Objects in C++
Classes and Data Abstraction

C++ Object System

Object-oriented features

- Classes and Data Abstraction
- Encapsulation
- Inheritance
  - Single and multiple inheritance
  - Public and private base classes
- Objects, with dynamic lookup of virtual functions
- Subtyping
  - Tied to inheritance mechanism

Abstraction

- **Abstraction** means that implementation details are hidden inside a program unit with a *specific interface*.

- For objects, **the interface** consists of a set of public functions (or methods) that manipulate hidden data.

- Abstraction involves restricting access to a program component according to its specified interface.

C++: Classes and Data Abstraction

- C++ supports Object-Oriented Programming (OOP)

- OOP models real-world objects with software counterparts

- OOP encapsulates data (attributes) and functions (behavior) into packages called objects

- Objects have the property of information hiding

C++: Classes and Data Abstraction

- Objects communicate with one another across interfaces

- The interdependencies between the classes are identified

- makes use of

- a part of

- a specialisation of

- a generalisation of

- etc.

C and C++

- C programmers concentrate on writing functions

- C++ programmers concentrate on creating their own user-defined types called classes

- Classes in C++ are a natural evolution of the C notion of `struct`

A User-Defined Type Time with a struct

```
// Create a structure, set its members, and print it
// structure definition
struct Time {
    int hour; // 0-23
    int minute; // 0-59
    int second; // 0-59
};


void printMilitary(const Time &); // prototype
void printStandard(const Time &); // prototype
```

```
main()
{
    Time dinnerTime;   // variable of new type Time

    // set members to valid values
    dinnerTime.hour = 18;
    dinnerTime.minute = 30;
    dinnerTime.second = 0;

    cout << "Dinner will be held at";
    printMilitary(dinnerTime);   // 18:30:00
    cout << " military time,\nwhich is ";
    printStandard(dinnerTime);   //  6:30:00 PM
    cout << " standard time." << endl;
```

adds a newline ("\n") and flushes the buffer

```cpp
    // set members to invalid values
    dinnerTime.hour = 29;
    dinnerTime.minute = 73;
    dinnerTime.second = 103;

    cout << "\nTime with invalid values: ";
    printMilitary(dinnerTime); // 29:73:103 bad values!
    cout << endl;

    return 0;
}// end main
```

```cpp
// Print the time in military format
void printMilitary(const Time &t)
{
    cout << (t.hour < 10 ? "0" : "") << t.hour << ":"
      << (t.minute < 10 ? "0" : "") << t.minute << ":"
      << (t.second < 10 ? "0" : "") << t.second;
}

// Print the time in standard format
void printStandard(const Time &t)
{
    cout << ((t.hour == 0 || t.hour == 12) ? 12 :
      t.hour % 12)
      << ":" << (t.minute < 10 ? "0" : "") << t.minute
      << ":" << (t.second < 10 ? "0" : "") << t.second
      << (t.hour < 12 ? " AM" : " PM");
}
```

Comments

- Initialization is not required --> can cause problems

- A program can assign bad values to members of Time

- If the implementation of the `struct` is changed, all the programs that use the `struct` must be changed [No "interface"]

A Time Abstract Data Type with a Class

```cpp
#include <iostream.h>
// Time abstract data type (ADT) definition
class Time {
public:
    Time();                      // default constructor
    void setTime(int, int, int);
    void printMilitary();
    void printStandard();
private:
    int hour;      // 0 - 23
    int minute;    // 0 - 59
    int second;    // 0 - 59
};
```

Ne1 .cpp

```cpp
// Time constructor initializes each data member to zero.
// No return value
// Ensures all Time objects start in a consistent state.
Time::Time() { hour = minute = second = 0; }


// Set a new Time value using military time.
// Perform validity checks on the data values.
// Set invalid values to zero (consistent state)
void Time::setTime(int h, int m, int s)
{
    hour = (h >= 0 && h < 24) ? h : 0;
    minute = (m >= 0 && m < 60) ? m : 0;
    second = (s >= 0 && s < 60) ? s : 0;
}
```

```cpp
// Print Time in military format
void Time::printMilitary()
{
    cout << (hour < 10 ? "0" : "") << hour << ":"
      << (minute < 10 ? "0" : "") << minute << ":"
      << (second < 10 ? "0" : "") << second;
}


// Print time in standard format
void Time::printStandard()
{
    cout << ((hour == 0 || hour == 12) ? 12 : hour % 12)
      << ":" << (minute < 10 ? "0" : "") << minute
      << ":" << (second < 10 ? "0" : "") << second
      << (hour < 12 ? " AM" : " PM");
}
```

```cpp
// Driver to test simple class Time
main()
{
    Time t;  // instantiate object t of class Time

    cout << "The initial military time is ";
    t.printMilitary(); // 00:00:00
    cout << "\nThe initial standard time is ";
    t.printStandard(); // 12:00:00 AM

    t.setTime(13, 27, 6);
    cout << "\n\nMilitary time after setTime is ";
    t.printMilitary(); // 13:27:06
    cout << "\nStandard time after setTime is ";
    t.printStandard(); // 1:27:06 PM
```

```cpp
    t.setTime(99, 99, 99);
    // attempt invalid settings
    cout << "\n\nAfter attempting invalid settings:\n"
        << "Military time: ";
    t.printMilitary(); // 00:00:00
    cout << "\nStandard time: ";
    t.printStandard(); // 12:00:00 AM
    cout << endl;

    return 0;
} // end main
```

Output

- The initial military time is 00:00:00
- The initial standard time is 12:00:00 AM

- Military time after setTime is 13:27:06
- Standard time after setTime is 1:27:06 PM

- After attempting invalid settings:
- Military time: 00:00:00
- Standard time: 12:00:00 AM

Comments

- **`hour`**, **`minute`**, and **`second`** are private data members. They are normally not accessible outside the class. [Information Hiding]

- Use a constructor to initiailize the data members. This ensures that the object is in a consistent state when created.

- Outside functions set the values of data members by calling the setTime method, which provides error checking.

Classes as User-Defined Types

■Once the class has been defined, it can be used as a type in declarations as follows:

L'intero oggetto Time è allocato sullo stack

L'intero array di 5 Time è allocato sullo stack

```
Time sunset;                //object of type Time
Time arrayOfTimes[5];       //array of Time objects
Time *pointerToTime;        //pointer to a Time object
```

Solo il puntatore è sullo stack – devo creare l'oggetto

Using Constructors

■Constructors can be overloaded, providing several methods to initialize a class.

Interface

```
Time();        // default constructor
Time(int hr);
Time(int hr, int min, int sec);
```

Implementation

```
Time::Time(){ hour = minute = second = 0; }
Time::Time(int hr) { setTime(hr, 0, 0); }
Time::Time(int hr, int min, int sec)
    { setTime(hr, min, sec); }
```

Using Constructors

```
Time t1; // Time() is invoked
Time t1(); //ERROR, intended as a funct prototype


Time t2(08);   // class_name object_name(values)
Time t2 = Time(08);
Time t2 = 08;
Time t2 = (Time) 08; // cast


Time t3(08,15,04);
Time t3 = Time(08,15,04);
```

Using Constructors and dynamic objects

```
Type_name * pointer_name;
Pointer_name = new Type_name;
```

where `Type` is a Class or a primitive type

```
int *ptr;
ptr = new int;


Time *t;
t = new Time;              // Time() is invoked
t = new Time(08);          // Time(int) is invoked
t = new Time(08,15,04);    // Time(int, int, int)
                           // is invoked
```

Using Constructors and array of objects

```
Time arrayOfTimes[5]; //Time() is invoked
```

Explicit array initialization:

```
//Only the first four elements are inizialized
//Time() (if any) is invoked for the other elements
Time arrayOfTimes[8] = { 3, Time(05), Time(),
    Time(01,12,03)}
```

Using Constructors and dynamic arrays

```
Time *t = new Time[8];
// Time() is invoked for each element


int i = 3;
Time (*t) [20] = new Time[3*i] [20];
// Multi-dimension array
// Time() is invoked for each element
```

positive, can be variable   positive, constant

In both cases, explicit initialization is not allowed!

The constructor initializer list

- **A list of "constructor calls"** that appears only **in the definition of the constructor** – after the argument list
- The initialization in the list is executed before any of the main constructor code.
- This is the place to put all **const** initializations, primitive type variables and object variables, **except arrays**.

```
class Info
private:
 const int i;
 double m;
 Time t;
Public:
 Info(); // default constructor
};

Info::Info(int j, double n) : i(j), m(n), t(i) {}
```

Destructors (1)

- To guarantee cleanup when using dynamic memory
- Destroy objects by
- Calling the destructors of of object member variables
- Calling superclass destructors (if virtual)
- The destructor is called
- At the end of object lifetime
- Or during a call to delete
- Normaly the is no need to call the destructor explicitly

Destructors (2)

- A public function member **~class_name** with no parameters and no return values

```
Class_name::~class_name(){
//delete operations

…

}
```

- Operator **delete**
- can be called only for an object created by **new**

```
delete ptr;
delete [] ptr;
```

new() and delete() (1)

- For each new statement, you must provide exactly one corresponding delete statement
- Failing to do so causes memory and resource leaks and can cause undefined behavior …

new() and delete() (2)

- Allocating memory
- `int* myInt = new int;`
- `Int* myIntArray = new int[10];`
- Deallocating memory
- `delete myInt;`
- `delete[] myIntArray;`

Deleting zero pointers

**If the pointer you're deleting is zero,
nothing will happen.**

**For this reason, people often recommend setting
a pointer to zero immediately after you delete it,
to prevent deleting it twice.**

```
delete p;
p = 0;
```

**Deleting an object more than once
is definitely a bad thing to do,
and will cause problems.**

Function Declaration

- A function is declared by

returnType funcName(
        typename arg1, ...,
        typename argN)

- Member function can include a const modifier in their signature

void helloWorld::sayHello(void) const

- A <u>const method</u> cannot modify class members
- private/protected/public modifier are not part of the function declaration

Function declaration: *Const* modifier

```cpp
#include <iostream.h>
Class Car{
 private:
   int lenght;
   double weight;
 public:
   int fun_weight(double) const;
};

int Car::fun_weight(double new_weight) const
{
 // weight++; ERROR
 new_weigth += weight;
 return (int) new_weight;
}
```

Function Declaration Examples

```
void output(const std::string& s);

double multiply(const double fac1,
                const double fac2);

void addHeader(void* buf, const Date& date);

int main(int argc, char* argv[]);
int main(int argc, char** argv);

void doSomething(SomeBigObject bo);
void doSomething(SomeBigObject* bo);
void doSomething(SomeBigObject& bo);
```

pass-by-value

pass-by-reference *

pass-by-reference &

Call by value

- Called function has its own local copy of the data
- Changes to the data are local and
- Will be discarded as soon as the namespace is left
- (highly) inefficient with large objects

Call by reference

- Passes memory address of variables to the function (word-size variable)
    - Very efficient
    - Allows variable modification avoiding double copy
- Two possible realizations in C++
    - void doSomething(Data* data);
        - Pointer based
- Advantages and drawbacks of pointer approach
    - void doSomething(Data& data); pass-by-reference **&**
        - Reference based
    - No null-check ncessary

Object Variable Classification (like in C)

- Extern variables **`double x`**
  - global variables, the prefix *extern* when declared by other files
- Static global variables **`static double x`**
  - global variables, but can't be used by other files
  - are zero-initialized by default
- Automatic internal variables
  - defined within a function/block
- Static internal variables
  - like static external variables,
  - but defined within a function/block
  - retains its state between calls to that function

```
int count_calls()
{ static int
calls=0;

//local static
return ++calls; }
```

Extern variables

- file1.c: declares an external global var

```
int GlobalVariable;
    // implicit definition

void SomeFunction();
// function prototype (decl.)

int main() {

    GlobalVariable = 1;

    SomeFunction();

    return 0;

}
```

- file2.c uses the variable

```
extern int GlobalVariable;
// explicit declaration


  void SomeFunction() {
// function header
(definition)

    ++GlobalVariable;

  }
```

Static member variables

■ A *static variable*, member of a class, is a variable **shared by all objects** created from the class

```
Class Car{
 private:
 static int num_cars;
 public:
  …
};
//Outside initialized, like an external variable,
//even if private!
int Car::num_cars = 22;
```

Static member functions (1)

- Executed in the same manner for all objects of the given class, e.g., to open a file or to set *static variables*.
- They can't:
- access to non static variables,
- invoke non static functions,
- use the pointer *this*
- be declared *virtual*
- Constructors and destructors can't be *static*

Static member functions (2)

```cpp
#include <iostream.h>
class Car{
 private:
 static int num_cars;
 public:
 Car(); // default constructor
 static void n_car();
};
```

Static member functions (3)

```cpp
Car::Car() { num_cars++; }

void Car::n_car(){cout << num_cars << '\n';}

// Access to the static private variable is allowed!
int Car::num_cars = 0;

int main(int argc, char *argv[])
{
//cout << Car::num_cars;   ERROR Access to a
//private variable!
Car a;
Car::n_car(); // or a.n_car() bad style!
return 0;
}
```
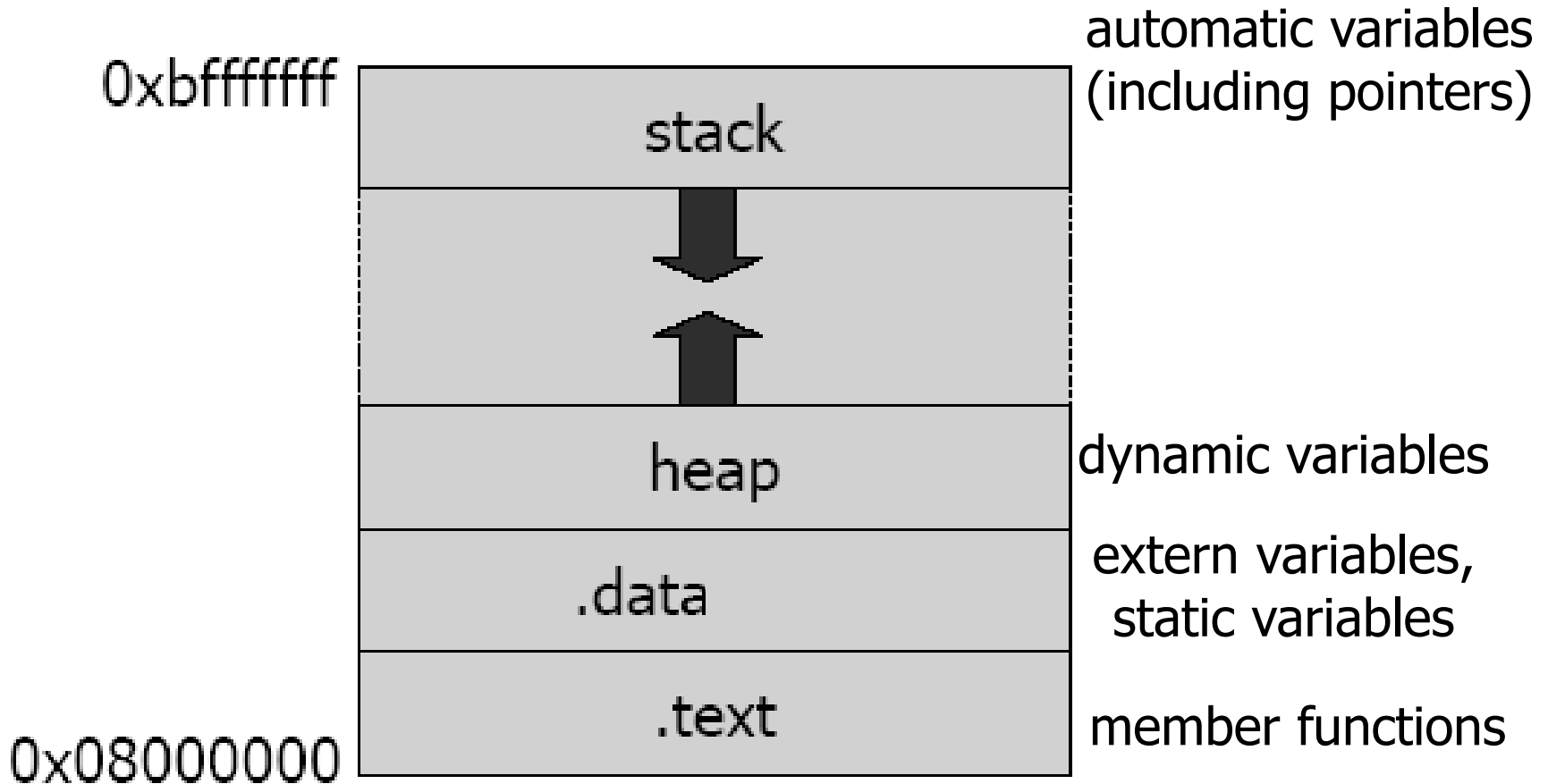
Memory layout (1)

automatic variables
(including pointers)

0xbfffffff

stack

heap

dynamic variables

.data

extern variables,
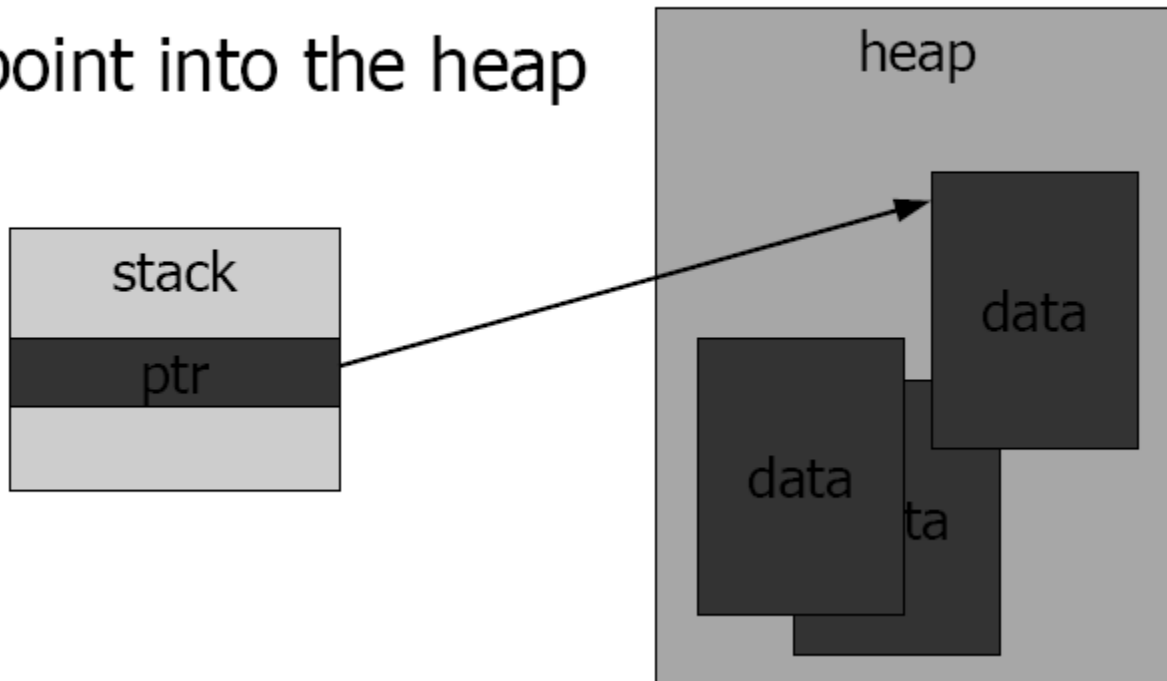static variables

.text

member functions

0x08000000

Memory layout (2)

Pointer have a constant size of 1 word (16, 32, 64 bit)

- reside on the stack
- point into the heap

Inline functions

■Any function defined within a class body is automatically inline, but you can also make a non-class function inline by preceding it with the **inline** keyword.

```
inline int plusOne(int x) { return ++x; }

inline int plusOne(int x); //has no effect
```

■Any behavior you expect from an ordinary function, you get from an inline function.

■The only difference is that an inline function is expanded in place, like a preprocessor macro in C, so the overhead of the function call is eliminated.

Inline + ricorsione

- Anche le funzioni ricorsive possono essere dichiarate inline, in quel caso verranno sviluppate solo fino ad un certo grado impostabile come opzione in gnu cpp ad esempio

Default arguments

- When functions have long argument lists, it is tedious to write (and confusing to read) the function calls
- when most of the arguments are the same for all the calls.

- A commonly used feature in C++ is called *default arguments*.
- A *default argument* is one the compiler inserts if it isn't specified in the function call.

```
void f(int size, int initQuantity = 0);
    void g(int x, int = 0, float = 1.1);
void h(int = 0, int x, float = 1.1); //ERROR
```

Function overloading

```
void f(int size, int initQuantity);
void f(int size, double initQuantity);
int f(int size, int initQuantity);//ERROR
```

- The compiler resolves the correct version of an overloaded function based on the number/type of arguments in each call

- Functions differing only in their return type cannot be overloaded.
- Since the returned value may be implicitly converted, the compiler cannot resolve which version is intended to use

- An immediately useful place for overloading is in constructors.