

C++

why C++?

easier to talk about data representation

“closer to the hardware”

- directly allocate memory

- more obvious translation to assembly/machine code

heavily related to Java

C++ history

K&R C (first published 1972) Dennis Ritchie, Bell Labs
based on BCPL (1967)
meant to be easy to make efficient compilers for

C with classes (1979) Bjarne Stroustrup, Bell Labs
efficiency of C with features of other languages?

early C++ (1985) Bjarne Stroustrup, Bell Labs

ANSI/ISO standard C++ (1998)
standardization effort started in 1989 (!)
what current compilers try to implement
still actively being updated

why not C++?

some not great syntax choices

made in 1980s, standardized in 1990s–2010s

based on C (1970s, standardized in 1980s)

makes **compromises for compatibility**

incompleteness

the C++ language has a lot of features

...and is still changing

we will teach a particular subset of it

C++ hello world

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

C++ hello world

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

outside of any class!
called a **function**

main

```
int main() { ... }
```

function *outside of any class*

must have return type of int

this class: **always return 0** from main

C++ hello world

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

using directive

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

```
#include <iostream>
int main() {
    std::cout << "Hello_World!" << std::endl;
    return 0;
}
```

using directive

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

```
#include <iostream>
int main() {
    std::cout << "Hello_World!" << std::endl;
    return 0;
}
```

using directive

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

```
#include <iostream>
int main() {
    std::cout << "Hello_World!" << std::endl;
    return 0;
}
```

using single things

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

```
#include <iostream>
using std::cout;
using std::endl;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

C++ hello world

```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello_World!" << endl;
    return 0;
}
```

instead of import java...

between Java files


Foo.java

```
public class Foo {  
    ...  
    Bar x = new Bar();  
    ...  
}
```

Bar.java

```
public class Bar {  
    ...  
}
```

Java compiler
looks for
Bar.java



declare before use

functions, classes must be
declared before they are used

compiler processes each file in order

compiler processes files seperately

declare before use

functions, classes must be
declared before they are used

compiler processes each file in order

compiler processes files seperately

declaration versus definition (1)

```
#include <iostream>
bool even(int number);
bool odd(int number) {
    return !even(number);
}
bool even(int number) {
    if (number == 0) {
        return true;
    } else {
        return odd(number - 1);
    }
}
```

declaration versus definition (1)

```
#include <iostream>
```

```
bool even(int number);
```

```
bool odd(int number) {  
    return !even(number);  
}
```

declaration — “function prototype”

```
bool even(int number) {  
    if (number == 0) {  
        return true;  
    } else {  
        return odd(number - 1);  
    }  
}
```

declaration versus definition (1)

```
#include <iostream>
bool even(int number);
bool odd(int number)
    return !even(number);
}
bool even(int number) {
    if (number == 0) {
        return true;
    } else {
        return odd(number - 1);
    }
}
```

definition (and declaration)

declaration versus definition (2)

```
#include <iostream>
using namespace std;

int max(int a, int b);

int main(void) {
    int x=37, y=52;
    cout << max(x, y) << endl;
    return 0;
}

int max(int a, int b) {
    return (a > b) ? a : b;
}
```

declaration versus definition (2)

```
#include <iostream>
using namespace std;
```

```
int max(int a, int b);
```

declaration — “function prototype”

```
int main(void) {
    int x=37, y=52;
    cout << max(x, y) << endl;
    return 0;
}
```

```
int max(int a, int b) {
    return (a > b) ? a : b;
}
```

declaration versus definition (2)

```
#include <iostream>
using namespace std;
```

```
int max(int a, int b);
```

```
int main(void) {
    int x=37, y=52;
    cout << max(x, y);
    return 0;
}
```

```
int max(int a, int b) {
    return (a > b) ? a : b;
}
```

definition (and (re)declaration)

functions and prototypes

functions — methods not associated with class

function prototype or *forward declaration* —

```
return_type functionName(argType name,  
                          argType name,  
                          argType name, ...);
```

prototype or definition must appear before function can be used

declare before use

functions, classes must be
declared before they are used

compiler processes each file in order

compiler processes files seperately

declaration versus definition (3)

main.cpp

```
#include <iostream>
extern bool even(int number);
int main() {
    if (even(42)) {
        std::cout << "42_is_even"
                    << std::endl;
    }
    return 0;
}
```

even.c

```
bool even(int number) {
    return number % 2 == 0;
}
```

C++: header files (1)

main.cpp

```
#include <iostream>
#include "even.h"
int main() {
    if (even(42)) {
        std::cout << "42_is_even"
                   << std::endl;
    }
    return 0;
}
```

even.h

```
...
extern bool even(int number);
...
```

even.c

```
bool even(int number) {
    return number % 2 == 0;
}
```

C++ compiler
reads from
even.h

C++: header files (2)

main.cpp


```
#include <iostream>
using namespace std;
int main() {
    cout << "Hello, World!"
         << endl;
}
```

iostream (comes w/ compiler)

```
...
class ostream {
    ...
};

extern ostream cout;
...
```

C++ compiler
reads from
iostream



header files

header files contain **declarations**
(mostly)

alternative to placing prototypes, etc. in every file
convention: every `.cpp` file has a `.h` file

seperate compilation

main.cpp — compile → main.o

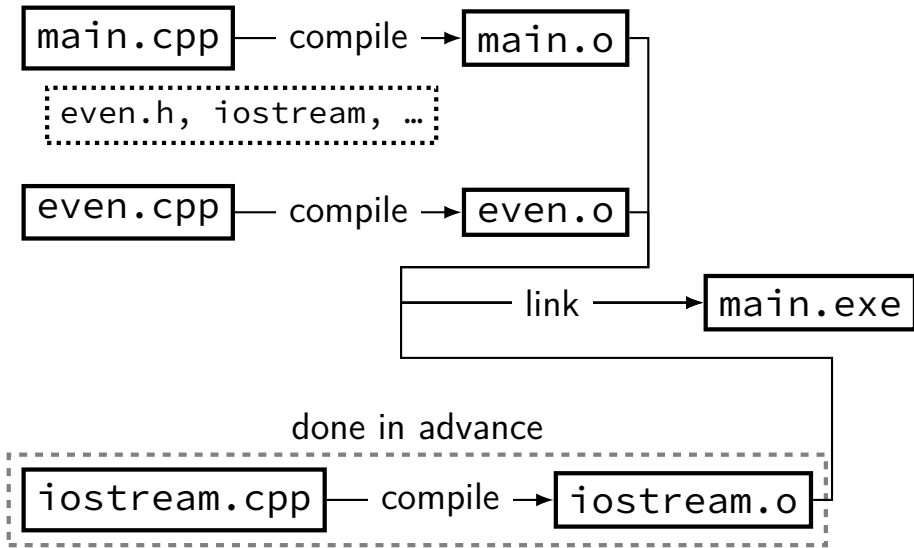
even.h, iostream, ...

even.cpp — compile → even.o

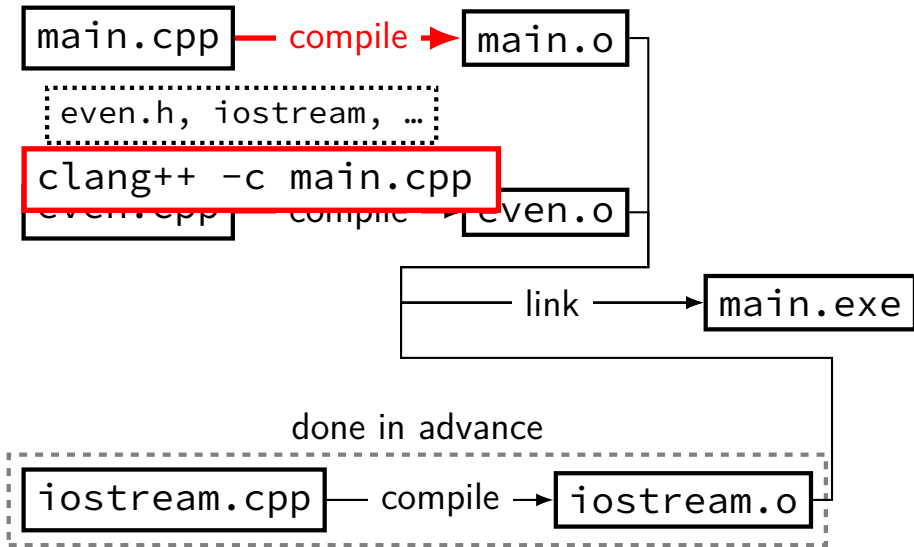
done in advance

iostream.cpp — compile → iostream.o

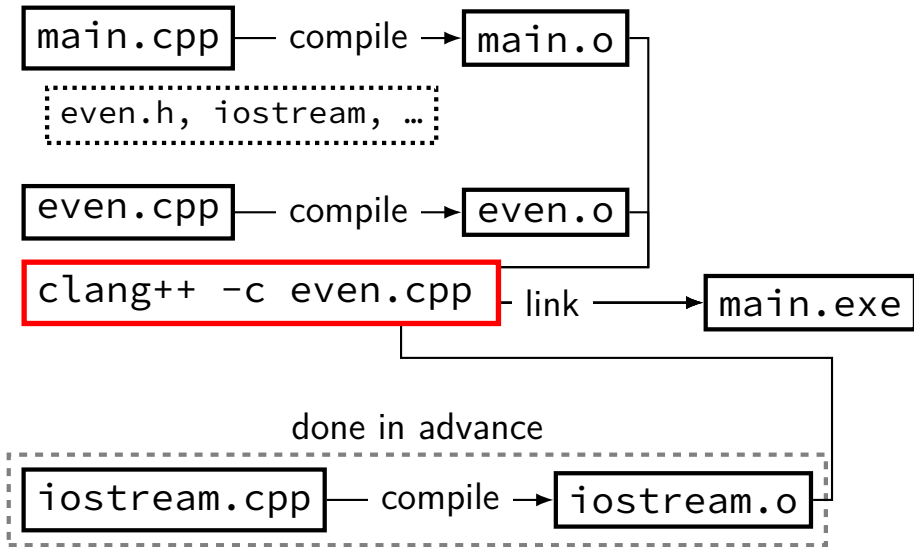
seperate compilation



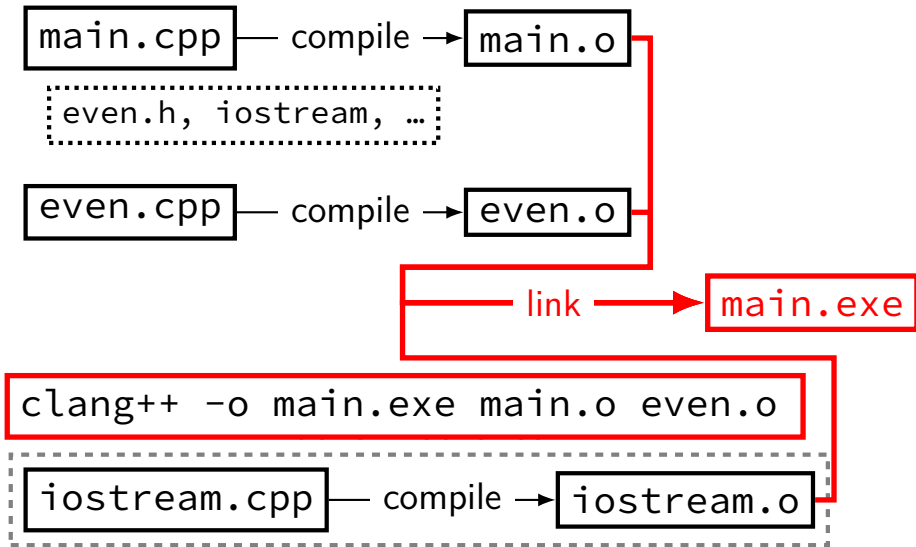
seperate compilation



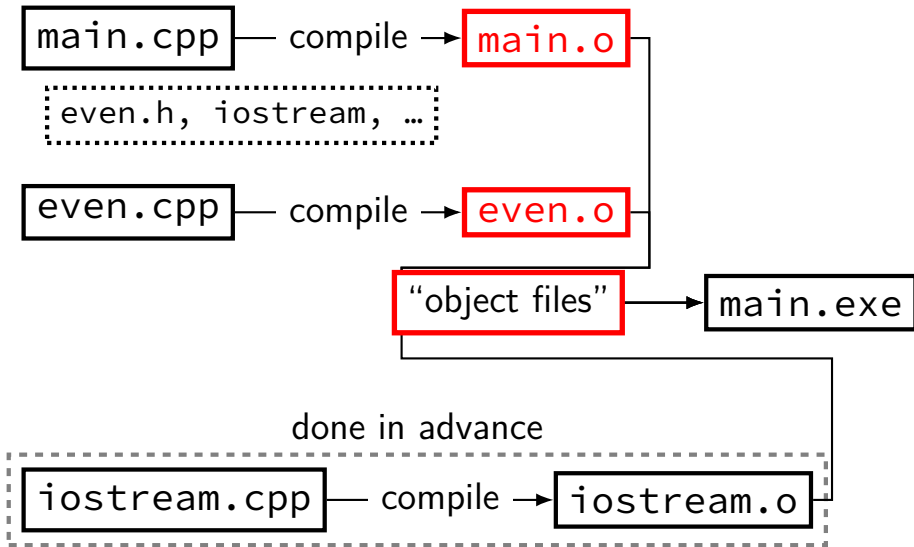
seperate compilation



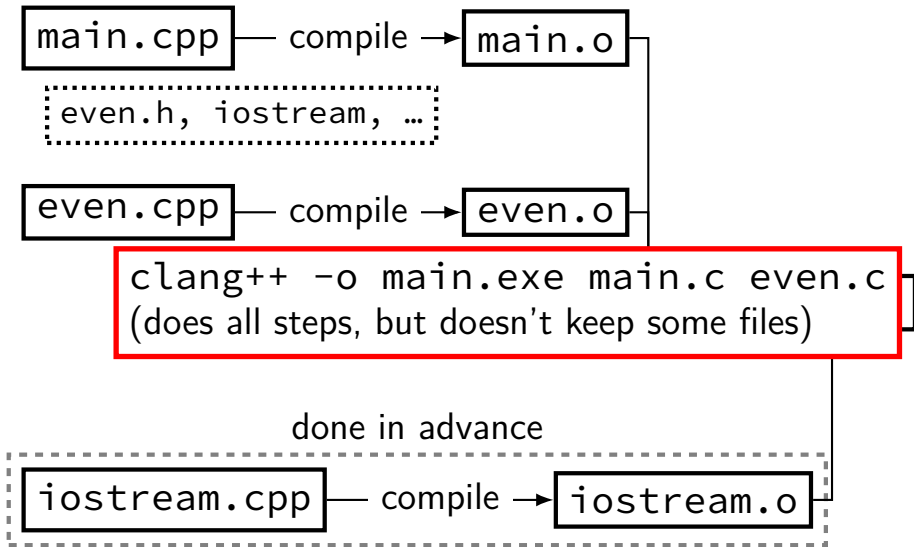
seperate compilation



seperate compilation



seperate compilation



Why clang++?

clang++ our compiler of choice on lab machines

better than version of g++ on lab machines/VM

a note on compiler warnings

```
int foo() {  
    int bad;  
    return 42;  
}
```

default: almost no warnings

```
$ clang++ -c foo.cpp  
$
```

add `-Wall`: more warnings

```
$ clang++ -Wall -c foo.cpp  
foo.cpp:2:9: warning: unused variable 'bad' [-Wunused-variable]  
    int bad;  
      ^
```

1 warning generated.

basic I/O

```
#include <iostream>
using std::cout; using std::cin; using std::endl;
// or using namespace std;
int main() {
    int number;
    cout << "Enter a number: ";
    cin >> number;
    cout << "You entered " << number << endl;
}
```

basic I/O

```
#include <iostream>
using std::cout; using std::cin; using std::endl;
// or using namespace std;
int main() {
    int number;
    cout << "Enter a number: ";
    cin >> number;
    cout << "You entered " << number << endl;
}
```

cin is a global istream object

cout is a global ostream object

types in C++ (1)

char

short, int, long

float, double

bool

types in C++ (1)

char

8-bit characters (ASCII, not Unicode)
actually integers

short, int, long

float, double

bool

types in C++ (1)

char

8-bit characters (ASCII, not Unicode)
actually integers

short, int, long

size depends on machine

float, double

bool

types in C++ (1)

char

8-bit characters (ASCII, not Unicode)
actually integers

short, int, long

size depends on machine

float, double

bool

yes, not boolean

types in C++ (2)

`unsigned int`, `unsigned short`, `unsigned long`

like `int`, `short`, `long` — but only positive values

(more on this later)

classes

Java: IntCell.java (1)

```
public class IntCell {  
    public IntCell() { this(0); }  
  
    public IntCell(int initialValue) {  
        storedValue = initialValue;  
    }  
  
    public int getValue() {  
        return storedValue;  
    }  
  
    public void setValue(int newValue) {  
        storedValue = newValue;  
    }  
  
    private int storedValue;  
}
```

Java: IntCell.java (1)

```
public class IntCell {  
    public IntCell() { this(0); }  
  
    public IntCell(int initialValue) {  
        storedValue = initialValue;  
    }  
  
    public int getValue() {  
        return storedValue;  
    }  
  
    public void setValue(int newValue) {  
        storedValue = newValue;  
    }  
  
    private int storedValue;  
}
```


Java: IntCell.java (1)

```
public class IntCell {  
    public IntCell() { this(0); }  
  
    public IntCell(int initialValue) {  
        storedValue = initialValue;  
    }  
  
    public int getValue() {  
        return storedValue;  
    }  
  
    public void setValue(int newValue) {  
        storedValue = newValue;  
    }  
  
    private int storedValue;  
}
```

C++ version: three files

`IntCell.h` — “header file” with declarations **only**
 `#included` by both files below

`IntCell.cpp` — implementation of class

`TestIntCell.cpp` — example `main()` that uses class

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 );

    int getValue() const;
    void setValue(int val);

private:
    int storedValue;
};
#endif
```

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 ):
```

“boilerplate”

used to keep preprocessor from including file twice
(more on this later)

```
private:
    int storedValue;
};
#endif
```

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
    public:
        IntCell( int initialValue = 0 ):
            int getValue() {
            void setValue(i
private:
    int storedValue;
};
#endif
```

everything after this is public
until private:
(default is private)

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 );

    int getValue() const;
    void setValue(int value);

private:
    int storedValue;
};
#endif
```

constructor declaration

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 );
```

int getVa default argument
void setV must be part of declaration (not definition)

```
private:
    int storedValue;
};
#endif
```

C++: IntCell.h

```
#ifndef INTCELL_H
```

```
#define INTCELL_H
```

```
class IntCell {
```

```
public:
```

```
    IntCell( i
```

```
    int getVal
```

```
    void setVa
```

```
private:
```

```
    int storedValue;
```

```
};
```

```
#endif
```

could have two explicit constructors, too:

```
IntCell();
```

```
IntCell(int initialValue);
```


C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 );

    int getValue() const;
    void setValue(int val);

private:
    int storedValue;
};
#endif
```

(official C++ name for methods: "member functions")

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H

class IntCell
public:
    IntCell(int i);

    int getValue() const;
    void setValue(int val);

private:
    int storedValue;
};
#endif
```

“const” after parenthesis —
indicates method does not change object
(this is constant)

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 );

    int getVal instance variable
    void setVal (official C++ name: "member variable")

private:
    int storedValue;
};
#endif
```

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
    public:
        IntCell( int initialValue = 0 );

        int getValue() const
        void setValue(int value) {
            storedValue = value;
        }
};
#endif
```

semicolon is required!

C++: IntCell.cpp

```
#include "IntCell.h"
```

```
IntCell::IntCell( int initialValue ) :  
    storedValue( initialValue ) {  
}
```

```
int IntCell::getValue() const {  
    return storedValue;  
}
```

```
void IntCell::setValue( int val ) {  
    storedValue = val;  
}
```

C++: IntCell.cpp

```
#include "IntCell.h"
```

```
IntCell::IntCell( int initialValue ) :  
    storedValue( initialValue ) {  
}
```

```
int IntCell::getValue() const {  
    return storedValue;  
}
```

```
void IntCell::setValue( int val ) {  
    storedValue = val;  
}
```

all method declarations prefixed with "ClassName::"

C++: IntCell.cpp

```
#include "IntCell.h"
```

```
IntCell::IntCell( int initialValue ) :  
    storedValue( initialValue ) {  
}
```

```
int IntCell::getInitialValue() const  
    return 0;  
}
```

declaration had "int initialValue = 0"
not repeated in definition (doing so is an error)

```
void IntCell::setValue( int val ) {  
    storedValue = val;  
}
```

C++: IntCell.cpp

```
#include "IntCell.h"
```

```
IntCell::IntCell( int initialValue ) :  
    storedValue( initialValue ) {  
}
```

special syntax for initializing member variables
also used to call constructors (if member variable is a class)
in : variable1(value), variable2(anotherValue), ...

```
void IntCell::setValue( int val ) {  
    storedValue = val;  
}
```


C++: IntCell.cpp

```
#include "IntCell.h"

IntCell::IntCell(int val) : storedValue(val) {}

int IntCell::getValue() const {
    return storedValue;
}

void IntCell::setValue( int val ) {
    storedValue = val;
}
```

const (method called on const object)
definition and declaration
(indicates this is const here)

C++: TestIntCell.cpp

```
#include <iostream>
#include "IntCell.h"
using namespace std;

int main( ) {
    IntCell m1;
    IntCell m2( 37 );
    // output: 0 37
    cout << m1.getValue( ) << "_"
         << m2.getValue( ) << endl;
    m1 = m2;
    m2.setValue( 40 );
    // output: 37 40
    cout << m1.getValue( ) << "_"
         << m2.getValue( ) << endl;
    return 0;
}
```

C++: TestIntCell.cpp

```
#include <iostream>
#include "IntCell.h"
using namespace std;
```

```
int main( ) {
```

```
    IntCell m1;
```

```
    IntCell m2( 37 );
```

```
    // output: 0
```

```
    cout << m1.get
```

```
         << m2.getValue( ) << endl;
```

```
    m1 = m2;
```

```
    m2.setValue( 40 );
```

```
    // output: 37 40
```

```
    cout << m1.getValue( ) << "_"
```

```
         << m2.getValue( ) << endl;
```

```
    return 0;
```

```
}
```

not a reference — **cannot be null**
represents the object itself

C++: TestIntCell.cpp

```
#include <iostream>
#include "IntCell.h"
using namespace std;
```

```
int main( ) {
```

```
    IntCell m1;
```

```
    IntCell m2( 37 );
```

```
    // output: 0 37
```

```
    cout << m1.getValue( )
```

```
         << m2.getValue( ) << endl;
```

```
    m1 = m2;
```

```
    m2.setValue( 40 );
```

```
    // output: 37 40
```

```
    cout << m1.getValue( ) << "_"
```

```
         << m2.getValue( ) << endl;
```

```
    return 0;
```

```
}
```

calls the default constructor

IntCell::IntCell()

C++: TestIntCell.cpp

```
#include <iostream>
#include "IntCell.h"
using namespace std; calls IntCell(37) constructor
```

```
int main( ) {
    IntCell m1;
    IntCell m2( 37 );
    // output: 0 37
    cout << m1.getValue( ) << "_"
         << m2.getValue( ) << endl;
    m1 = m2;
    m2.setValue( 40 );
    // output: 37 40
    cout << m1.getValue( ) << "_"
         << m2.getValue( ) << endl;
    return 0;
}
```

C++: TestIntCell.cpp

```
#include <iostream>
#include "IntCell.h"
using namespace std;
```

```
int main( ) {
    IntCell m1;
    IntCell m2;
    // output: C++ objects are values (not references)
    cout << m1
         << m2.getValue( ) << endl;
    m1 = m2;
    m2.setValue( 40 );
    // output: 37 40
    cout << m1.getValue( ) << "_"
         << m2.getValue( ) << endl;
    return 0;
}
```

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H

class Rational {
public:
    Rational();
    Rational(int numerator, int denominator);
    ~Rational();
    void print() const;
    Rational times(Rational b) const;
    Rational plus(Rational b) const;
    Rational reciprocal() const;
    Rational divides(Rational b) const;
private:
    int num, den; // the numerator and denominator
    int gcd(int m, int n) const; // helper function
};

#endif
```

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H
```

```
class Rational {
public:
    Rational() {}
    Rational(int n, int d) {}
    ~Rational();
    void print() const;
    Rational times(Rational b) const;
    Rational plus(Rational b) const;
    Rational reciprocal() const;
    Rational divides(Rational b) const;
private:
    int num, den; // the numerator and denominator
    int gcd(int m, int n) const; // helper function
};

#endif
```

marked const
since they don't change the object they're called on
allows them to be used with variables marked const

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H

class Rational {
public:
    Rational();
    Rational(int numerator, int denominator);
    ~Rational();
    void print() const;
    Rational times(Rational b) const;
    Rational plus(Rational b) const;
    Rational reciprocal() const;
    Rational divides(Rational b) const;
private:
    int num, den; // the numerator and denominator
    int gcd(int m, int n) const; // helper function
};

#endif
```

default constructor

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H

class Rational {
public:
    Rational();
    Rational(int numerator, int denominator);
    ~Rational();
    void print() const;
    Rational times(Rational b) const;
    Rational plus(Rational b) const;
    Rational reciprocal() const;
    Rational divides(Rational b) const;
private:
    int num, den; // the numerator and denominator
    int gcd(int m, int n) const; // helper function
};

#endif
```

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H

class Rational {
public:
    Rational();
    Rational(int numerator, int denominator);
    ~Rational();
    void print() const;
    Rational times(Rational b) const;
    Rational plus(Rational b) const;
    Rational reciprocal() const;
    Rational divides(Rational b) const;
private:
    int num, den; // the numerator and denominator
    int gcd(int m, int n) const; // helper function
};

#endif
```

destructor — not actually useful yet

C++: Rational.h

```
#ifndef RATIONAL_H
#define RATIONAL_H
```

```
class Rational {
public:
```

```
    Rational();
```

```
    Rational(int n, int d);
```

```
    ~Rational() {}
```

```
    void print() const;
```

```
    Rational times(Rational b) const;
```

```
    Rational plus(Rational b) const;
```

```
    Rational reciprocal() const;
```

```
    Rational divides(Rational b) const;
```

```
private:
```

```
    int num, den; // the numerator and denominator
```

```
    int gcd(int m, int n) const; // helper function
```

```
};
```

```
#endif
```

static — like Java, method doesn't take object

C++: Rational.cpp — constructors

```
...  
// default constructor: initialize to 0/1  
Rational::Rational() : num(0), den(1) {  
}  
  
Rational::Rational(int numerator, int denominator) {  
    if (denominator == 0) {  
        cout << "Denominator_is_zero" << endl;  
    }  
    int g = gcd(numerator, denominator);  
    num = numerator / g;  
    den = denominator / g;  
}
```

C++: Rational.cpp — constructors

```
...  
// default constructor: initialize to 0/1  
Rational::Rational() : num(0), den(1) {  
}
```

```
Rational::Rational(int numerator, int denominator) {  
    if (denom  
        cout probably should throw exception instead?  
    }  
    int g = gcd(numerator, denominator);  
    num = numerator / g;  
    den = denominator / g;  
}
```

C++: Rational.cpp — constructors

```
...  
// default constructor: initialize to 0/1  
Rational::Rational() : num(0), den(1) {  
}  
  
Rational::Rational(int numerator, int denominator) {  
    if (denominator == 0) {  
        cout << "Denominator cannot be 0." << endl;  
        return;  
    }  
    int g = gcd(numerator, denominator);  
    num = numerator / g;  
    den = denominator / g;  
}
```

C++: Rational.cpp — constructors

```
...  
// default constructor: initialize to 0/1  
Rational::Rational() : num(0), den(1) {  
}
```

```
Rational::Rational(int numerator, int denominator) {  
    if (denominator == 0) {  
        cout << "Error: denominator cannot be zero." << endl;  
    }  
    int g = gcd(numerator, denominator);  
    num = numerator / g;  
    den = denominator / g;  
}
```

member variables initialized in body
instead of : LIST syntax

C++: Rational.cpp — times

```
...  
Rational Rational::times(Rational b) {  
    return Rational(num * b.num, den * b.den);  
}
```

C++: Rational.cpp — times

```
...  
Rational Rational::times(Rational b) {  
    return Rational(num * b.num, den * b.den);  
}
```

syntax to create new Rational object

C++: IntCell.h

```
#ifndef INTCELL_H
#define INTCELL_H
class IntCell {
public:
    IntCell( int initialValue = 0 ):
```

“boilerplate”

used to keep preprocessor from including file twice
(more on this later)

```
private:
    int storedValue;
};
#endif
```

the preprocessor is dumb

Foo.h

```
class Foo { /* ... */ };
```

Bar.h

```
#include "Foo.h"  
class Bar { /* ... uses Foo ... */ };
```

main.cpp

```
#include "Foo.h"  
#include "Bar.h"
```

the preprocessor is dumb

Foo.h

```
class Foo { /* ... */ };
```

Bar.h

```
#include "Foo.h"  
class Bar { /* ... uses Foo ... */ };
```

main.cpp

```
#include "Foo.h"  
#include "Bar.h"
```

In file included from main.cpp:2:

In file included from ./Bar.h:1:

./Foo.h:1:7: error: redefinition of 'Foo'

class Foo {};

^

./Foo.h:1:7: note: previous definition is here

class Foo {};

running the preprocessor alone

(some lines omitted)

```
prompt$ clang++ -E main.cpp
```

```
# 1 "main.cpp"
```

```
# 1 "./Foo.h" 1
```

```
class Foo {};
```

```
# 2 "main.cpp" 2
```

```
# 1 "./Bar.h" 1
```

```
# 1 "./Foo.h" 1
```

```
class Foo {};
```

```
# 2 "./Bar.h" 2
```

```
class Bar {};
```

compiler generates this first
(as a temporary file)

running the preprocessor alone

(some lines omitted)

```
prompt$ clang++ -E main.cpp
# 1 "main.cpp"
# 1 "./Foo.h" 1
class Foo {};
# 2 "main.cpp" 2
# 1 "./Bar.h" 1
# 1 "./Foo.h" 1
class Foo {};
# 2 "./Bar.h" 2
class Bar {};
```

line numbers/file names for error messages

#define

```
/* make 'FOO' equivalent to 'something' */  
#define FOO something
```

```
/* make 'BAR' equivalent to '' */  
#define BAR
```

```
foo is FOO.  
bar is BAR.
```

```
prompt$ clang++ -E define-example1.cpp  
...
```

```
foo is something.  
bar is something.
```


#ifndef

```
#ifndef F00
if shown after preprocessing:
foo not defined first time
#endif
#define F00
#ifndef F00
if shown after preprocessing:
foo not defined second time
#endif
```

```
prompt$ clang++ -E define-example2.cpp
```

```
...
```

```
if shown after preprocessing:
foo not defiend first time
```

#ifndef

```
#ifndef F00
if shown after preprocessing:
foo not defined first time
#endif
#define F00
#ifndef F00
if shown after preprocessing:
foo not defined second time
#endif
```

omitted since after #define of F00

```
prompt$ clang++ -E define-example2.cpp
```

```
...
```

```
if shown after preprocessing:
foo not defiend first time
```

the boilerplate

```
#ifndef FOO_H  
#define FOO_H  
    (contents here)  
#endif
```

first time included — FOO_H not defined yet

second time included — FOO_H defined

preprocessor commands (subset)

`#define NAME replacement`

`#undef NAME`

`#ifndef NAME, #ifdef NAME`

`#if expression`

e.g. `#if defined(X) && defined(Y)`

`#define NAME(X, Y) thing w/ X and Y`

`NAME(foo, bar) → thing w/ foo and bar`

...

pointers

store **memory addresses**
the location of values

memory?

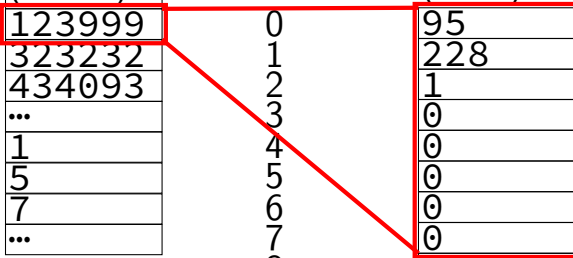
memory (as 64-bit values)

address	value (64-bit)
0	123999
8	323232
16	434093
...	...
10000	1
10008	5
10016	7
...	...

memory?

memory (as 64-bit values) (as 8-bit values)

address	value (64-bit)	address	value (8-bit)
0	123999	0	95
8	323232	1	228
16	434093	2	1
...	...	3	0
10000	1	4	0
10008	5	5	0
10016	7	6	0
...	...	7	0
		8	160
		9	238
		10	4
		11	...
	



values in memory

```
long aLong = 42;  
int  anInt = 43;  
int  anotherInt = 44;
```

memory (as 64-bit values)

address value

...	...
10000	42
10008	43 44
10016	...
...	...

values in memory

```
long aLong = 42;  
int  anInt = 43;  
int  anotherInt = 44;
```

memory (as 64-bit values)

address value

...	...	
10000	42	aLong
10008	43 44	anInt, anotherInt
10016	...	
...	...	

values in memory

```
long aLong = 42;  
int  anInt = 43;  
int  anotherInt = 44;
```

memory (as 64-bit values)

address value

...	...
10000	42
10008	43 44
10016	...
...	...

aLong

anInt, anotherInt

10008	43
10012	44

pointers

```
long anInteger;  
long *pointerToAnInteger;  
anInteger = 42;  
pointerToAnInteger = &anInteger;  
*pointerToAnInteger = 43;  
cout << pointerToInteger; // output: (address, e.g. 10000)  
cout << *pointerToInteger; // output: 43
```

memory (as 64-bit values)

address	value
...	...
10000	42
10008	?
10016	...
...	...

pointers

```
long anInteger;  
long *pointerToAnInteger;  
anInteger = 42;  
pointerToAnInteger = &anInteger;  
*pointerToAnInteger = 43;  
cout << pointerToInteger; // output: (address, e.g. 10000)  
cout << *pointerToInteger; // output: 43
```

memory (as 64-bit values)

address	value
...	...
10000	42
10008	?
10016	...
...	...

anInteger
pointerToAnInteger

pointers

```
long anInteger;  
long *pointerToAnInteger;  
anInteger = 42;  
pointerToAnInteger = &anInteger;  
*pointerToAnInteger = 43;  
cout << pointerToInteger; // output: (address, e.g. 10000)  
cout << *pointerToInteger; // output: 43
```

memory (as 64-bit values)

address	value	
...	...	
10000	42	anInteger
10008	10000	*pointerToAnInteger
10016	...	pointerToAnInteger
...	...	

pointers

```
long anInteger;  
long *pointerToAnInteger;  
anInteger = 42;  
pointerToAnInteger = &anInteger;  
*pointerToAnInteger = 43;  
cout << pointerToInteger; // output: (address, e.g. 10000)  
cout << *pointerToInteger; // output: 43
```

memory (as 64-bit values)

address	value	
...	...	
10000	42 43	← anInteger *pointerToAnInteger pointerToAnInteger
10008	10000	
10016	...	
...	...	

declaring pointers

```
float *X; // X is a pointer to float  
float* X; // X is a pointer to float  
float * X; // X is a pointer to float
```

```
Rational *Y; // Y is a pointer to Rational  
Rational* Y; // Y is a pointer to Rational
```

```
Rational **Z; // Z is a pointer to pointer to Rational
```

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory

address	value
...	...
10000	2 3
10008	?
10016	...
...	...

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory

address value

...	...
10000	2 3
10008	?
10016	...
...	...

aFraction

pointerToFraction

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory

address value

...	...
10000	2 3
10008	10000
10016	...
...	...

aFraction	10000	2
pointerToFraction	10004	3

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory

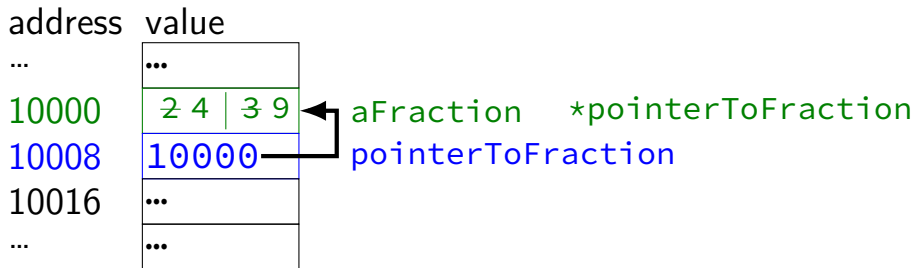
address	value	
...	...	
10000	2 3	aFraction *pointerToFraction
10008	10000	pointerToFraction
10016	...	
...	...	

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory

address	value	
...	...	
10000	2 4 3 9	aFraction *pointerToFraction
10008	10000	pointerToFraction
10016	...	
...	...	



dereference operator

expression: `*foo` is “value pointed to by `foo`”

(declaration: `Type *foo` means “`foo` is a pointer to `Type`”)

(declaration **mirrors** use)

`cout << *foo;` — output value `foo` points to

`*foo = 42;` — set value `foo` points to to 42

address-of operator

in an expression: `&foo` is “address of `foo`”

(in a declaration, e.g. `int &foo = 42;` — declares a “reference”)

takes any variable/expression, returns its address

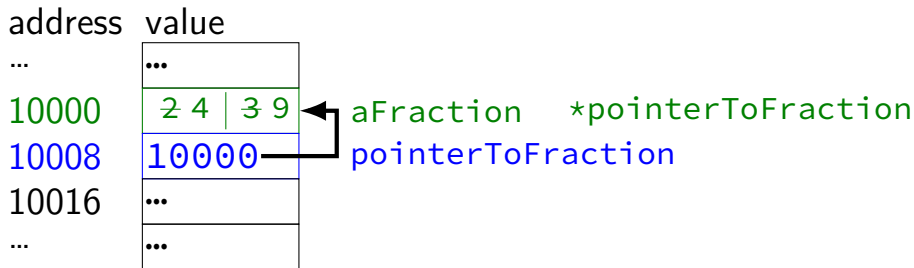
`cout << &foo;` — output address of `foo`

`foo = &bar;` — set `bar` to be a pointer to `foo`

pointers to other types

```
Rational aFraction(2, 3);  
Rational *pointerToFraction;  
pointerToFraction = &aFraction;  
*pointerToFraction =  
    (*pointerToFraction).times(*pointerToFraction);
```

memory



-> operator

`(*foo).bar` same as `foo->bar`

```
... = pointerToFraction->times(  
    *pointerToFraction)
```


NULL

NULL or 0 — explicitly invalid pointer

similar to null in Java

```
int anInt = 42;  
int *pointer = NULL;  
// same as: int *pointer = 0;
```

```
*pointer = anInt;    // ERROR: crash (hopefully)  
anInt = *pointer;    // ERROR: crash (hopefully)  
pointer = anInt;     // ERROR: type mismatch
```

```
if (pointer == NULL) { ... }  
if (!pointer) { ... } // same as above
```

```
if (pointer != NULL) { ... }  
if (pointer) { ... } // same as above
```

crash (hopefully)

Java — using a null pointer triggers `NullPointerException`

C++ — using a null pointer **usually crashes**
but not always — not required

uninitialized values

uninitialized pointers **are not always null**

whatever was stored in that part of memory before

might crash or might **silently point to something important**

swap

```
void swap(Rational *a, Rational *b) {  
    Rational temp = *a;  
    b = *a;  
    *b = temp;  
}
```

```
...  
Rational first(4, 3);  
Rational second(2, 7);  
swap(&first, &second);  
first.print(); // output: 2/7
```

C++ local variables (1)

```
Rational getTwoThirds() {  
    Rational twoThirds(2, 3);  
    return twoThirds;  
}
```

two thirds is copied when function returns

C++ local variables (2)

```
HugeValue computeHugeInteger() {  
    HugeValue theHugeNumber = ...;  
    return theHugeNumber;  
}
```

copy huge number — very inefficiect?

C++: pointer to local variables?

```
Rational *brokenGetTwoThirds() {  
    Rational twoThirds(2, 3);  
    return &twoThirds; // ERROR  
}
```

twoThirds **no longer exists** when function returns
address likely to be reused for something else

new in C++

```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}  
HugeValue *computeHugeNumber() {  
    HugeValue *theHugeNumber = new HugeValue;  
    ... /* set *theHugeNumber */ ...  
    return theHugeNumber;  
}
```

does not copy — returns a pointer

new allocates space somewhere

need for delete (1)

```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer;  
    twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}
```

```
void showTwoThirds() {  
    Rational *twoThirdsPointer = getTwoThirds();  
    twoThirdsPointer->print();  
}
```

what happens to where twoThirdsPointer points?

need for delete (1)

```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer;  
    twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}
```

```
void showTwoThirds() {  
    Rational *twoThirdsPointer = getTwoThirds();  
    twoThirdsPointer->print();  
}
```

what happens to where twoThirdsPointer points?

memory **remains used and allocated**

“memory leak”

need for delete (2)

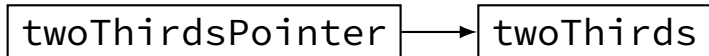
```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}
```

```
void showTwoThirds() {  
    Rational *twoThirdsPointer = getTwoThirds();  
    twoThirdsPointer->print();  
}
```

```
int main() { showTwoThirds(); aThing(); return 0; }
```

local variable

allocated with new



need for delete (2)

```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}
```

```
void showTwoThirds() {  
    Rational *twoThirdsPointer = getTwoThirds();  
    twoThirdsPointer->print();  
}
```

```
int main() { showTwoThirds(); aThing(); return 0; }
```

local variable

allocated with new



need for delete (2)

```
Rational *getTwoThirds() {  
    Rational *twoThirdsPointer = new Rational(2, 3);  
    return twoThirdsPointer;  
}
```

```
void showTwoThirds() {  
    Rational *twoThirdsPointer = getTwoThirds();  
    twoThirdsPointer->print();  
}
```

```
int main() { showTwoThirds(); aThing(); return 0; }
```

local variable

allocated with new



C++: fixed-sized arrays

```
int arrayOfTenValues[10];  
...  
int fourthValue = arrayOfTenValues[3];
```

C++: variable sized arrays?

```
int n;  
cout << "Enter _size:_";  
cin >> n;  
...  
int brokenArrayOfNValues[n];  
...
```

not part of C++

(but some compilers allow an extension)

```
$ clang++ -Wall -pedantic -c test.cpp
```

```
test.cpp:3:29: warning: variable length arrays are a C99 feature
```

```
    int brokenArrayOfNValues[1];
```

C++: dynamic arrays (1)

```
int n;  
cout << "Enter size: ";  
cin >> n;
```

```
// use the user's input to create an array of int  
int * ages = new int [n];
```

address	value	
10000	90000	ages
...	...	
90000	?	ages[0]
90004	?	ages[1]
90008	?	ages[2]
...	...	
$90000 + (n-1) \times 4$?	ages[n-1]

C++: dynamic arrays (1)

```
int n;  
cout << "Enter size: ";  
cin >> n;
```

```
// use the user's input to create an array of int  
int * ages = new int [n];
```

address	value	
10000	90000	ages
...	...	
90000	?	ages[0]
90004	?	ages[1]
90008	?	ages[2]
...	...	
$90000 + (n-1) \times 4$?	ages[n-1]

C++: dynamic arrays (2)

```
int * ages = new int [n];  
... /* use ages[i] */ ...  
delete[] ages;
```

must **explicitly** free memory ...

...otherwise, remains allocated (until program exits)

“memory leak”

C++: dynamic arrays (2)

```
int * ages = new int [n];  
... /* use ages[i] */ ...  
delete[] ages;
```

must **explicitly** free memory ...

...otherwise, remains allocated (until program exits)

“memory leak”

C++: dynamic arrays (3)

```
int * ages = new int [n];
for (int i = 0; i < n; i++) {
    cout << "Value for ages[" << i << "]: ";
    cin >> ages[i];
}
for (int i = 0; i < n; i++)
    cout << "ages[" << i << "] = " << ages[i]
        << endl;
delete[] ages;
```

C++: dynamic arrays (3)

```
int * ages = new int [n];
for (int i = 0; i < n; i++) {
    cout << "Value for ages[" << i << "]: ";
    cin >> ages[i];
}
for (int i = 0; i < n; i++)
    cout << "ages[" << i << "] = " << ages[i]
        << endl;
delete[] ages;
```

new/delete

// single integer

```
int *p;           p = new int;           delete p;  
int *p;           p = new int(3);        delete p;
```

// array of integers

```
int *p;           p = new int[100];       delete[] p;
```

```
Rational *p;      p = new Rational;       delete p;  
Rational *p;      p = new Rational(3,4);  delete p;
```

new/delete

// single integer

```
int *p;           p = new int;           delete p;  
int *p;           p = new int(3);        delete p;
```

// array of integers

```
int *p;           p = new int[100];      delete[] p;
```

```
Rational *p;      p = new Rational;      delete p;  
Rational *p;      p = new Rational(3,4); delete p;
```

delete[] form needed for new with arrays
otherwise, delete won't know the size to free

new/delete

// single integer

```
int *p;           p = new int;           delete p;  
int *p;           p = new int(3);        delete p;
```

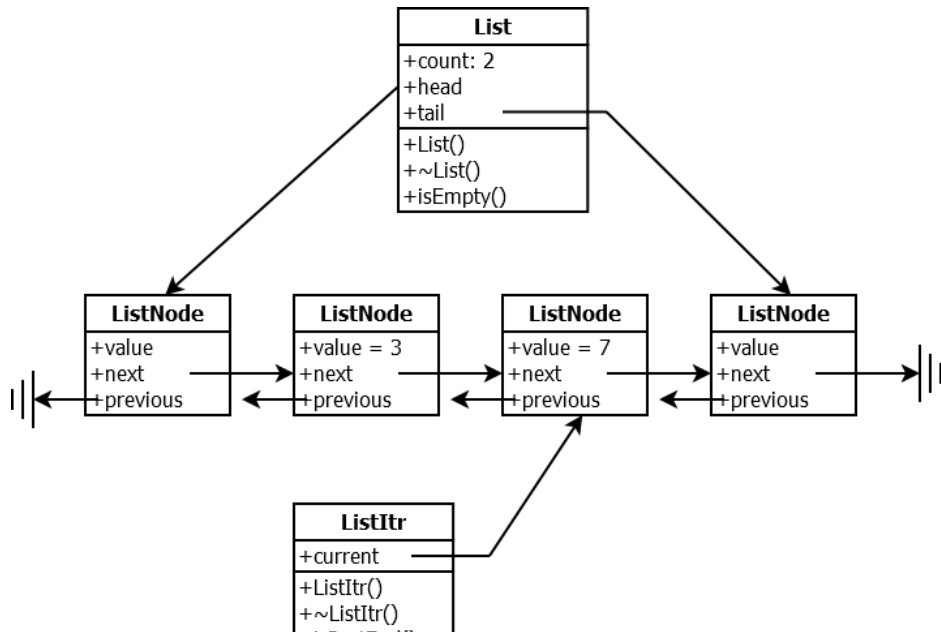
// array of integers

```
int *p;           p = new int[100];      delete[] p;
```

```
Rational *p;      p = new Rational;      delete p;  
Rational *p;      p = new Rational(3,4); delete p;
```

`new TYPE(arg1, arg2)` — calls constructor
built-in constructors that take existing objects

lab: doubly-linked list



the lab's list declaration

```
class ListNode {  
public:  
    ListNode();                // Constructor  
    ...  
private:  
    int value;  
    ListNode *next, *previous;  
  
    friend class List;  
    friend class ListItr;  
};
```

the lab's list declaration

```
class ListNode {  
public:  
    ListNode();                // Constructor  
    ...  
private:  
    int value;  
    ListNode * binds to name — declares two pointers;  
    (why I write * next to names)  
    friend class List;  
    friend class ListItr;  
};
```

the lab's list declaration

```
class ListNode {  
public:  
    ListNode();                // Constructor  
    ...  
private:  
    int value;  
    ListNode *next;  
    friend class List;  
    friend class ListItr;  
};
```

the class List can access
private members of ListNode

the lab's list declaration

```
class ListNode {  
public:  
    ListNode();                // Constructor  
    ...  
private:  
    int value;  
    ListNode *next;  
    friend class List;  
    friend class ListItr;  
};
```

the class ListItr can access
private members of ListNode

a common mistake (1)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode *head = new ListNode; // BROKEN!  
}
```

what's wrong with this?

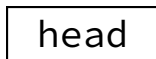
a common mistake (1)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode *head = new ListNode; // BROKEN!  
}
```

Foo object



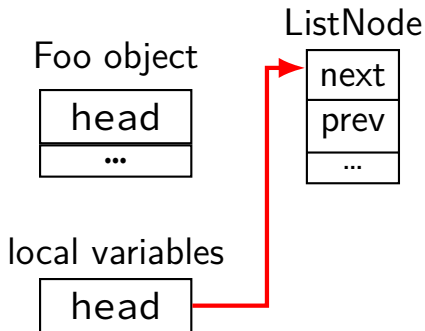
local variables



what's wrong with this?

a common mistake (1)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode *head = new ListNode; // BROKEN!  
}
```



what's wrong with this?

a common mistake (2)

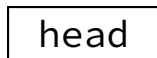
```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode temp;  
    head = &temp;  
}
```

what's wrong with this?

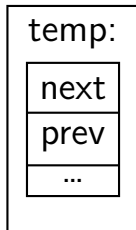
a common mistake (2)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode temp;  
    head = &temp;  
}
```

Foo object



local variables

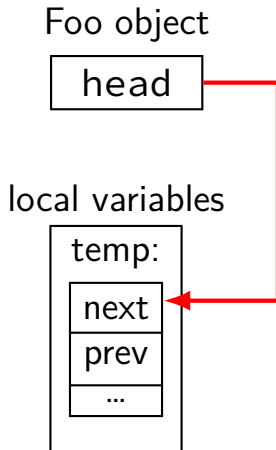


what's wrong with this?

a common mistake (2)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode temp;  
    head = &temp;  
}
```

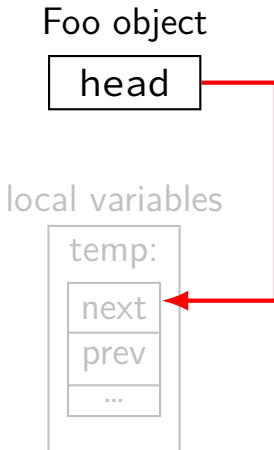
what's wrong with this?



a common mistake (2)

```
class Foo {  
public:  
    Foo();  
private:  
    ListNode *head;  
    ...  
};  
Foo::Foo() {  
    ListNode temp;  
    head = &temp;  
}
```

what's wrong with this?



C++ references

```
int x, y;  
int &referenceToX = x;  
x = 42; y = 100;  
cout << referenceToX << "_"; // output: 42  
referenceToX = y; // sets x  
cout << referenceToX << "_"; // output: 100  
y = 99;  
cout << x << "_" << y; // output: 100 99
```

references

alternate name for a value

like pointers that are automatically dereferenced

can only bind references at initialization

swap with references

```
void swapWithPointers(int *x, int *y) {  
    int temp = *y;  
    *y = *x;  
    *x = temp;  
}
```

```
void swapWithReferences(int &x, int &y) {  
    int temp = y;  
    y = x;  
    x = temp;  
}
```

using swap

```
int main(void) {  
    int x = 42, y = 100;  
    swapWithPointers(&x, &y);  
    cout << x << "_" << y << endl;  
        // output: 100 42  
  
    x = 42; y = 100;  
    swapWithReferences(x, y);  
    cout << x << "_" << y << endl;  
        // output: 100 42  
    return 0;  
}
```


references to classes

```
class Square {  
    ...  
public:  
    int sideLength;  
};  
...  
Square *ptr = ...;  
doSomethingWith(ptr->sideLength);  
doSomethingWith((*ptr).sideLength);  
Square &ref = ...;  
doSomwthingWIth(ref.sideLength);
```

★ and &

`int *p = q` — p is a pointer to int
initially contains *address* q

`&y` — pointer to y

`int *p = &y; cout << *p` — outputs y's value

`int *p; p = &y; cout << *p` — outputs y's value

`int &r = y` — r is a reference to int
bound to y

`int &r = y; cout << r` — outputs y's value

pass-by-value (1)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: crashes/doesn't compile
 B: 100 D: none of the above

pass-by-value (1)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: crashes/doesn't compile
 B: 100 D: none of the above

pass-by-value (2)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper &arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(iw);  
    cout << iw.value;  
}
```

arg bound to iw

what is the output? A: 42 C: crashes/doesn't compile
 B: 100 D: none of the above

pass-by-value (2)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper &arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(iw);  
    cout << iw.value;  
}
```

arg bound to iw

what is the output? **A: 42** C: crashes/doesn't compile
B: 100 D: none of the above

pass-by-value (3)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: crashes/doesn't compile
 B: 100 D: none of the above

pass-by-value (3)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: **crashes**/doesn't compile
 B: 100 D: none of the above

pass-by-value (3)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg.value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: **crashes**/doesn't compile
 B: 100 D: none of the above

pointers don't have member variables

pass-by-value (4)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg->value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? A: 42 C: crashes/doesn't compile
 B: 100 D: none of the above

pass-by-value (4)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg->value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? **A: 42** C: crashes/doesn't compile
B: 100 D: none of the above

pass-by-value (4)

```
class IntWrapper { public: int value; };  
void foo(IntWrapper *arg) {  
    arg->value = 42;  
}  
int main(void) {  
    IntWrapper iw;  
    iw.value = 100;  
    foo(&iw);  
    cout << iw.value;  
}
```

what is the output? **A: 42** C: crashes/doesn't compile
B: 100 D: none of the above

pointer's value (address) is copied

avoiding copying

```
bool lessThanCopy(Rational first, Rational second) {  
    return first.num * second.den < second.num * first.den;  
}  
  
bool lessThanNoCopy(const Rational &first, const Rational &second) {  
    return first.num * second.den < second.num * first.den;  
}
```

caller's memory

...
first.num
first.den
...
second.num
second.den
...

lessThanCopy locals

first.num
first.den
second.num
second.den

const

// no copy, modifies original

```
void foo(Rational& value) {  
    value = Rational(4, 3);  
}
```

// makes copy, modifies copy

```
void fooBroken1(Rational value) {  
    value = Rational(4, 3); // BROKEN  
}
```

// makes const(ant) copy, error modifying

```
void fooBroken1(const Rational value) {  
    value = Rational(4, 3); // ERROR  
}
```

// no copy, error modifying

```
void fooBroken2(const Rational& value) {  
    value = Rational(4, 3); // ERROR  
}
```

return-by-reference

```
int counter; // global variable
int &get_counter_reference() {
    return counter;
}
...
get_counter_reference() = 42;
cout << get_counter_reference() << endl; // output: 42
```

return-by-reference — caution

```
int &get_counter_reference() {  
    int counter = 0;  
    return counter;    // ERROR  
}  
...  
get_counter_reference() = 42;    // ERROR -- writing unallocated
```


// FIXME: return-by-pointer?

implicit methods

```
class Foo {};
```

Foo has the following methods:

- Foo() — default constructor

- Foo(const Foo&) — copy constructor

- ~Foo() — destructor

- operator=(const Foo&) — assignment operator

created by compiler, but you can override

default constructor/destructor

```
class Foo { public: Foo(); ~Foo(); };
Foo::Foo() { cout << "Foo::Foo()" << endl; }
Foo::~~Foo() { cout << "Foo::~~Foo()" << endl; }
int main() {
    Foo local;
    cout << "(1)\n";
    Foo *ptr = new Foo;
    cout << "(2)\n";
    delete ptr;
    cout << "(3)\n";
    return 0;
};
```

output:

```
Foo::Foo()
(1)
Foo::Foo()
(2)
Foo::~~Foo()
(3)
Foo::~~Foo()
```

why destructors

```
class DynamicArray {  
    ...  
    ~DynamicArray();  
private:  
    int *pointer; // allocated with new int[...]  
};  
...  
DynamicArray::~~DynamicArray() {  
    delete[] pointer;  
}
```

copy constructors, operator= (1)

```
Foo a, b;
```

```
// invokes Foo::Foo(const Foo&)  
Foo copy1(a);
```

```
// invokes Foo::Foo(const Foo&)  
Foo copy2 = a;
```

```
// invokes Foo::operator=(const Foo&);  
b = a;
```

default implementations

// equivalent to default implementation:

```
Rational::Rational(const Rational &other) {  
    // copy all member variables  
    den = other.den;  
    num = other.num;  
}
```

// equivalent to default implementation:

```
Rational &Rational::operator=(  
    const Rational &other) {  
    // copy all members  
    den = other.den;  
    num = other.num;  
    // return reference to this so  
    //    foo = bar = baz  
    // works  
    return *this;  
}
```

C++ combined example

test class to demo constructors, operator=, etc.

single file with all examples for test class: cpptest.cpp

this lecture: in independent pieces

C++ combined example (test.h)

```
// test.h:
class test {
    static int idcount;
    const int id;
    int value;
public:
    test();
    test(int v);
    test(const test& x);
    ~test();
    test& operator=(const test& other);
    friend ostream& operator<<(ostream& out,
                                const test& f);
};
```


C++ combined example (test.h)

```
// test.h:
class test {
    static int idcount;
    const int id;
    int value;
public:
    test();
    test(int v);
    test(const test& x);
    ~test();
    test& operator=(const test& other);
    friend ostream& operator<<(ostream& out,
                               const test& f);
};
```

const — must be set in constructor

C++ combined example (test.h)

// test.h:

```
class test {  
    static int idcount;  
    const int id;  
    int value;  
public:  
    test();  
    test(int v);  
    test(const test& x);  
    ~test();  
    test& operator=(const test& other);  
    friend ostream& operator<<(ostream& out,  
                                const test& f);  
};
```

friend function for
outputting to an ostream (like cout)

C++ combined example (test.cpp)

// test.cpp:

```
int test::idcount = 0;
```

```
ostream &operator<<(ostream &out, const test &f) {  
    out << "test[id=" << f.id << ",v=" <<  
        << f.value << "]@" << &f;  
    return out;  
}
```

```
test::test(const test& x) : id(x.id), value(x.value) {  
    cout << "calling_test(" << x <<");_object_created_is_" << *this <<  
}
```

```
test &test::operator=(const test &other) {  
    cout << "calling_" << *this <<  
        << ".operator=(" << other << ")" << endl;  
    return *this;  
}
```

/ and similar for constructors */*

C++ combined example (test.cpp)

```
// test.cpp:
```

```
int test::idcount = 0;
```

```
ostream &operator<<(ostream &out, const test &f) {  
    out << "test[id=" << f.id << ",v=" <<  
        << f.value << "]@" << &f;  
    return out;  
}
```

```
class test { static int idcount; ... }
```

```
test::test(const test& x) : id(x.id), value(x.value) {  
    cout << "calling_test(" << x << ");_object_created_is_" << *this <<  
}
```

```
test &test::operator=(const test &other) {  
    cout << "calling_" << *this <<  
        << ".operator=(" << other << ")" << endl;  
    return *this;  
}
```

```
/* and similar for constructors */
```

C++ combined example (test.cpp)

// test.cpp:

```
int test::idcount = 0;
```

```
ostream &operator<<(ostream &out, const test &f) {  
    out << "test[id=" << f.id << ",v=" <<  
        << f.value << "]@" << &f;  
    return out;  
}
```

const, so must be
on initialization list

```
test::test(const test& x) : id(x.id), value(x.value) {  
    cout << "calling_test(" << x << ");_object_created_is_" << *this <<  
}
```

```
test &test::operator=(const test &other) {  
    cout << "calling_" << *this <<  
        << ".operator=(" << other << ")" << endl;  
    return *this;  
}
```

/ and similar for constructors */*

C++ combined example (test.cpp)

```
// test.cpp:
```

```
int test::idcount = 0;
```

```
ostream &operator<<(ostream &out, const test &f) {  
    out << "test[id=" << f.id << ",v=" <<  
        << f.value << "]@" << &f;  
    return out;  
}
```

called like assignment doesn't actually assign!

```
test::test(const test& x) : id(x.id), value(x.value) {  
    cout << "calling_test(" << x << ");_object_created_is_" << *this <<  
}
```

```
test &test::operator=(const test &other) {  
    cout << "calling_" << *this <<  
        << ".operator=(" << other << ")" << endl;  
    return *this;  
}
```

```
/* and similar for constructors */
```

trivial test object: testtrivial.cpp

```
int main() {  
    cout << "about_to_create_aa" << endl;  
    test aa;  
    cout << "aa_is:_:" << aa << endl;  
    return 0;  
}
```

about to create aa
calling test(); object created is
test[id=0,v=0]@0x7ffc82ba9440
aa is: test[id=0,v=0]@0x7ffc82ba9440
calling ~test() on test[id=0,v=0]@0x7ffc82ba9440

trivial test object: testtrivial.cpp

```
int main() {  
    cout << "about_to_create_aa" << endl;  
    test aa;  
    cout << "aa_is:_:" << aa << endl;  
    return 0;  
}
```

about to create aa

calling test(); object created is

test[id=0,v=0]@0x7ffc82ba9440

aa is: test[id=0,v=0]@0x7ffc82ba9440

calling ~test() on test[id=0,v=0]@0x7ffc82ba9440

trivial test object: testtrivial.cpp

```
int main() {  
    cout << "about_to_create_aa" << endl;  
    test aa;  
    cout << "aa_is:_:" << aa << endl;  
    return 0;  
}
```

about to create aa
calling test(); object created is
test[id=0,v=0]@0x7ffc82ba9440
aa is: test[id=0,v=0]@0x7ffc82ba9440
calling ~test() on test[id=0,v=0]@0x7ffc82ba9440

trivial test object: testint.cpp

```
int main() {  
    cout << "about to create b" << endl;  
    test b(1);  
    cout << "b is:_" << b << endl;  
    return 0;  
}
```

about to create aa
calling test(); object created is
test[id=0,v=0]@0x7ffed5659d70
aa is: test[id=0,v=0]@0x7ffed5659d70
calling ~test() on test[id=0,v=0]@0x7ffed5659d70

trivial test object: testint.cpp

```
int main() {  
    cout << "about_to_create_b" << endl;  
    test b(1);  
    cout << "b_is:_" << b << endl;  
    return 0;  
}
```

about to create aa

calling test(); object created is

test[id=0,v=0]@0x7ffed5659d70

aa is: test[id=0,v=0]@0x7ffed5659d70

calling ~test() on test[id=0,v=0]@0x7ffed5659d70

Type foo(): not a constructor call

```
int main() {  
    cout << "before_test_a()" << endl;  
    test a();  
    cout << "a_is:_" << a << endl;  
    return 0;  
}
```

"a is: 1"

Type foo(): warnings

```
$ clang++ -Wall -pedantic -o testgotcha \  
    testgotcha.cpp test.cpp -I.  
testgotcha.cpp:7:11: warning: empty parentheses  
    interpreted as a function  
    declaration [-Wvexing-parse]  
    test a();  
        ^~  
testgotcha.cpp:7:11: note: remove parentheses to  
    declare a variable  
    test a();  
        ^~  
testgotcha.cpp:8:25: warning: address of function 'a'  
    will always evaluate to 'true'  
    [-Wpointer-bool-conversion]  
    cout << "a is: " << a << endl;
```

new

```
int main() {  
    test *c = new test(2);  
    cout << "created_ *c:_" << *c << endl;  
    test *d = new test;  
    cout << "created_ *d:_" << *d << endl;  
    return 0;  
}
```

calling test(2); object created is test[id=0,v=2]@0x144dc20
created *c: test[id=0,v=2]@0x144dc20
calling test(); object created is test[id=1,v=0]@0x144e050
created *d: test[id=1,v=0]@0x144e050

new

```
int main() {  
    test *c = new test(2);  
    cout << "created_ *c:_" << *c << endl;  
    test *d = new test;  
    cout << "created_ *d:_" << *d << endl;  
    return 0;  
}
```

calling test(2); object created is test[id=0,v=2]@0x144dc20
created *c: test[id=0,v=2]@0x144dc20
calling test(); object created is test[id=1,v=0]@0x144e050
created *d: test[id=1,v=0]@0x144e050

new + delete

```
int main() {  
    test *c = new test(2);  
    test *d = new test;  
    delete c;  
    return 0;  
}
```

calling test(2); object created is test[id=0,v=2]@0xe91c20
calling test(); object created is test[id=1,v=0]@0xe92050
calling ~test() on test[id=0,v=2]@0xe91c20

function call

```
test bar(test param) {  
    return test(10);  
}  
  
int main() {  
    test *c = new test(2); // oops: never deleted  
    cout << "about_to_call_bar" << endl;  
    test e = bar(*c);  
    cout << "done_calling_bar" << endl;  
}
```

calling test(2); object created is test[id=0,v=2]@0x17b1c20

about to call bar

calling test(test[id=0,v=2]@0x17b1c20); object created is test[id=0,

calling test(10); object created is test[id=1,v=10]@0x7ffcea937530

calling ~test() on test[id=0,v=2]@0x7ffcea937528

done calling bar

calling ~test() on test[id=1,v=10]@0x7ffcea937530

function call

```
test bar(test param) {  
    return test(10);  
}  
  
int main() {  
    test *c = new test(2); // oops: never deleted  
    cout << "about to call bar" << endl;  
    test e = bar(*c);  
    cout << "done calling bar" << endl;  
}
```

calling test(2); object created is test[id=0,v=2]@0x17b1c20

about to call bar

calling test(test[id=0,v=2]@0x17b1c20); object created is test[id=0,

calling test(10); object created is test[id=1,v=10]@0x7ffcea937530

calling ~test() on test[id=0,v=2]@0x7ffcea937528

done calling bar

calling ~test() on test[id=1,v=10]@0x7ffcea937530

function call

```
test bar(test param) {  
    return test(10);  
}
```

```
int main() {  
    test *c = new test(2); // oops: never deleted  
    cout << "about to  
    test e = bar(*c);  
    cout << "done cal  
}
```

return value optimization:
compiler omitted copy constructor call
(but could have included it)

calling test(2); object created is test[id=0,v=2]@0x17b1c20

about to call bar

calling test(test[id=0,v=2]@0x17b1c20); object created is test[id=0,

calling test(10); object created is test[id=1,v=10]@0x7ffcea937530

calling ~test() on test[id=0,v=2]@0x7ffcea937528

done calling bar

calling ~test() on test[id=1,v=10]@0x7ffcea937530