simple and minimal, we need extra “helper functions” outside the class (non-member functions). Examples:
 - `==` (equality), `!=` (inequality)
 - `next_weekday()`, `next_Sunday()`

Helper Functions

```
Date next_Sunday(const Date& d)
{
    // access d using d.day(), d.month(), and d.year()
    // make new Date to return
}

Date next_weekday(const Date& d) { /* ... */ }

bool operator==(const Date& a, const Date& b)
{
    return a.year()==b.year()
        && a.month()==b.month()
        && a.day()==b.day();
}

bool operator!=(const Date& a, const Date& b) { return !(a==b); }
```


Operator Overloading

You can define almost all C++ operators for a class or enumeration operands
That's often called [operator overloading](#)

```
enum class Month {
    jan=1, feb, mar, apr, may, jun, jul, aug, sep, oct, nov, dec
};

Month operator++(Month& m)          // prefix increment operator
{
    // ‘‘wrap around’’:
    m = (m==Month::dec) ? Month::jan : Month(m+1);
    return m;
}

Month m = Month::nov;
++m;      // m becomes dec
++m;      // m becomes jan
```

Operator Overloading

- You can define only existing operators
E.g., + - * / % [] () ^ ! & < <= > >=
- You can define operators only with their conventional number of operands E.g., no unary <= (less than or equal) and no binary ! (not)
- An overloaded operator must have at least one user-defined type as operand

```
int operator+(int,int); // error: you can't overload built-in +  
vector operator+(const Vector&, const Vector &); // ok
```

- Advice (not language rule):
Overload operators only with their conventional meaning:
+ should be addition, * be multiplication, [] be access, () be call, etc.
- Advice (not language rule):
Don't overload unless you really have to

Summary

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