Object Oriented Programming

- We’ve now seen the non Object Oriented features of C++
- We need them to be able to use the Object Oriented features.

Example:
Use a class to specify a graphics \((x, y)\) point. We first declare the class:

```cpp
#ifndef __POINT_HH  // Point1.hh
#define __POINT_HH

#include <iostream.h>

class Point {
public:
    Point();
private:
    int m_x, m_y;
};
#endif // __POINT_HH
```

Point is now a new data type (just as int, float etc.) We next have to complete the definition (or implement) the Point class:

```cpp
#include "Point1.hh"  // Point1.cc

Point::Point() {
    m_x = 0;
    m_y = 0;
}
```

class: data members, member functions

- The basic unit of C++ is the class.
- A class is a grouping of data and functions into one unit. Usually the functions (member functions) operate on the data.
- Only some of the member functions (the interface) are available from outside the class – usually none of the data members are accessible from outside the class.
- An instance of a class is called an object.
Finally, we can use the class \texttt{Point} in our program:

\begin{verbatim}
#include "Point1.hh" // Point-1.cc

int main() {
    Point p;
}
\end{verbatim}

5. An instance of the \texttt{Point} class, the object \texttt{p}, is declared in the same way as for any other type.

6. There is a problem: this object does nothing! Since the data are private they are not accessible, and there are no member functions (apart from the constructor), so we can't do anything with \texttt{p}.

7. Moreover, since \texttt{p} is declared but not used, we will get a compiler warning.

8. We can fix this by adding a public member function,

\begin{verbatim}

Points to note:
1. The class \texttt{Point} has 2 blocks — one labeled \texttt{public}; the other \texttt{private}:
   \begin{itemize}
   \item class members in the \texttt{public} section can be accessed from outside the class,
   \item class members in the \texttt{private} section can \textit{only} be accessed from inside the class,
   \end{itemize}

2. There is a member function with the same name as the class and \texttt{no return type}. This is the class \texttt{constructor}.

3. Since the data are in the \texttt{private} section of \texttt{Point}, they cannot be accessed from outside the class. This is called \textit{data encapsulation}.

4. In the implementation, the constructor function name is written \texttt{Point::Point()}. :: is the scope resolution operator. The constructor does \textit{not} have a type (not even \texttt{void}).

\end{verbatim}
we have added the (public) member function, \texttt{void print()} which we must now implement.

\begin{verbatim}
#include "Point2.hh"  // Point2.cc

Point::Point() {
    \_x = 0;
    \_y = 0;
}

void Point::print() {
    \texttt{cout} \ll \texttt{"( \_x, \_y \)"};
}
\end{verbatim}

1. In \texttt{Point::print()}, we have not added an \texttt{endl}, because we may want to print other things. We will then have to flush the buffer.

2. \texttt{Point::print()} is a member of class \texttt{Point}, so it can access \texttt{Point}'s private data.

3. \texttt{p}'s print function, which accesses \texttt{p}'s data, is invoked with the \texttt{\_\_\_\_} operator.

This is progress, but still doesn't allow us to do very much. What about instantiating \texttt{Point} with other values?

To do this, we need a different constructor. But wait! We can use function overloading to define a constructor with a different signature.

\begin{verbatim}
#include "Point2.hh"  // Point2.cc
int main() {
    Point p;
    p.print();
    \texttt{cout} \ll \texttt{endl};
}
\end{verbatim}

\begin{verbatim}
#include <iostream.h>
#define __POINT.hh

#include <iostream.h>

class Point {
public:
    Point();
    Point(int, int);
    \texttt{void print()};
private:
    \_x, \_y;
};
#endif // __POINT.hh
\end{verbatim}
#include "Point3.hh"    // Point3.cc

Point::Point() {
    m_x = 0;
    m_y = 0;
}

Point::Point(int initX, int initY) {
    m_x = initX;
    m_y = initY;
}

void Point::print() {
    cout << "(" << m_x << ", " << m_y << ")";
}

#include "Point3.hh"    // Point-3.cc

int main() {
    Point p;
    p.print();
    cout << endl;
    Point q(10,15);
    q.print();
    cout << endl;
}

Notes:

1. Since the signatures are different, the overloaded constructor functions really are 2 different functions.

2. In the print() method, p's print() accesses p's data, and q's print() accesses q's data.

3. Using member functions to hide the member data is called "Data Encapsulation", and is an important feature of Object Oriented programming. In general, the data should always be encapsulated, and so should never be public.

4. If we want to access the data (and in practice we need to less than we think), then we should do it via access functions:

#ifndef __POINT_HH    // Point4.hh
#define __POINT_HH

#include <iostream.h>

class Point {
public:
    Point();
    Point(int, int);
    void print();
    int x() { return m_x; }
    int y() { return m_y; }
private:
    int m_x, m_y;
};

#endif // __POINT_HH
#include "Point4.hh" // Point-4.cc
#include <math.h>

int main() {
    Point p;
p.print();
cout << endl;
Point q(10,15);
q.print();
cout << endl;
cout << "q's radius: " << sqrt(q.x*q.x+q.y*q.y) << endl;
}

But why not just provide a member function to return the radius?

#ifndef __POINT5_HH // Point5.hh
#define __POINT5_HH

#include <iostream.h>

class Point {
public:
    Point();
    Point(int, int);
    void print();
    int x() { return m_x; }
    int y() { return m_y; }
    int r();
private:
    int m_x, m_y;
};
#endif // __POINT5_HH

#include "Point5.hh" // Point5.cc
#include <math.h>

Point::Point() {
    m_x = 0;
    m_y = 0;
}
Point::Point(int initX, int initY) {
    m_x = initX;
    m_y = initY;
}
void Point::print() {
    cout << "(" << m_x << ", " << m_y << ");
}
int Point::r() {
    return (int)sqrt( m_x*m_x + m_y*m_y );
}
Clearly, we could proceed this way adding as many member functions as we could think of.
In particular, we could use function overloading to add "set" functions:

```cpp
void x(int);
void y(int);
```

These are different functions than:

```cpp
int x();
int y();
```

It is the arguments, not the return type, that makes them different.

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**constructors: initialization**

Just as we invoke the constructor for a user-defined class with:

```cpp
Classname Objectname(initial parameters);
```

so we can also initialize a built-in type with the same syntax:

```cpp
Typename Objectname(initial value);
```

i.e.,

```cpp
int i(6); // is equivalent to: int i=6
```

---

**constructors: default arguments**

We often want to instantiate an object with default values. We can put the default values in the declaration, and use them in the implementation,

```cpp
class Point {
public:
    Point(int initX=0, int initY=0);
    ... 
};
```

```cpp
Point::Point(int initX, int initY) {
    m_x = initX;
    m_y = initY;
}
```

- If one argument is given explicitly, we must also specify all preceding arguments,
- There can be an ambiguity between using default arguments, and function overloading – choose one or the other for a specific signature,
- Default arguments are useful – but don’t go overboard,
Name Conventions

- There are few rules about variable and function names — but some conventions are useful.

- Begin class names with an uppercase letter.
- Header files for class Foo should be called Foo.hh and Foo.cc.
- Begin member data names with something distinctive, e.g., m_x.
- Begin member function names with a lowercase letter.
- Use descriptive names — concatenate and capitalize, e.g., printMyValue.

Don't use names differing only by case.
- Begin constant data names with something distinctive, such as k. E.g., const kArraySize. Sometimes it is useful to capitalize.
- Instance variables (of small scope) can be terse.
- In a class declaration, list first public members, then private members.

References

Suppose we want to add an rmoveTo(Point) method, where we specify the new Point as an argument.
(Of course, we could easily write a rmoveTo(int, int) method, but that's not very “Object Oriented”.)
We can do this easily enough by changing Point.hh and Point.cc.

```cpp
void Point::rmoveTo(Point p) {
    m_x += p.m_x;
    m_y += p.m_y;
}
```

Note that although p is a different object than the current (this) object, rmoveTo(Point) is still a Point member function, so it has access to Point's private data.
#include "Point6.hh"  // Point-6.cc

int main() {
  Point p;
  Point q(10,15);
  p.print();
  p.removeTo(q);
  p.print();
  p.removeTo(Point(3,4));
  p.print();
  cout << endl;
}

That is, a copy of the Point object is put on the stack, and this copy is
used by the function,

- In this case, Point is not such a large object, so who cares?
- In general, the object could be arbitrarily large, and this could be very
  inefficient.
- So C++ gives us another way of passing function arguments – by
  Reference.
- Instead of making a copy and putting the copy on the stack, we put an
  alias name (the reference) on the stack, and access the original object.

For the argument of removeTo, we can:

- either use an existing object, q
- or use the constructor function (since it really returns a Point object).
  In this case, we don’t define a new object.

This is all just fine, and works – but there is a subtle but important
problem:

Rule  In C++, function arguments are passed by value.

class Point {
public:
  ...
  void removeTo(Point&);
};

void Point::removeTo(Point& p) {
  m_x += p.m_x;
  m_y += p.m_y;
}

This looks almost the same as before, except for the &.
We read the declarations backwards, so removeTo(Point& p) means:

  p is a reference to a Point object
- This solves the problem of unnecessarily copying large objects — but it creates another problem:

- we could (accidentally or maliciously) change the contents of the argument object, since in the `moveTo` method, we are working with the same object, and not a copy.

```cpp
void Point::moveTo(const Point& p) {
    m_x += p.m_x;
    m_y += p.m_y;
    p.m_x += 7; // accidental code
}
```

Sometimes we might want to do this — but when we don’t, C++ allows us to protect us from ourselves. We can declare not a reference, but a `constant reference`.

```cpp
class Point {
public:
    ...
    void moveTo(const Point&); 
};
```

```cpp
void Point::moveTo(const Point& p) {
    m_x += p.m_x;
    m_y += p.m_y;
}
```

Notes:

1. `void moveTo(const Point&);` is a different signature than `void moveTo(Point&);`

2. in principle, we could use `const Class&` for all arguments — even built-in types, but this is usually overkill:
   
   (a) it is no more overhead to put an int on the stack
   (b) with call by value, we protect the argument anyway
   (c) often we might want to change the value inside the function

3. using (type&) for built-in types is a good way of changing parameters (when using a return value is not convenient).

4. we will be using references extensively. References mean that `pointers` (see later) can be largely — tho not completely — avoided.
#include <math.h>  // Point7.cc
#include "Point7.hh"

Point::Point(int initX, int initY) {
    m_x = initX;
    m_y = initY;
}
void Point::print() {
    cout << "(" << m_x << ", " << m_y << ");"
}
int Point::r() {
    return (int)sqrt( m_x*m_x + m_y*m_y );
}
void Point::moveTo(const Point & p) {
    m_x += p.m_x;
    m_y += p.m_y;
}

---

## Arrays of Objects

We can have arrays of objects as well as arrays of built-in types. The syntax is the same:

```cpp
#include "Point.hh"  // Point-Array.cc
#include <stdlib.h>

int main() {
    const int kArraySize=7;
    const int kRandomStep=20;
    Point p[kArraySize];
    for (int i=0; i<kArraySize; i++) {
        p[i].moveTo( Point( rand()%(kRandomStep, rand()%kRandomStep) ) );
        p[i].print();
    }
    cout << endl;
}
```

---

## Templates

Templates are sometimes considered an advanced feature of C++, but they are so useful, and are crucial to STL, that we introduce them now.

Suppose we have a function `min` which returns the smaller of its 2 arguments:

```cpp
int min(int a, int b) { return (a<b) ? a : b; }
```

If we want `min` to work for `float`, we would have to overload `min` and use a float signature:

```cpp
float min(float a, float b) { return (a<b) ? a : b; }
```
This is not difficult — but soon gets tedious, especially when we want to use \texttt{min} for user-defined classes, such as \texttt{Point}.

The solution is to use a \texttt{function template}:

\begin{verbatim}
#include < TEMPLATE.hh  // Template.hh
#define TEMPLATE.hh

#include <iostream.h>

template<class T>
T min(T a, T b) {
    return (a<b) ? a : b;
}
#endif // TEMPLATE.hh
\end{verbatim}

Notes:

1. The \texttt{tempered} function must be preceded by
   \texttt{template<class T>}
   \texttt{T} can be any dummy name. There can be several template arguments.

2. This function is now a \texttt{template} for whenever a \texttt{min} is needed. The
   compiler checks the signature, and generates the right \texttt{min} for that
   signature.

3. Each template argument \texttt{must} appear at least once in the signature. It
   \texttt{may} appear in the function type, but that cannot be the \texttt{only}
   \texttt{reference} (since the type alone does not generate the signature).

4. The actual arguments are used inside the function \texttt{as if} they were of a
   \texttt{declared type}. (Which they are, since the compiler generates them
   from the template.)

5. Function templates can be used inside classes, but don’t have to be.

This can now be used in the “obvious” way:

\begin{verbatim}
#include <math.h>  // Template.cc
#include <Template.hh>

int main() {
    int a(0);
    int b(16);
    cout << "min(" << a << "," << b << ") = " << min(a, b) << endl;
    cout << "min(" << M_PI << "," << M_E << ") = "
         << min(M_E, M_PI) << endl;
}
\end{verbatim}

But there is a catch (or price):

- We can get code bloat, because every instance of the function has its
  own \texttt{code} — but we might have had that anyway.

- More seriously: we cannot put the function template in a header file,
  and the implementation in a different file.
  When the compiler comes across each function usage, it must
  generate the function with the right signature, so an implementation
  cannot be compiled a head of time — it cannot know which signatures
  will be needed.

1. The header files can get big
2. Compilation can take longer
3. We could not hide our source code so easily
Template Classes

- Templates are also used in class definitions.
- Suppose we want to make the Point class work with types other than int. We can make Point a template class:

```cpp
#include <iostream, hh>
#include <math.h>
template<class T>
class Point {
    public:
        Point(T initX=0, T initY=0) { m_x = initX; m_y = initY; }
        void print() { cout << "( " << m_x << " , " << m_y << "); 
        T x() { return m_x; }
        T y() { return m_y; }
        T r() { return (T)sqrt( m_x*m_x + m_y*m_y ); }
        void moveTo(const Point<T>& p) { m_x += p.m_x; m_y += p.m_y; }
    private:
        T m_x, m_y;
    }
}
#endif // POINT.hh
```

```cpp
#include "Point_Template.hh" // Point=Template.h

int main() {
    Point<int> p(7,6);
p.print();
    Point<float> q(3.142,2.718);
q.print();
cout << endl;
}
```

In general, templates are most useful with classes other than the built-in types. We will revisit later.