

Object Oriented Programming

Course Notes

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Contents

Week 1	6
1.004 Demonstrating the first example application: merkelsim currency exchange simulation	6
1.005 Demonstrating the second example application: otodecks DJ application .	6
1.006 Reading for Topic 1	6
1.101 Introduction to Topic 1	7
1.102 C++ is a low-level language	7
1.105 Writing our first program	7
1.107 Development environments	7
Week 2	8
1.601 What is refactoring?	8
1.603 Write a print menu function and a processOption function	8
1.605 Write menu functions	9
Week 3	10
2.001 Introduction to Topic 2	10
2.003 Reading for Topic 2	10
2.101 C++ is strongly typed	11
2.103 How are floating points values represented?	11
2.106 The order book data set	12
2.301 Introduction to classes	12
2.303 Defining our first class: OrderBookEntry	12
2.305 Constructors: passing initialisation data into objects	13
2.307 Constructor initialisation list	13
2.309 Create a vector of objects	14
2.311 Three ways to iterate over a vector	15
Week 4	16
2.501 Convert OrderBookEntry to header and cpp	16
2.503 Use the OrderBookEntry header in the main cpp and compile	16
2.505 Create the Merkelmain class	18
2.507 Implement the init function	18
2.509 Limiting exposure	18
2.511 Load orderBook function	19
Week 5	20
3.003 Reading for Topic 3	20

Contents

3.101 The tokenise algorithm in pseudocode	20
3.103 The tokenise algorithm in C++	20
3.105 Testing tokenise	21
3.201 Open a file	24
3.203 Read a file using getline	26
3.205 Tokenise then translate the data into the correct format	27
3.207 Dealing with exceptions	29
3.209 Programming exercise	30
Week 6	32
3.401 The plan	32
3.403 Create the CSVReader class	32
3.405 Make it compile	33
3.407 Implement the OrderBookEntry making function	34
3.409 Implement the tokenise and file parsing functions	35
3.411 Integrate it into MerkelMain init function and compute some statistics . .	37
Week 7	39
4.003 Reading for Topic 4	39
4.101 Introduction to separating orders by type, product and time	39
4.103 Set up the OrderBook class	40
4.105 Implement the constructor and integrate to MerkelMain	40
4.107 Implement getKnownProducts with a map	40
4.109 Implement getOrders	41
4.111 Implement get low and high stats	42
4.201 Introduction to how the simulation needs to work with time	43
4.203 Setting up earliest time	44
4.205 Moving through time	45
4.207 Printing stats for current time window	46
Week 8	47
4.401 How will we retrieve data from the user for an OrderBookEntry?	47
4.403 Read a line from the user, part 1	47
4.405 Read a line from the user, part 2	47
4.407 Making it robust	50
4.409 Introduction to inserting the order into the order book	52
4.411 The code to insert the order into the order book	52
4.502 Pseudocode	54
4.504 Converting the pseudocode into C++	55
4.506 Preparing for testing	58
4.508 Doing testing	58
Week 9	59
5.003 Reading for Topic 5	59

Contents

5.101 The plan for the wallet	59
5.103 The Wallet class	59
5.105 Getting to a compile-ready state – linker error	60
5.107 Implement insert and contains functions	61
5.109 Implement print and remove functions	62
5.111 How much cash do we need for bids and asks?	63
5.113 Implement cash check on bids and asks	64
5.115 Integrate to the main app enterAsk	64
5.117 Complete the enter bid function	65
5.301 Complete the trade: the theory	66
5.303 Adding the username and special types	66
5.305 Putting the money in their wallet	69
Week 10	72
5.501 Topic 5 summary	72
Week 11	73
6.001 Welcome to Topic 6 and the DJ Application	73
6.101 What are a library, a framework, a toolkit and an API?	73
6.103 What is a GUI library?	73
6.105 Identifying 'good' frameworks	74
Week 12	75
6.201 What is JUCE?	75
6.205 Introduction to Projucer	75
6.206 JUCE links	76
6.303 JUCE widget library documentation	76
6.401 Inheritance	76
Week 13	77
7.003 Reading for Topic 7	77
7.101 Anatomy of a JUCE application and macros	77
7.103 Anatomy of a JUCE application – Component and AudioSource	78
7.201 Introduction of the (event) listener pattern	78
7.203 Implement a Button::Listener in JUCE	79
7.205 Implement a Slider Listener	79
7.302 Experiment with inheritance and virtual functions	80
Week 14	81
7.401 Sending audio samples to the audio subsystem in blocks	81
Week 15	82
8.003 Reading for Topic 8	82
8.101 Refactoring plan	82
8.103 How to create a new class using Projucer	82

Contents

8.105 What do we want in our DJAudioPlayer interface?	83
8.107 Add audio playback functionality to DJAudioPlayer	85
8.109 Implement setSpeed and setGain	87
8.111 Implement position control with relative position	89
Week 16	92
8.301 Introduction to the DeckGUI class	92
8.303 Implement the GUI widgets and test it out	92
8.305 Implement the listener interfaces and pass the messages on to the DJAudioPlayer	92
8.307 Use a MixerAudioSource to play more than one file at a time	93
8.401 Implementing drag and drop triggers	93

Week 1

Key Concepts

- Write, compile and run a C++ program that prints messages to the console
- Use the standard library to do text I/O in the console
- Write and call simple functions

1.004 Demonstrating the first example application: merklesim currency exchange simulation

Merklerex is a currency trading simulator. It allows us to work on a snapshot of real trading data downloaded from an exchange service. We can keep track of our wallet, trade currencies by buying and selling them and try to make “money”.

1.005 Demonstrating the second example application: otodecks DJ application

OtoDecks is a DJ application. The second half of the course will be building this application. It allows us to load different tracks and mix them together on the fly.

1.006 Reading for Topic 1

The textbook for this course is:

Horton, I. and P. Van Weert *Beginning C++17: From novice to professional*. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

We will point you to the specific sections of the textbook you should read in the lesson worksheets. In this week’s worksheets, you will see the following sections:

- Chapter 2, p.38: `std::cin`
- Chapter 5, p.138: while loops
- Chapter 8, p.259: functions

Accessible from [here](#).

1.101 Introduction to Topic 1

During topic 1 we learn to write, compile and run C++ programs.

1.102 C++ is a low-level language

But high-level and low-level we refer to the level of abstraction between the program we write and the HW it runs on.

When we write SW in a high-level language, such as JavaScript or Python, we don't need to worry much about how the underlying machine is carrying out its work. Details such as memory management is taken care of by the language itself.

Conversely, a low-level language, such as C/C++ or Assembly, give us access to very small details of the machine. We must handle memory manually, sometimes control specific machine registers and so on.

1.105 Writing our first program

In order to convert a C++ source code into an executable, a compiler will parse the C++ source and generate a target machine assembly, from there we generate object code which is later linked to produce the final executable.

```
1 g++ -S main.cpp # produces assembly
2 g++ -c main.cpp # produces object code
3 g++ main.cpp    # compile, assemble, and link
```

1.107 Development environments

During this course we will use an IDE, or an Integrated Development Environment, which is basically a text editor combined with all other tools needed during the development phase: a debugger, compiler, linker, file manager, console, and so on.

The course provides a web-based version of Visual Studio Code for our consumption. It's accessible from [here](#).

Week 2

Key Concepts

- Write, compile and run a C++ program that prints messages to the console
- Use the standard library to do text I/O in the console
- Write and call simple functions

1.601 What is refactoring?

Refactoring is modifying code without modifying behavior. In other words, it's the practice of extracting "ideas" from code and splitting it into a separate function, either for aesthetics or so the code can be reused elsewhere.

1.603 Write a print menu function and a processOption function

With the knowledge of refactoring, we can refactor our big `main()` function by splitting it into smaller functions.

We introduce `printMenu()`, `getUserOption()`, and `processUserOption()`. Each of these functions is concerned with a single thing. They know the minimum amount of details they need to know.

For example, all the `std::cout` statements that make up our menu, can be moved to `printMenu()`.

```
1 void printMenu(void)
2 {
3     std::cout << "1. Show Help" << std::endl;
4     std::cout << "2. Stats" << std::endl;
5     std::cout << "3. Offer" << std::endl;
6     std::cout << "4. Bid" << std::endl;
7     std::cout << "5. Wallet" << std::endl;
8     std::cout << "6. Continue" << std::endl;
9 }
```

All that code can be removed from `main()` and replaced with a call to `printMenu()`. The same idea is applied to `getUserOption()` and `processUserOption()`.

1.605 Write menu functions

Following the same idea as the previous section, let's augment `processUserOption()` with smaller helper of its own. At the moment, these helper functions will only print out the relevant message but eventually more functionality will be added.

We have a total of 6 menu options and, therefore, will add 6 functions. They are:

1. `printHelp()`
2. `printMarketStats()`
3. `enterOffer()`
4. `enterBid()`
5. `printWallet()`
6. `gotoNextTimeFrame()`

Week 3

Key Concepts

- Select appropriate data types to represent a dataset in a C++ program
- Describe how a class can be used to combine multiple pieces of data into one unit
- Write a class with functions

2.001 Introduction to Topic 2

The main content of topic 2 is “data”. We learn about data types and how C++ is a strongly typed language. We also learn about classes.

2.003 Reading for Topic 2

Your Essential reading textbook is:

Horton, I. and P. Van Weert Beginning C++17: From novice to professional. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

- Chapter 7 on p.219 introduces the `std::string` data type. Page 223 includes a summary of the various ways you can create `std::string` objects in C++.
- The textbook discusses `enum` class in Chapter 3, p.77. They use the example of days of the week.
- The textbook covers `std::vector` in Chapter 5, p.169. Note the difference between initialising with curly braces and normal braces, covered on p.170.
- The textbook discusses the syntax for a class on Chapter 11 p.386. It includes information about how to add function members to classes. Do not worry too much about that for now, we will get into that later!
- See Chapter 11 p.388 in the textbook for more information about constructors, including an explanation of why we were able to use the class even before we had written a constructor (i.e. because the compiler provides a default constructor).
- Member initialiser lists are covered in Chapter 11 p.394.
- Chapter 6, p.216 provides examples and further explanation about using references and range loops.

- Chapter 11 p.388 provides more reading about default constructors.

Accessible from [here](#).

2.101 C++ is strongly typed

C++, much like C, is a strongly typed language. There is an urban legend floating around that the ++ in the language name means that something was added to it on top of C and because of it, it's better.

That, however, is far from the truth. What was added to the language is just countless extra bytes to support the broken idea of multiple-inheritance and operator overloading while also maintaining C++ developers employed. That is because once you write code in C++, it's impossible to debug it and, therefore, projects never come to completion, so developers remain employed, forever re-writing the same piece of code.

Also, note that C++ was never “invented” as it started as a set of pre-processor macros which ran before the C compiler and still produced C code. What this tells us is that whatever C++ can do, C can also achieve.

With that out of the way, let's continue with the regular schedule.

Here are some of the C++ types:

Group	Type Names
Character Types	char char16_t char32_t wchar_t
Integer Types (signed)	signed char signed short int signed int signed long int signed long long int
Integer Types (unsigned)	unsigned char unsigned short int unsigned int unsigned long int unsigned long long int
Floating-point Types	float double long double
Boolean Types	bool

2.103 How are floating points values represented?

Floating point numbers are represented in IEEE 754 format. For 32-bit variables (single precision floating point numbers) the format is:

SXXXXXXX XMMMMMMM MMMMMMMM MMMMMMMM

Where:

- S** Sign bit, 1 means negative and 0 means positive
- X** Exponent bits for a power-of-two
- M** Mantissa bits. There are 23 bits represented in memory, plus an implicit 1 bit making it the 24th bit. All the explicitly represented bits are fraction bits.

The numbers are, then, of the form $(-1)^{Sign} \times 1.Mantissa \times 2^{Exponent}$.

2.106 The order book data set

The order book is composed of people trying to order things and people trying to sell things. We put those two sets of people together using a matching engine.

The dataset provided is a CSV file where each line is one entry.

Each entry is composed of a timestamp, a trading pair, a trade type, a price, and an amount.

2.301 Introduction to classes

A class is a way of organizing data and functions that are related to each other.

We have already used the standard library `std::string` and `std::vector` classes previously. Now let's define our own `OrderBookEntry` class.

2.303 Defining our first class: `OrderBookEntry`

To define a class we use the keyword `class` followed by the name of the class and an opening curly brace `{`. This follows with a `public:` keyword to tell the compiler that what follows should be visible for users of the class, then we put our fields.

Below we can see the current version of the class.

```

1  class OrderBookEntry {
2  public:
3      double price;
4      double amount;
5      std::string timestamp;
6      std::string product;
7      OrderBookType orderType;
8  };

```

2.305 Constructors: passing initialisation data into objects

Constructors help us pass the initial values of the properties of objects during instance creation.

The constructor is a function that has the same name as the class and initializes the class' properties from arguments passed into the constructor. Like below:

```

1 class OrderBookEntry {
2 public:
3     OrderBookEntry(double price, double amount, std::string timestamp,
4                     std::string product, OrderBookType orderType)
5     {
6         this->price = price;
7         this->amount = amount;
8         this->timestamp = timestamp;
9         this->product = product;
10        this->orderType = orderType;
11    }
12
13    double price;
14    double amount;
15    std::string timestamp;
16    std::string product;
17    OrderBookType orderType;
18 };

```

When creating an instance, we pass the arguments in curly braces, like so:

```

1 OrderBookEntry entry{5234.12341234, 0.00233432,
2                       "2020/03/17 17:01:24.884492",
3                       "BTC/USDT", OrderBookType::bid};

```

2.307 Constructor initialisation list

We can simplify our constructor by using an initialization list. Code would look like the one below.

```

1 class OrderBookEntry {
2 public:
3     OrderBookEntry(double price, double amount, std::string timestamp,
4                     std::string product, OrderBookType orderType)
5         : price(price),
6           amount(amount),
7           timestamp(timestamp),

```

```

8         product(product),
9         orderType(orderType)
10    {
11    }
12
13    double price;
14    double amount;
15    std::string timestamp;
16    std::string product;
17    OrderBookType orderType;
18 };

```

2.309 Create a vector of objects

Now that we have our own class, we can combine our 5 vectors into a single vector of `OrderBookEntry` instances.

It would look like so:

```

1  std::vector<OrderBookEntry> entries;
2
3  OrderBookEntry entry{5234.12341234, 0.00233432,
4                        "2020/03/17 17:01:24.884492",
5                        "BTC/USDT", OrderBookType::bid};
6
7  entries.push_back(entry);

```

Assuming we have several entries on this vector, how can iterate over the vector and operate on each item? We can use a loop as shown below.

```

1  for (OrderBookEntry entry : entries) {
2      std::cout << "The price is " << entry.price << std::endl;
3  }

```

Note that the construct above will generate a copy of each entry for us to operate. This will prevent us from modifying our vector while operating on the entries with the added cost of extra overhead for the copying. If we don't want to copy, the change is simple:

```

1  for (OrderBookEntry& entry : entries) {
2      std::cout << "The price is " << entry.price << std::endl;
3  }

```

What the `&` states is that we will operate on references to each of the entries, rather than on copies.

2.311 Three ways to iterate over a vector

Here they are:

```
1  /* Iterators with copies or indexes */
2  for (OrderBookEntry entry : entries) {
3      std::cout << "The price is " << entry.price << std::endl;
4  }
5
6  for (OrderBookEntry& entry : entries) {
7      std::cout << "The price is " << entry.price << std::endl;
8  }
9
10 /* Array-style Indexing */
11 for (unsigned int i = 0; i < entries.size(); ++i) {
12     std::cout << "The price is " << entries[i].price << std::endl;
13 }
14
15 /* Object-style Indexing */
16 for (unsigned int i = 0; i < entries.size(); ++i) {
17     std::cout << "The price is " << entries.at(i).price << std::endl;
18 }
```

Week 4

Key Concepts

- Select appropriate data types to represent a dataset in a C++ program
- Describe how a class can be used to combine multiple pieces of data into one unit
- Write a class with functions

2.501 Convert OrderBookEntry to header and cpp

During this video we break the `OrderBookEntry` class into specification and implementation.

We start by creating two new files:

`OrderBookEntry.h` The header file where the specification will live.

`OrderBookEntry.cpp` The implementation file

We can move all the `OrderBookEntry` class to the header file, then remove the implementation of `OrderBookEntry()` constructor, this means deleting the initializer list and the curly braces `{}`.

After this is done, the header should look something like the one shown in 1.

And the implementation should look like the one shown in 2.

2.503 Use the OrderBookEntry header in the main cpp and compile

With the new class added, we need to tell the rest of the Software how to use it.

When compiling we need to include all necessary files. Instead of compiling with:

```
1 g++ --std=c++11 main.cpp
```

We need to also compile the new file:

```
1 g++ --std=c++11 main.cpp OrderBookEntry.cpp
```

Listing 1 Header File

```

1  #include <string>
2
3  enum class OrderBookType{bid, ask};
4
5  class OrderBookEntry {
6  public:
7      OrderBookEntry(double price, double amount, std::string timestamp,
8                      std::string product, OrderBookType orderType);
9
10     double price;
11     double amount;
12     std::string timestamp;
13     std::string product;
14     OrderBookType orderType;
15 };

```

Listing 2 Implementation File

```

1  #include <OrderBookEntry.h>
2
3  OrderBookEntry::OrderBookEntry(double price, double amount,
4                                  std::string timestamp, std::string product,
5                                  OrderBookType orderType)
6      :
7      price(price),
8      amount(amount),
9      timestamp(timestamp),
10     product(product),
11     orderType(orderType)
12 {
13 }

```

2.505 Create the Merkelmain class

What would we put in a class to represent the entire application? Currently, in our `main.cpp` we have several flat functions that operate on the menu of the application.

We would like to package all of those functions into a new class which gets instantiated from the `main()` function in order to start the application.

Just like in previous section, we start by creating two new files: the header (`MerkleMain.h`) and the implementation file (`MerkleMain.cpp`).

We will move all the flat functions into a new class `MerkelMain`. With those done, we change our `main.cpp` to simply instantiate `MerkelMain` and call its `init()` method.

2.507 Implement the init function

To have a functional application again, we should implement the `init()` method in the `MerkelMain` class.

In summary, the code that was part of `main()` as a set of flat functions, will now be called from `MerkelMain::input()`. Like shown in 3.

Listing 3 `input()` method

```

1 MerkelMain::input()
2 {
3     int input;
4
5     while (true) {
6         printMenu();
7         input = getUserOption();
8         processUserOption(input);
9     }
10 }
```

2.509 Limiting exposure

We want to limit the amount of details from our class that's exposed to the outside. Ideally, we should expose only the bare minimum necessary to have the required functionality.

This means that there is a single function users need and that is `MerkelMain::init()` (well, and the constructor).

To limit exposure, we add the `private:` specifier on the functions.

2.511 Load orderBook function

Let's create a `loadOrderBook()` method in our `MerkelMain` class which will be responsible for loading data into the application.

This will be a **private** method to be called by `init()`.

After adding the function and calling it from `init()` we need to give it some data. We start with some sample static data for now. The next step is move the `orders` vector to the class itself as **private** member of the class. As a final step, we add `#include` guards to prevent the same header from being included twice. We achieve this by adding `#pragma` once to the beginning of the header file.

Week 5

Key Concepts

- Convert pseudocode algorithms involving iteration, logic and string processing into working C++ code
- Use exception handling to gracefully recover when processing unreliable data
- Read text data from a file using the `getline` function

3.003 Reading for Topic 3

Your Essential reading textbook is:

Horton, I. and P. Van Weert *Beginning C++17: From novice to professional*. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

Accessible from here.

- Exceptions
 - Chapter 15, including a try-catch example on p.577.
- Static functions
 - Chapter 11, p.423 For more information on File I/O in C++, we recommend this reference:
'C++ files', w3schools (no date) https://www.w3schools.com/cpp/cpp_files.asp accessed 16 April 2020.

3.101 The tokenise algorithm in pseudocode

We're going to build a tokenizer for processing the CSV input file.

In summary, we walk the input stream character-by-character until we find a separator, which for is a comma `,` character.

3.103 The tokenise algorithm in C++

To make things simple, we start the tokenizer in a new, empty c++ source file. We start with including `string`, `vector`, and `iostream` which we will use.

The tokeniser, is a function that takes as input one line in CSV format and a separator character, and returns a vector of strings.

The function is essentially a `while` loop which runs for as long as there are characters to be consumed. Below the entire source code can be seen.

```

1  #include <iostream>
2  #include <string>
3  #include <vector>
4
5  std::vector<std::string> tokenise(std::string line, char separator)
6  {
7      std::vector<std::string> tokens;
8      signed int start;
9      signed int end;
10
11     start = line.find_first_not_of(separator, 0);
12
13     do {
14         std::string token;
15
16         end = line.find_first_of(separator, start);
17
18         if (start == line.length() || start == end)
19             break;
20
21         if (end >= 0)
22             token = line.substr(start, end - start);
23         else
24             token = line.substr(start, line.length() - start);
25
26         tokens.push_back(token);
27         start = end + 1;
28     } while(end > 0);
29
30     return tokens;
31 }
```

3.105 Testing tokenise

Now that we have an implementation of a tokeniser, we should test it with a few different inputs to verify that it returns what we expect it to return.

We achieve that by calling the `tokenise()` function and printing out the resulting vector.

```

1  #include <iostream>
2  #include <string>
```

```

3  #include <vector>
4
5  std::vector<std::string> tokenise(std::string line, char separator)
6  {
7      std::vector<std::string> tokens;
8      signed int start;
9      signed int end;
10
11     start = line.find_first_not_of(separator, 0);
12
13     do {
14         std::string token;
15
16         end = line.find_first_of(separator, start);
17
18         if (start == line.length() || start == end)
19             break;
20
21         if (end >= 0)
22             token = line.substr(start, end - start);
23         else
24             token = line.substr(start, line.length() - start);
25
26         tokens.push_back(token);
27         start = end + 1;
28     } while(end > 0);
29
30     return tokens;
31 }
32
33 int main(void)
34 {
35     std::vector<std::string> tokens;
36     std::string s = "thing,thing1,thing2";
37
38     tokens = tokenise(s, ',');
39
40     for (std::string& tok : tokens) {
41         std::cout << tok << std::endl;
42     }
43
44     return 0;
45 }

```

The code above yields this result:

```
thing
thing1
thing2
```

Which is exactly what we expected. To make sure this really works, let's test some possible corner cases:

```

1  #include <iostream>
2  #include <string>
3  #include <vector>
4
5  std::vector<std::string> tokenise(std::string line, char separator)
6  {
7      std::vector<std::string> tokens;
8      signed int start;
9      signed int end;
10
11     start = line.find_first_not_of(separator, 0);
12
13     do {
14         std::string token;
15
16         end = line.find_first_of(separator, start);
17
18         if (start == line.length() || start == end)
19             break;
20
21         if (end >= 0)
22             token = line.substr(start, end - start);
23         else
24             token = line.substr(start, line.length() - start);
25
26         tokens.push_back(token);
27         start = end + 1;
28     } while(end > 0);
29
30     return tokens;
31 }
32
33 int main(void)
34 {
35     std::vector<std::string> tokens;
```

```

36     std::string t1 = "t1,test1,test1";
37     std::string t2 = "t2,test2,test2,";
38     std::string t3 = "t3";
39
40     tokens = tokenise(t1, ',');
41
42     for (std::string& tok : tokens) {
43         std::cout << tok << std::endl;
44     }
45
46     tokens = tokenise(t2, ',');
47
48     for (std::string& tok : tokens) {
49         std::cout << tok << std::endl;
50     }
51
52     tokens = tokenise(t3, ',');
53
54     for (std::string& tok : tokens) {
55         std::cout << tok << std::endl;
56     }
57
58     return 0;
59 }

```

Which yields the expected results as follows:

```

t1
test1
test1
t2
test2
test2
t3

```

3.201 Open a file

Continuing with the same `tokenise()` function, let's open a file from which we will take our input to feed the tokeniser.

```

1  #include <fstream>
2  #include <iostream>
3  #include <string>
4  #include <vector>

```



```

5
6 std::vector<std::string> tokenise(std::string line, char separator)
7 {
8     std::vector<std::string> tokens;
9     signed int start;
10    signed int end;
11
12    start = line.find_first_not_of(separator, 0);
13
14    do {
15        std::string token;
16
17        end = line.find_first_of(separator, start);
18
19        if (start == line.length() || start == end)
20            break;
21
22        if (end >= 0)
23            token = line.substr(start, end - start);
24        else
25            token = line.substr(start, line.length() - start);
26
27        tokens.push_back(token);
28        start = end + 1;
29    } while(end > 0);
30
31    return tokens;
32 }
33
34 int main(void)
35 {
36     std::vector<std::string> tokens;
37     std::ifstream file{"20200317.csv"};
38
39     if (!file.is_open()) {
40         std::cout << "Could not open file" << std::endl;
41         exit(-1);
42     }
43
44     file.close();
45
46     return 0;
47 }

```

3.203 Read a file using getline

Now it's time to iterate over the file line by line and see if we can read the correct output.

```

1  #include <fstream>
2  #include <iostream>
3  #include <string>
4  #include <vector>
5
6  std::vector<std::string> tokenise(std::string line, char separator)
7  {
8      std::vector<std::string> tokens;
9      signed int start;
10     signed int end;
11
12     start = line.find_first_not_of(separator, 0);
13
14     do {
15         std::string token;
16
17         end = line.find_first_of(separator, start);
18
19         if (start == line.length() || start == end)
20             break;
21
22         if (end >= 0)
23             token = line.substr(start, end - start);
24         else
25             token = line.substr(start, line.length() - start);
26
27         tokens.push_back(token);
28         start = end + 1;
29     } while(end > 0);
30
31     return tokens;
32 }
33
34 int main(void)
35 {
36     std::vector<std::string> tokens;
37     std::ifstream file{"20200317.csv"};
38     std::string line;
39
40     if (!file.is_open()) {

```

```

41         std::cout << "Could not open file" << std::endl;
42         exit(-1);
43     }
44
45     while(std::getline(file, line)) {
46         std::cout << line << std::endl;
47     }
48
49     file.close();
50
51     return 0;
52 }

```

3.205 Tokenise then translate the data into the correct format

To tokenise every line, we should call `tokenise()` on each line read from the file.

```

1  #include <fstream>
2  #include <iostream>
3  #include <string>
4  #include <vector>
5
6  std::vector<std::string> tokenise(std::string line, char separator)
7  {
8      std::vector<std::string> tokens;
9      signed int start;
10     signed int end;
11
12     start = line.find_first_not_of(separator, 0);
13
14     do {
15         std::string token;
16
17         end = line.find_first_of(separator, start);
18
19         if (start == line.length() || start == end)
20             break;
21
22         if (end >= 0)
23             token = line.substr(start, end - start);
24         else
25             token = line.substr(start, line.length() - start);

```

```

26
27     tokens.push_back(token);
28     start = end + 1;
29 } while(end > 0);
30
31     return tokens;
32 }
33
34 int main(void)
35 {
36     std::vector<std::string> tokens;
37     std::ifstream file{"20200317.csv"};
38     std::string line;
39
40     if (!file.is_open()) {
41         std::cout << "Could not open file" << std::endl;
42         exit(-1);
43     }
44
45     while(std::getline(file, line)) {
46         double amount;
47         double price;
48
49         tokens = tokenise(line, ',');
50
51         if (tokens.size() != 5) {
52             std::cout << "Bad line" << std::endl;
53             continue;
54         }
55
56         amount = std::stod(tokens[4]);
57         price = std::stod(tokens[3]);
58
59         for (std::string& tok : tokens) {
60             std::cout << tok << std::endl;
61         }
62     }
63
64     file.close();
65
66     return 0;
67 }

```

3.207 Dealing with exceptions

As it turns out, `std::stoi()` can raise an exception if fed bogus data. If we want our application to actually work, we should handle these exceptions.

```

1  #include <fstream>
2  #include <iostream>
3  #include <string>
4  #include <vector>
5
6  std::vector<std::string> tokenise(std::string line, char separator)
7  {
8      std::vector<std::string> tokens;
9      signed int start;
10     signed int end;
11
12     start = line.find_first_not_of(separator, 0);
13
14     do {
15         std::string token;
16
17         end = line.find_first_of(separator, start);
18
19         if (start == line.length() || start == end)
20             break;
21
22         if (end >= 0)
23             token = line.substr(start, end - start);
24         else
25             token = line.substr(start, line.length() - start);
26
27         tokens.push_back(token);
28         start = end + 1;
29     } while(end > 0);
30
31     return tokens;
32 }
33
34 int main(void)
35 {
36     std::vector<std::string> tokens;
37     std::ifstream file{"20200317.csv"};
38     std::string line;
39

```

```

40     if (!file.is_open()) {
41         std::cout << "Could not open file" << std::endl;
42         exit(-1);
43     }
44
45     while(std::getline(file, line)) {
46         double amount;
47         double price;
48
49         tokens = tokenise(line, ',');
50
51         if (tokens.size() != 5) {
52             std::cout << "Bad line" << std::endl;
53             continue;
54         }
55
56         try {
57             amount = std::stod(tokens[4]);
58             price = std::stod(tokens[3]);
59         } catch(std::exception& e) {
60             std::cout << "Bad float!" << std::endl;
61             continue;
62         }
63
64         for (std::string& tok : tokens) {
65             std::cout << tok << std::endl;
66         }
67     }
68
69     file.close();
70
71     return 0;
72 }

```

3.209 Programming exercise

Write some exception handling code to read in a CSV data file in a different format to the order book data. See if you can convert the fields in the data file into various types such as doubles, etc.

There are many sources of open CSV data, for example:

- 'London underground geographic maps/CSV', Wikimedia Commons (updated December 2019) https://commons.wikimedia.org/wiki/London_Underground_geographic_maps/CSV accessed 16 April 2020.

Week 5

- European data portal (no date) <https://www.europeandataportal.eu/data/catalogues?locale=en> accessed 16 April 2020.

Week 6

Key Concepts

- Convert psudeocode algorithms involving iteration, logic and string processing into working C++ code
- Use exception handling to gracefully recover when processing unreliable data
- Read text data from a file using the getline function

3.401 The plan

Now that we have a working implementation of a simple CSV reader, we need to integrate it into the `merkelrex` codebase. As we see in the data, there are different data types on each row, which means we can simply use a vector.

We need a new class. By defining our custom class, we can group these 5 different data points into a concise object and hold all “rows” of our data into a single vector.

3.403 Create the CSVReader class

We start by creating the header file, `CSVReader.h`:

```
1  #pragma once
2
3  #include "OrderBookEntry.h"
4  #include <vector>
5  #include <string>
6
7  class CSVReader {
8  public:
9      CSVReader();
10     static std::vector<OrderBookEntry> readCSV(std::string csvFile);
11
12 private:
13     static std::vector<std::string> tokenise(std::string csvLine, char separator);
14     static OrderBookEntry stringsToOBE(std::vector<std::string> strings);
15 }
```


3.405 Make it compile

We have the declaration of everything we want to do, now we need to implement it in `CSVReader.cpp`:

```

1  #include "CSVReader.h"
2  #include "OrderBookType.h"
3
4  CSVReader::CSVReader()
5  {
6  }
7
8  std::vector<OrderBookEntry> CSVReader::readCSV(std::string csvFile)
9  {
10     std::vector<OrderBookEntry> entries;
11
12     return entries;
13 }
14
15 std::vector<std::string> CSVReader::tokenise(std::string csvLine, char separator)
16 {
17     std::vector<std::string> tokens;
18
19     return tokens;
20 }
21
22 OrderBookEntry CSVReader::stringsToOBE(std::vector<std::string> tokens)
23 {
24     OrderBookEntry entry{1, 1, "", "", OrderBookType::bid};
25
26     return entry;
27 }
```

Now we can tie this into `main.cpp`:

```

1  /* ... */
2  #include "CSVReader.h"
3  /* ... */
4
5  int main(void)
6  {
7     CSVReader reader;
8 }
```

With that, we can try to compile our program.

3.407 Implement the OrderBookEntry making function

At this moment, we have an application that compiles, but doesn't do anything useful. We need to move more code from our test implementation to this new class.

We will start with `stringsToOBE()`.

```

1  #include <iostream>
2
3  /* ... */
4
5  OrderBookEntry CSVReader::stringsToOBE(std::vector<std::string> tokens)
6  {
7      double amount;
8      double price;
9
10     if (tokens.size() != 5) {
11         std::cout << "Bad line" << std::endl;
12         throw std::exception{};
13     }
14
15     try {
16         amount = std::stod(tokens[4]);
17         price = std::stod(tokens[3]);
18     } catch(const std::exception& e) {
19         std::cout << "Bad float!" << std::endl;
20         throw;
21     }
22
23     OrderBookEntry entry{price, amount, tokens[0], tokens[1],
24                          OrderBookEntry::stringsToOrderBookType(tokens[2])};
25
26     return entry;
27 }
```

Now we need to declare and implement `stringToOrderBookType()`:

```

1  /* ... */
2
3  enum class OrderBookType {ask, bid, unknown};
4
5  /* ... */
6
7  class OrderBookEntry {
8      /* ... */
9  }
```

```

10     static OrderBookType stringToOrderBookType(std::string type);
11
12     /* ... */
13 };

```

And the implementation:

```

1  /* ... */
2
3  OrderBookType OrderBookEntry::stringToOrderBookType(std::string type)
4  {
5      if (s == "ask")
6          return OrderBookType::ask;
7
8      if (s == "bid")
9          return OrderBookType::bid;
10
11     return OrderBookType::unknown;
12 }

```

3.409 Implement the tokenise and file parsing functions

Continuing with our refactoring, we work on `tokenise()` and `readCSV()`.

Starting with `tokenise()`, we get:

```

1  std::vector<std::string> CSVReader::tokenise(std::string line,
2                                              char separator)
3  {
4      std::vector<std::string> tokens;
5      signed int start;
6      signed int end;
7
8      start = line.find_first_not_of(separator, 0);
9
10     do {
11         std::string token;
12
13         end = line.find_first_of(separator, start);
14
15         if (start == line.length() || start == end)
16             break;
17
18         if (end >= 0)
19             token = line.substr(start, end - start);

```

```

20         else
21             token = line.substr(start, line.length() - start);
22
23             tokens.push_back(token);
24             start = end + 1;
25         } while(end > 0);
26
27         return tokens;
28     }

```

The only missing bit is readCSV():

```

1  /* ... */
2
3  #include <fstream>
4
5  /* ... */
6
7  std::vector<OrderBookEntry> CSVReader::readCSV(std::string csvFilename)
8  {
9      std::vector<OrderBookEntry> entries;
10     std::ifstream csvFile{csvFilename};
11     std::string line;
12
13     if (!file.is_open()) {
14         std::cout << "Could not open file" << std::endl;
15         exit(-1);
16     }
17
18     while (std::getline(csvFile, line)) {
19         try {
20             OrderBookEntry obe = stringsToOBE(tokenise(line, ','));
21             entries.push_back(obe);
22         } catch(const std::exception& e) {
23             std::cout << "Bad data" << std::endl;
24         }
25     }
26
27     return entries;
28 }

```

With that all done, we finally complete our main() function to use it:

```

1  /* ... */
2  #include "CSVReader.h"

```

```

3  /* ... */
4
5  int main(void)
6  {
7      CSVReader reader;
8      CSVReader::readCSV("20200317.csv");
9  }

```

3.411 Integrate it into MerkelMain init function and compute some statistics

To make the code better, we're going to move the code to load and read the CSV file from `main()` to the `init()` function part of the `MerkelMain` object.

We start by reverting our change in `main()`:

```

1  int main(void)
2  {
3      MerkelMain app{};
4      app.init();
5  }

```

Looking at the implementation for `init()` we notice that it calls `loadOrderBook()`:

```

1  void MerkelMain::init()
2  {
3      loadOrderBook();
4      int input;
5      while (true) {
6          printMenu();
7          input = getUserOption();
8          processUserOption(input);
9      }
10 }

```

That function, `loadOrderBook()`, should be reading the CSV file but, currently, it contains hard-coded data we used for testing. Fixing that we get:

```

1  /* ... */
2
3  #include "CSVReader.h"
4
5  /* ... */
6
7  void MerkelMain::loadOrderBook()

```

```

8  {
9      orders = CSVReader::readCSV("20200317.csv");
10 }

```

Continuing with this exercise we can modify `printMarketStats()` to print one extra statistical data, now that we're reading the CSV file:

```

1  MerkelMain::printMarketStats()
2  {
3      std::cout << "OrderBook contains: " << orders.size() << " entries" << std::endl;
4      unsigned int bids = 0;
5      unsigned int asks = 0;
6
7      for (OrderBookEntry& e : orders) {
8          if (e.orderType == OrderBookType::ask)
9              asks++;
10
11          if (e.orderType == OrderBookType::bid)
12              bids++;
13      }
14
15      std::cout << "OrderBook asks: " << asks << " bids: " << bids << std::endl;
16 }

```

Week 7

Key Concepts

- Write functions that calculate basic statistics by iterating over vectors of objects
- Use test data to evaluate the correctness of an algorithm
- Use exception handling to write robust user input processing code

4.003 Reading for Topic 4

Your Essential reading textbook is:

Horton, I. and P. Van Weert Beginning C++17: From novice to professional. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

- `std::map`: Chapter 19, p.730
- Operator overloading: Chapter 12 p.450
- Sorting: Chapter 19, p.755

Accessible from [here](#)

4.101 Introduction to separating orders by type, product and time

We're going to implement a matching engine which looks for the orders in the order book and matches them together. The first step would be to match by product, for example we can't match DOGE/BTC with BTC/USDT.

The idea is to collect the data by timestamp. In a particular timestamp there are potentially several bids and asks for a particular product. We use that to run our matching algorithm.

The simulation will, then, collect all the orders within a time window and process them, including our own bids and asks.

4.103 Set up the OrderBook class

Instead of polluting the `MerkelMain` class with a bunch of different methods for accessing the data we want, e.g. the data between a date interval, we will create a new class to act as a database allowing certain queries for data to be executed.

We will create a small class called `OrderBook` with a setup like below:

```

1  class OrderBook {
2  public:
3      OrderBook(std::string filename);
4      std::vector<std::string> getKnownProducts();
5      std::vector<OrderBookEntry> getOrders(OrderBookType type,
6                                          std::string product,
7                                          std::string timestamp);
8  };

```

We can place that in a new header `OrderBook.h`.

4.105 Implement the constructor and integrate to MerkelMain

It's time to create the `OrderBook.cpp` file. First we integrate it into the `MerkelMain.h` file:

```

1  /* ... */
2  #include <OrderBook.h>
3  /* ... */
4
5  class MerkelMain {
6      /* ... */
7      OrderBook orderBook{"20200317.csv"};
8      /* std::vector<OrderBookEntry> orders; should be removed */
9  };

```

We should also remove `loadOrderBook()` which will be done by `OrderBook` class.

4.107 Implement getKnownProducts with a map

The `getKnownProducts()` method should return a list of unique products observed in the order book. We make use of a `map` to map between a `string` and `bool` values.

Opening our `OrderBook.cpp` we make the following changes:

```

1  /* ... */
2  #include <map>

```



```

3  /* ... */
4
5  std::vector<std::string> OrderBook::getKnownProducts(void)
6  {
7      std::vector<std::string> products;
8      std::map<std::string, bool> prodMap;
9
10     for (OrderBookEntry& e : orders) {
11         prodMap[e.product] = true;
12     }
13
14     for (auto const& e: prodMap) {
15         products.push(e.first);
16     }
17
18     return products;
19 }

```

To test things out, let's print the list of known products from `MerkelMain::printMarketStats()`:

```

1  void MerkelMain::printMarketStats(void)
2  {
3      for (std::string const& p : orderBook.getKnownProducts()) {
4          std::cout << "Product: " << p << std::endl;
5      }
6  }

```

When running our application, we should get a list of unique known products like below:

```

Product: BTC/USDT
Product: DOGE/BTC
Product: DOGE/USDT
Product: ETH/BTC
Product: ETH/USDT

```

4.109 Implement getOrders

It's time to implement `getOrders()`. This method allows us to query the database and pull several orders from the order book based on some filters.

```

1  std::vector<OrderBookEntry> OrderBook::getOrders(OrderBookType type,
2                                                    std::string product,
3                                                    std::string timestamp)

```

```

4 {
5     std::vector<OrderBookEntry> orders_sub;
6
7     for (OrderBookEntry& e : orders) {
8         if (e.orderType == type &&
9             e.product == product &&
10            e.timestamp == timestamp)
11             orders_sub.push_back(e);
12     }
13
14     return orders_sub;
15 }

```

Then on `MerkelMain::printMarketStats()` we can call this to test it out:

```

1 void MerkelMain::printMarketStats(void)
2 {
3     for (std::string const& p : orderBook.getKnownProducts()) {
4         std::cout << "Product: " << p << std::endl;
5         std::vector<OrderBookEntry> entries = orderBook.getOrders(OrderBookType::ask,
6                                                                    p,
7                                                                    "2020/03/17 17:01:24.884");
8         std::cout << "Asks seen: " << entries.size() << std::endl;
9     }
10 }

```

4.111 Implement get low and high stats

We want to find the low and high asks and bids on the platform, we will implement methods to help us with that.

Our decision is to have the `OrderBook` class generate statistics by itself. This decision goes in line with the Object Orientation Paradigm which wants objects to be able to operate upon themselves.

In the `OrderBook.h` header we declare two new functions `getLowPrice()` and `getHighPrice()` which will return the lowest and highest number.

```

1 /* ... */
2
3 class OrderBook {
4 public:
5     /* ... */
6     static double getHighPrice(std::vector<OrderBookEntry>& orders);
7     static double getLowPrice(std::vector<OrderBookEntry>& orders);
8     /* ... */
9 };

```

Then we implement it:

```

1  /* ... */
2  #include <cmath>
3
4  double OrderBook::getHighPrice(std::vector<OrderBookEntry>& orders)
5  {
6      double max = DBL_MIN;
7
8      for (OrderBookEntry const& e : orders) {
9          if (e.price > max)
10             max = e.price;
11      }
12
13      return max;
14  }
15
16  double OrderBook::getLowPrice(std::vector<OrderBookEntry>& orders)
17  {
18      double min = DBL_MAX;
19
20      for (OrderBookEntry const& e : orders) {
21          if (e.price < min)
22             min = e.price;
23      }
24
25      return min;
26  }

```

For a quick test, we print it out from `printMarketStats()`:

```

1  /* ... */
2  std::cout << "Max ask: " << OrderBook::getHighPrice(entries) << std::endl;
3  std::cout << "Min ask: " << OrderBook::getLowPrice(entries) << std::endl;
4  /* ... */

```

4.201 Introduction to how the simulation needs to work with time

We're going to build the ability for the application to tick through time. The idea is that the application will start at the first time step and, when we're ready, it'll step to the next point in time.

4.203 Setting up earliest time

The first thing to do is implement `getEarliestTime()` in `OrderBook`. This function will return the first time step from the data file. In the header:

```

1  /* ... */
2
3  class OrderBook {
4  public:
5      /* ... */
6      std::string getEarliestTime(void);
7      /* ... */
8  };

```

In the cpp:

```

1  std::string OrderBook::getEarliestTime(void)
2  {
3      return orders[0].timestamp;
4  }

```

Now, `MerkelMain` needs to know about that, so we add a new attribute to our class in the header:

```

1  /* ... */
2  class MerkelMain {
3  public:
4      /* ... */
5  private:
6      /* ... */
7      std::string currentTime;
8  };

```

and set it up in the cpp:

```

1  void MerkelMain::init(void)
2  {
3      int option;
4      currentTime = orderBook.getEarliestTime();
5      /* ... */
6  }
7
8  /* ... */
9
10 void printMenu(void)

```

```

11 {
12     /* ... */
13     std::cout << "Current Time is: " << currentTime << std::endl;
14     /* ... */
15 }

```

4.205 Moving through time

Next step we implement the time stepping functionality. We do that by, again, augmenting `OrderBook` class. In the header we declare a new function:

```

1  /* ... */
2
3  class OrderBook {
4  public:
5      /* ... */
6      std::string getNextTime(std::string timestamp);
7      /* ... */
8  };

```

And we implement it in the cpp:

```

1  std::string OrderBook::getNextTime(std::string timestamp)
2  {
3      std::string next_timestamp = "";
4
5      for (OrderBookEntry const& e : orders) {
6          if (e.timestamp > timestamp)
7              next_timestamp = e.timestamp;
8      }
9
10     if (next_timestamp == "")
11         next_timestamp = orders[0].timestamp;
12
13     return next_timestamp;
14 }

```

Then we can finally implement `gotoNextTimeframe()`:

```

1  /* ... */
2
3  void MerkelMain::gotoNextTimeframe(void)
4  {
5      std::cout << "Going to next time frame." << std::endl;
6      currentTime = orderBook.getNextTime(currentTime);
7  }

```

4.207 Printing stats for current time window

Continuing from our previous topic, we will modify `printMarketStats()` to print statistics for the current time frame.

```
1 void MerkelMain::printMarketStats(void)
2 {
3     for (std::string const& p : orderBook.getKnownProducts()) {
4         std::cout << "Product: " << p << std::endl;
5         std::vector<OrderBookEntry> entries = orderBook.getOrders(OrderBookType::ask,
6                                                                    p,
7                                                                    currentTime);
8     }
9     /* ... */
10 }
```

Week 8

Key Concepts

- Write functions that calculate basic statistics by iterating over vectors of objects
- Use test data to evaluate the correctness of an algorithm
- Use exception handling to write robust user input processing code

4.401 How will we retrieve data from the user for an OrderBookEntry?

To create a new `OrderBookEntry` we need five pieces of data, as shown in figure 1.

To simplify things, we can have the user type in the three required values as CSV and we will use our `CSVReader` class to parse the values and produce a new `OrderBookEntry` instance.

4.403 Read a line from the user, part 1

With the plan from previous section, we can start taking user input to generate a new `OrderBookEntry`.

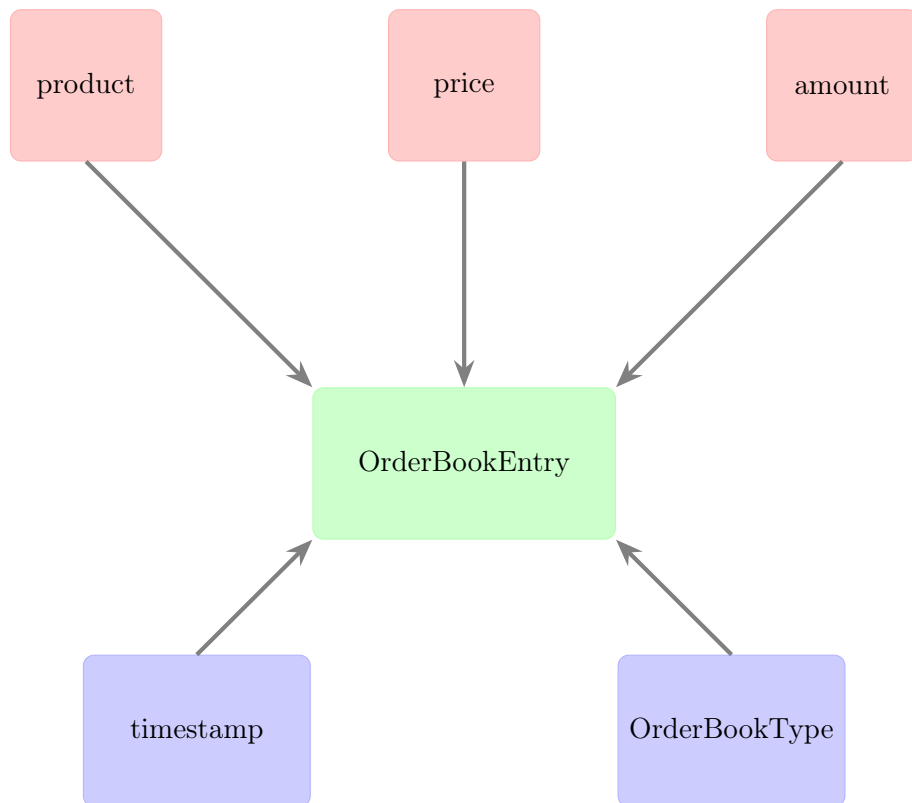
In other words, we will implement `enterAsk()` and `enterBid()` functions.

```
1 void MerkelMain::enterAsk()
2 {
3     std::cout << "Make an ask: product,price,amount" << std::endl;
4     std::cout << "e.g. ETH/BTC,200,0.5" << std::endl;
5     std::string input;
6
7     /* ignore up to 'size-of-stream' characters stopping at the newline */
8     std::getline(std::cin, input);
9     std::cout << "You typed: " << input << std::endl;
10 }
```

4.405 Read a line from the user, part 2

Continuing from where we left off, we have to parse the user input and, for that, we will use the `CSVReader` class. Because we want to use our `tokenise()` function, we need to move it to the public space of the `CSVReader` class. After that we can call it.

User Input



Simulation Input

Figure 1: Creating a new `OrderBookEntry`

Before moving forward, we need to overload `stringsToOBE()` so we can create a new `OrderBookEntry` from the user input. Therefore:

```

1  /* ... */
2
3  class CSVReader {
4  public:
5      /* ... */
6
7      static OrderBookEntry stringsToOBE(std::string price,
8                                          std::string amount,
9                                          std::string timestamp,
  
```



```

10         std::string product,
11         OrderBookEntry orderType);
12
13     /* ... */
14 };

```

We should implement it in CSVReader.cpp:

```

1  OrderBookEntry CSVReader::stringsToOBE(std::string priceString,
2                                         std::string amountString,
3                                         std::string timestamp,
4                                         std::string product,
5                                         OrderBookEntry orderType)
6  {
7      double price;
8      double amount;
9
10     try {
11         price = std::stod(priceString);
12         amount = std::stod(amountString);
13     } catch (const std::exception& e) {
14         std::cout << "Bad float! " << priceString << std::endl;
15         std::cout << "Bad float! " << amountString << std::endl;
16         throw;
17     }
18
19     OrderBookEntry entry{price, amount, timestamp, product, orderType};
20
21     return entry;
22 }

```

Now we can complete enterAsk():

```

1  void MerkelMain::enterAsk()
2  {
3      std::cout << "Make an ask: product,price,amount" << std::endl;
4      std::cout << "e.g. ETH/BTC,200,0.5" << std::endl;
5      std::string input;
6
7      /* ignore up to 'size-of-stream' characters stopping at the newline */
8      std::getline(std::cin, input);
9
10     std::vector<std::string> tokens = CSVReader.tokenise(input, ',');
11     if (tokens.size() != 3) {
12         std::cout << "Bad input: " << input << std::endl;

```

```

13     } else {
14         OrderBookEntry entry = CSVReader::stringstoOBE(tokens[1],
15                                                         tokens[2],
16                                                         currentTime,
17                                                         tokens[0],
18                                                         OrderBookType::ask);
19     }
20 }

```

4.407 Making it robust

We've left a few bugs in the previous iteration which we're going to fix now.

If we pass bad input, the program may throw an exception which we need to catch. We will catch it when we try to create the OrderBookEntry after calling `stringstoOBe()`.

```

1  void MerkelMain::enterAsk()
2  {
3      std::cout << "Make an ask: product,price,amount" << std::endl;
4      std::cout << "e.g. ETH/BTC,200,0.5" << std::endl;
5      std::string input;
6
7      /* ignore up to 'size-of-stream' characters stopping at the newline */
8      std::getline(std::cin, input);
9
10     std::vector<std::string> tokens = CSVReader.tokenise(input, ',');
11     if (tokens.size() != 3) {
12         std::cout << "Bad input: " << input << std::endl;
13     } else {
14         try {
15             OrderBookEntry entry = CSVReader::stringstoOBE(tokens[1],
16                                                             tokens[2],
17                                                             currentTime,
18                                                             tokens[0],
19                                                             OrderBookType::ask);
20         } catch (const std::exception& e) {
21             std::cout << "MerkelMain::enter ask Bad input: " << std::endl;
22         }
23     }
24 }

```

This fixes one of the problems. However, there's still one more which happens if the user types garbage input on the menu selection. The culprit here is the fact that we're streaming from `std::cin` straight into a variable. Swapping that with a call to `std::getline()` should fix it.

```

1  int MerkelMain::getUserOption(void)
2  {
3      int userOption = 0;
4      std::string line;
5
6      std::cout << "Type in 1-6" << std::endl;
7      std::getline(std::cin, line);
8
9      try {
10         userOption = std::stoi(line);
11     } catch (const exception& e) {
12     }
13
14     std::cout << "You chose: " << userOption << std::endl;
15
16     return userOption;
17 }

```

When we switch over to `std::getline()` we don't need anymore to ignore input from the input stream. We should remove that line.

```

1  void MerkelMain::enterAsk()
2  {
3      std::cout << "Make an ask: product,price,amount" << std::endl;
4      std::cout << "e.g. ETH/BTC,200,0.5" << std::endl;
5      std::string input;
6
7      // std::getline(std::cin, input); Not needed anymore
8
9      std::vector<std::string> tokens = CSVReader.tokenise(input, ',');
10     if (tokens.size() != 3) {
11         std::cout << "Bad input: " << input << std::endl;
12     } else {
13         try {
14             OrderBookEntry entry = CSVReader::stringstoOBE(tokens[1],
15                                                             tokens[2],
16                                                             currentTime,
17                                                             tokens[0],
18                                                             OrderBookType::ask);
19         } catch (const std::exception& e) {
20             std::cout << "MerkelMain::enter ask Bad input: " << std::endl;
21         }
22     }
23 }

```

4.409 Introduction to inserting the order into the order book

Given a new `OrderBookEntry`, how do we insert it into the `OrderBook` in the correct position?

The way we're going to achieve this, is by appending the new entry to the end of the vector, then sorting the vector by the timestamp so it's in the correct location.

4.411 The code to insert the order into the order book

Now we have an `OrderBookEntry`, what we have to do now is insert it into the correct place. As discussed in previous section, we will insert it at the end of the vector, using `push_back()` and follow it with a call to `std::sort`.

We need to add a new method to the `OrderBook` which allows us to insert a new `OrderBookEntry`. In the header, we declare the new method:

```

1  /* ... */
2
3  class OrderBook {
4  public:
5      /* ... */
6
7      void insertOrder(OrderBookEntry& entry);
8
9      /* ... */
10 };

```

And implement it in the cpp file:

```

1  /* ... */
2
3  void OrderBook::insertOrder(OrderBookEntry& entry)
4  {
5      orderBook.push_back(entry);
6      std::sort(orders.begin(), orders.end(),
7                OrderBookEntry::compareByTimestamp);
8  }

```

Of course we need to implement our comparison function `compareByTimeStamp()`. Let's declare it in the `OrderBookEntry` class header:

```

1  /* ... */
2
3  class OrderBookEntry {
4  public:

```

```

5      /* ... */
6
7      static bool compareByTimestamp(OrderBookEntry& e1, OrderBookEntry& e2);
8      {
9          return e1.timestamp < e2.timestamp;
10     }
11 };

```

Note that another way to achieve this would be a lambda expression, which is supported since C++11. The implementation for `insertOrder()` would look like so:

```

1  /* ... */
2
3  void OrderBook::insertOrder(OrderBookEntry& entry)
4  {
5      orderBook.push_back(entry);
6      std::sort(orders.begin(), orders.end(),
7                [](const OrderBookEntry& e1, const OrderBookEntry& e2) {
8                  return e1.timestamp < e2.timestamp;
9                });
10 }

```

Anyway, back to the topic. In `MerkelMain` we need to call the new `insertOrder()` function:

```

1  void MerkelMain::enterAsk()
2  {
3      std::cout << "Make an ask: product,price,amount" << std::endl;
4      std::cout << "e.g. ETH/BTC,200,0.5" << std::endl;
5      std::string input;
6
7      // std::getline(std::cin, input); Not needed anymore
8
9      std::vector<std::string> tokens = CSVReader.tokenise(input, ',');
10     if (tokens.size() != 3) {
11         std::cout << "Bad input: " << input << std::endl;
12     } else {
13         try {
14             OrderBookEntry entry = CSVReader::stringstoOBE(tokens[1],
15                                                             tokens[2],
16                                                             currentTime,
17                                                             tokens[0],
18                                                             OrderBookType::ask);
19             orderBook.insertOrder(entry);
20         } catch (const std::exception& e) {

```

```
21         std::cout << "MerkelMain::enter ask Bad input: " << std::endl;
22     }
23 }
24 }
```

4.502 Pseudocode

The question now is how do we match a given ask to a given bid? There are many ways to go about solving this problem. The algorithm we're using is shown in listing 1.

Algorithm 1 Trade Simulation Matching Algorithm

```

1: function MATCHINGALGORITHM
2:    $asks \leftarrow \text{orderBook.asks}$ 
3:    $bids \leftarrow \text{orderBook.bids}$ 
4:    $sales \leftarrow \text{new Vector}$ 
5:   SORTASCENDING( $asks$ )
6:   SORTDESCENDING( $bids$ )
7:   for all  $ask \in asks$  do
8:     for all  $bid \in bids$  do
9:       if  $bid.price \geq ask.price$  then
10:         $sale \leftarrow \text{new Order}$ 
11:         $sale.price \leftarrow ask.price$ 
12:        if  $bid.amount = ask.amount$  then
13:           $sale.amount \leftarrow ask.amount$ 
14:          APPEND( $sales, sale$ )
15:           $bid.amount \leftarrow 0$ 
16:          break
17:        end if
18:        if  $bid.amount > ask.amount$  then
19:           $sale.amount \leftarrow ask.amount$ 
20:          APPEND( $sales, sale$ )
21:           $bid.amount \leftarrow bid.amount - ask.amount$ 
22:          break
23:        end if
24:        if  $bid.amount < ask.amount$  then
25:           $sale.amount \leftarrow bid.amount$ 
26:          APPEND( $sales, sale$ )
27:           $ask.amount \leftarrow ask.amount - bid.amount$ 
28:           $bid.amount \leftarrow 0$ 
29:          continue
30:        end if
31:      end if
32:    end for
33:  end for
34: end function

```

4.504 Converting the pseudocode into C++

Now we can convert the matching algorithm into C++. We're going to implement this functionality in the `OrderBook` class. This is because the `OrderBook` is already managing all the orders. It keeps track of time and so on.

As usual, we declare the new method in the header file:

```

1  /* ... */
2
3  class OrderBook {
4  public:
5      /* ... */
6
7      std::vector<OrderBookEntry> matchAsksToBids(std::string product,
8                                                  std::string timestamp);
9
10     /* ... */
11 };

```

And implement it in the `cpp` file:

```

1  std::vector<OrderBookEntry> OrderBook::matchAsksToBids(std::string product,
2                                                         std::string timestamp)
3  {
4      std::vector<OrderBookEntry> asks = getOrders(OrderBookType::ask, product,
5                                                    timestamp);
6      std::vector<OrderBookEntry> bids = getOrders(OrderBookType::bid, product,
7                                                    timestamp);
8      std::vector<OrderBookEntry> sales;
9
10     std::sort(asks.begin(), asks.end(), OrderBookEntry::compareByPriceAsc);
11     std::sort(bids.begin(), bids.end(), OrderBookEntry::compareByPriceDesc);
12
13     for (OrderBookEntry& ask : asks) {
14         for (OrderBookEntry& bid : bids) {
15             if (bid.price >= ask.price) {
16                 OrderBookEntry sale{ask.price, 0, timestamp, product,
17                                     OrderBookType::sale};
18
19                 if (bid.amount == ask.amount) {
20                     sale.amount = ask.amount;
21                     sales.push_back(sale);
22                     bid.amount = 0;
23                     break;
24                 }
25
26                 if (bid.amount > ask.amount) {
27                     sale.amount = ask.amount;
28                     sales.push_back(sale);
29                     bid.amount -= ask.amount;
30                     break;

```



```

31         }
32
33         if (bid.amount < ask.amount) {
34             sale.amount = bid.amount;
35             sales.push_back(sale);
36             ask.amount -= bid.amount;
37             bid.amount = 0;
38             continue;
39         }
40     }
41 }
42 }
43
44 return sales;
45 }

```

All that's left is implement our new comparison functions in `OrderBookEntry` and the new type in `OrderBookType`:

```

1  /* ... */
2
3  enum class OrderBookType { ask, bid, sale, unknown };
4
5  /* ... */
6
7  class OrderBookEntry {
8  public:
9      /* ... */
10
11     static bool compareByPriceAsc(OrderBookEntry& e1, OrderBookEntry& e2)
12     {
13         return e1.price < e2.price;
14     }
15
16     static bool compareByPriceDesc(OrderBookEntry& e1, OrderBookEntry& e2)
17     {
18         return e1.price > e2.price;
19     }
20
21     /* ... */
22 };

```

4.506 Preparing for testing

We're going to prepare the code for some testing.

In `gotoNextTimeFrame()` we will try to match asks to bids:

```

1 void MerkelMain::gotoNextTimeFrame(void)
2 {
3     std::cout << "Going to next time frame." << std::endl;
4
5     std::vector<OrderBookEntry> sales = orderBook.matchAsksToBids("ETH/BTC",
6                                                                    currentTime);
7
8     std::cout << "Sale: " << sales.size() << std::endl;
9     for (OrderBookEntry& sale : sales) {
10         std::cout << "Sale price: " << sale.price
11                  << " amount " << sale.amount
12                  << std::endl;
13     }
14
15     currentTime = orderBook.getNextTime(currentTime);
16 }
```

4.508 Doing testing

Now we have a setup where we can easily run some test scenarios, by simply changing the contents of our `test.csv` file. We can easily test the different scenarios by changing the amounts of ask and bid and verify that the algorithm behaves as it should.

Week 9

Key Concepts

- Use object interactions to achieve complex functionality through a simple command sequence
- Explain how to model a familiar real world entity as a class with data and functions
- Decide when it is appropriate to use static or non-static functions

5.003 Reading for Topic 5

Horton, I. and P. Van Weert *Beginning C++17: From novice to professional*. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

We introduce the relevant sections from the textbook in the worksheets, but here is a list of the chapters we mention:

- Chapter 15, p.573: details on throwing exceptions
- Chapter 11, p.411: friend functions
- Chapter 12, p.449: operator overloading
- Chapter 8, p.283: setting default parameter values.

Accessible from [here](#).

5.101 The plan for the wallet

The wallet is a class which will manage the currencies we own. The first step before using the wallet is to initialize it with our starting fund. Another operation on the wallet is place a bid. And another is possibility to sell currencies we own. To top it off, we also have the concept of a trade.

5.103 The Wallet class

As usual, we start laying out the header file, `Wallet.h`:

```

1  #include <string>
2  #include <map>
3
4  class Wallet {
5  public:
6      Wallet();
7      void insertCurrency(std::string type, double amount);
8      bool containsCurrent(std::string type, double amount);
9      std::string toString();
10
11 private:
12     std::map<std::string, double> currencies;
13 };

```

The reason we're using a `map` is that the wallet may, potentially, contain different currencies in different amounts. The `map` matches very well with this setup, where we build a list of currencies and their amounts.

5.105 Getting to a compile-ready state – linker error

After making our header, we can start implementing the methods in `Wallet.cpp`:

```

1  #include "Wallet.h"
2
3  #include <string>
4  #include <map>
5
6  Wallet::Wallet(void)
7  {
8  }
9
10 void Wallet::insertCurrency(std::string type, double amount)
11 {
12 }
13
14 bool Wallet::containsCurrent(std::string type, double amount)
15 {
16     return false;
17 }
18
19 std::string Wallet::toString(void)
20 {
21     return "";
22 }

```

We must add a `Wallet` to the `MerkelMain` class. Starting with the header:

```

1  /* ... */
2
3  #include "Wallet.h"
4
5  /* ... */
6
7  class MerkelMain {
8      /* ... */
9
10 private:
11     Wallet wallet;
12 };

```

Then in `MerkelMain.cpp` we can put some money in the wallet from the `init()` method:

```

1  MerkelMain::init(void)
2  {
3      int input;
4
5      currentTime = orderBook.getEarliestTime();
6      wallet.insertMoney("BTC", 10);
7
8      /* ... */
9  }

```

5.107 Implement insert and contains functions

To make it easier to test, we're going to instantiate a wallet from the `main()` function.

```

1  /* ... */
2  #include "Wallet.h"
3
4  int main(void)
5  {
6      Wallet wallet;
7      wallet.insertCurrent("BTC", 10);
8
9      std::cout << "Wallet has BTC "
10                << wallet.containsCurrency("BTC", 10)
11                << std::endl;
12

```

```

13     std::cout << wallet.toString() << std::endl;
14 }

```

We have a simple test case, now we can implement `insertCurrency()`:

```

1 void Wallet::insertCurrency(std::string type, double amount)
2 {
3     double balance;
4
5     if (amount < 0)
6         throw std::exception{};
7
8     if (currencies.count(type) == 0)
9         balance = 0;
10    else
11        balance = currencies[type];
12
13    balance += amount;
14    currencies[type] = balance;
15 }

```

Following, we implemnt `containsCurrency()`:

```

1 bool Wallet::containsCurrency(std::string type, double amount)
2 {
3     return currencies.count(type) > 0 ? currencies[type] >= amount : false;
4 }

```

5.109 Implement print and remove functions

We'll start making a better version of `toString()`:

```

1 std::string toString(void)
2 {
3     std::string str;
4
5     for (std::pair<std::string, double> pair : currencies) {
6         std::string currency = pair.first;
7         double amount = pair.second;
8
9         str += currency + " : " + std::to_string(amont) + "\n";
10    }
11
12    return str;
13 }

```

And continue with an implementation of `removeCurrency()`. First we declare it in the header file:

```

1  class Wallet {
2  public:
3      /* ... */
4
5      bool removeCurrency(std::string type, double amount);
6
7      /* ... */
8  };

```

And implement it in the cpp file:

```

1  bool Wallet::removeCurrency(std::string type, double amount)
2  {
3      if (amount < 0)
4          return false;
5
6      if (currencies.count(type) == 0)
7          return false;
8
9      if (!containsCurrency(type, amount))
10         return false;
11
12     currencies[type] -= amount;
13
14     return true;
15 }

```

5.111 How much cash do we need for bids and asks?

We're going to calculate how much money we need for a given bid/ask.

The format for our input string is:

$$C_1/C_2, \text{price}, \text{amount}$$

The formula for an ask is:

$$\text{amountInWallet} = C_1 \cdot \text{amount}$$

The formula for a bid is:

$$\text{amountInWallet} = C_2 \cdot \text{price} \cdot \text{amount}$$

5.113 Implement cash check on bids and asks

With our plan in place, we can start implementing it in C++. Let's add a new method to our `Wallet` class:

```

1  /* ... */
2
3  #include "OrderBookEntry.h"
4
5  /* ... */
6
7  class Wallet {
8  public:
9      /* ... */
10
11     bool canFullfillOrder(OrderBookEntry order);
12 };

```

And implement it:

```

1  bool Wallet::canFullfillOrder(OrderBookEntry order)
2  {
3      std::vector<std::string> currs = CSVReader::tokenise(order.product, '/');
4
5      if (order.orderType == OrderBookType::ask) {
6          double amount = order.amount;
7          std::string currency = currs[0];
8
9          return containsCurrency(currency, amount);
10     }
11
12     if (order.orderType == OrderBookType::bid) {
13         double amount = order.amount * order.price;
14         std::string currency = currs[1];
15
16         return containsCurrency(currency, amount);
17     }
18
19     return false;
20 }

```

5.115 Integrate to the main app enterAsk

Next step, we're integrating the wallet back into the main application to enable the user to place asks or bids and allow the system to check if their wallet contain enough money

for the transaction.

Let's modify `enterAsk()` to integrate the wallet checking features into it.

```

1 void MerkelMain::enterAsk(void)
2 {
3     /* ... */
4     else {
5         try {
6             OrderBookEntry obe = CSVReader::stringsToOBE(tokens[1],
7                                                         tokens[2],
8                                                         currentTime,
9                                                         tokens[0],
10                                                         OrderBookType::ask);
11             if (wallet.canFullfillOrder(obe)) {
12                 orderBook.insertOrder(obe);
13             } else {
14                 std::cout << "Insufficient funds" << std::endl;
15             }
16         } catch (const std::exception& e) {
17             std::cout << "MerkelAsk::enterBid Bad input " << std::endl;
18         }
19     }
20
21     /* ... */
22 }

```

5.117 Complete the enter bid function

At the moment, `enterBid()` doesn't do anything. Let's implement it:

```

1 void MerkelMain::enterBid(void)
2 {
3     std::string input;
4
5     std::getline(std::cin, input);
6
7     std::vector<std::string> tokens = CSVReader::tokenise(input, ',');
8     if (tokens.size() != 3) {
9         std::cout << "MerkelMain::enterBid Bad input! " << input << std::end;
10    } else {
11        try {
12            OrderBookEntry obe = CSVReader::stringsToOBE(tokens[1],
13                                                         tokens[2],
14                                                         currentTime,

```

```

15                                     tokens[0],
16                                     OrderBookType::bid);
17         if (wallet.canFullfillOrder(obe)) {
18             orderBook.insertOrder(obe);
19         } else {
20             std::cout << "Insufficient funds" << std::endl;
21         }
22     } catch (const std::exception& e) {
23         std::cout << " MerkelMain::enterBid Bad input " << std::endl;
24     }
25 }
26 }

```

5.301 Complete the trade: the theory

We will now have a look at the requirements for completing a trade.

A trade is essentially a two-party process where both agree to exchange something for something else.

We already have sales as a separate `OrderBookType`, but we have no way of knowing who placed the order. The reason we need to know that is because they're going to come from two different places.

There's a simple solution to this problem which is to add a `username` field to the `OrderBookEntry`. For all the orders that are already in the dataset, we can have a default `username` of `dataset` and for the cases where the order came from user input, from the user interacting with the simulation, we can use a different `username`, perhaps `simuser`.

This raises another issue: we need to know who placed a `bid` and who placed an `ask`. A simple solution is to split our `sale` type into `bidsale` and `asksale` which would, therefore, allow us to know if the user referred to in the sale placed a bid or an ask.

5.303 Adding the username and special types

We're getting close to completing the simulation. Let's continue by adding the `username` field and the new special types. Starting in the `OrderBookEntry.h` header:

```

1  /* ... */
2
3  enum class OrderBookType { bid, ask, asksale, bidsale, unknown };
4
5  /* ... */
6
7  class OrderBookEntry {
8  public:

```

```

9      OrderBookEntry(double price,
10                      double amount,
11                      std::string timestamp,
12                      std::string product,
13                      OrderBookType orderType,
14                      std::string username = "dataset");
15      /* ... */
16
17      std::string username;
18  };

```

In OrderBookEntry.cpp we need to update the implementation:

```

1  OrderBookEntry::OrderBookEntry(double price,
2                                  double amount,
3                                  std::string timestamp,
4                                  std::string product,
5                                  OrderBookType orderType,
6                                  std::string username)
7      :
8      price(price),
9      amount(amount),
10     timestamp(timestamp),
11     product(product),
12     orderType(orderType)
13     username(username)
14 {
15 }

```

Now we need to update MerkelMain.cpp for the two cases where the username should be different. Those are enterAsk() and enterBid(). Updating enterAsk() we get:

```

1  MerkelMain::enterAsk(void)
2  {
3      /* ... */
4      if (tokens.size() != 3) {
5          std::cout << "MerkelMain::enterAsk Bad Input! " << input << std::endl;
6      } else {
7          try {
8              OrderBookEntry obe = CSVReader::stringsToOBE(tokens[1],
9                                                            tokens[2],
10                                                            currentTime,
11                                                            tokens[0],
12                                                            OrderBookType::ask);
13              obe.username = "simuser";

```

```

14         /* ... */
15     }
16     /* ... */
17 }
18 /* ... */
19 }

```

We do the same to the `enterBid()` method:

```

1 MerkelMain::enterBid(void)
2 {
3     /* ... */
4     if (tokens.size() != 3) {
5         std::cout << "MerkelMain::enterBid Bad Input! " << input << std::endl;
6     } else {
7         try {
8             OrderBookEntry obe = CSVReader::stringsToOBE(tokens[1],
9                                                         tokens[2],
10                                                         currentTime,
11                                                         tokens[0],
12                                                         OrderBookType::bid);
13             obe.username = "simuser";
14             /* ... */
15         }
16         /* ... */
17     }
18     /* ... */
19 }

```

The next step, is to update the sale so we keep the information of who placed the order. Let's update `OrderBook.cpp` accordingly. Let's update `matchAsksToBids()`:

```

1 OrderBook::matchAsksToBids(std::string product, std::string timestamp)
2 {
3     /* ... */
4
5     for (OrderBookEntry& bid : bids) {
6         for (OrderBookEntry& ask : asks) {
7             if (bid.price >= ask.price) {
8                 OrderBookEntry sale { ask.price,
9                                       0,
10                                       timestamp,
11                                       product,
12                                       OrderBookType::asksale };
13

```

```

14         if (bid.username == "simuser") {
15             sale.username = "simuser";
16             sale.orderType = OrderBook::bidsale;
17         }
18
19         if (ask.username == "simuser") {
20             sale.username = "simuser";
21             sale.orderType = OrderBook::asksale;
22         }
23
24         /* ... */
25
26     }
27
28     /* ... */
29
30 }
31
32 /* ... */
33
34 }
35
36 /* ... */
37 }

```

5.305 Putting the money in their wallet

And we've reached the final iteration of the development of `MerkelRex`. All that's missing is putting the money in the wallet of the user buying currencies.

The working of matching asks and bids is done from `MerkelMain::gotoNextTimeframe()`. If a user has placed a bid or an ask, at this moment, we have the results of the sales, which means we can, maybe, add funds to the user's wallet.

We already have code that iterates over all the matched sales, what we want to do now is that if the username in the sale is `simuser`, we will move money to/from the user's wallet accordingly.

```

1 void MerkelMain::gotoNextTimeframe(void)
2 {
3     /* ... */
4
5     for (std::string p : orderBook.getKnownProducts()) {
6         std::vector<OrderBookEntry> sales = orderBook.matchAsksToBids(p, currentTime);
7         for (OrderBookEntry& sale : sales) {
8             if (sale.username == "simuser") {

```

```

9         wallet.processSale(sale);
10    }
11 }
12 }
13
14 /* ... */
15 }

```

Of course we need to declare the new method on `Wallet`:

```

1  /* ... */
2
3  class Wallet {
4  public:
5      /* ... */
6
7      void processSale(OrderBookEntry& sale);
8
9      /* ... */
10 }

```

And implement it:

```

1  void Wallet::processSale(OrderBookEntry& sale)
2  {
3      std::vector<std::string> currs = CSVReader::tokenise(sale.product, '/');
4
5      if (sale.saleType == OrderBookType::asksale) {
6          double outgoingAmount = sale.amount;
7          std::string outgoingCurrency = currs[0];
8          double incomingAmount = sale.amount * sale.price;
9          std::string incomingCurrency = currs[1];
10
11          currencies[incomingCurrency] += incomingAmount;
12          currencies[outgoingCurrency] -= outgoingAmount;
13      }
14
15      if (sale.saleType == OrderBookType::bidsale) {
16          double incomingAmount = sale.amount;
17          std::string incomingCurrency = currs[0];
18          double outgoingAmount = sale.amount * sale.price;
19          std::string outgoingCurrency = currs[1];
20
21          currencies[incomingCurrency] += incomingAmount;
22          currencies[outgoingCurrency] -= outgoingAmount;

```

23 }
24 }

Week 10

Key Concepts

- Use object interactions to achieve complex functionality through a simple command sequence
- Explain how to model a familiar real world entity as a class with data and functions
- Decide when it is appropriate to use static or non-static functions

5.501 Topic 5 summary

This is the end of topic 5. There's no new content on this week, we should focus on midterms assignment.

Week 11

Key Concepts

- Describe the functionality of a DJ application
- Explain what a GUI library is and give examples of common GUI widgets
- Use the JUCE framework to create and compile a starter application

6.001 Welcome to Topic 6 and the DJ Application

During the second half of the course we study the JUCE application framework by building a *deejaying* application.

6.101 What are a library, a framework, a toolkit and an API?

Before moving forward, let's define a few terms:

Library A set of blocks (classes, methods, helpers) which we can use during application development

Framework A framework is an opinionated set of rules and libraries for how to put together an application.

Toolkit A collection of tools used to complete an application (IDE, compiler, interpreter, code generator)

API The *Application Programming Interface* is the set of publicly accessible methods from a library.

6.103 What is a GUI library?

GUI, or *Graphical User Interface*, library is just a library for making Graphical User Interfaces. Usually it defines primitives such as *button*, *window*, *text area*, *label*, *checkbox*, *slider*, and so on.

6.105 Identifying 'good' frameworks

If we're dealing with an Open Source framework, we can look for the framework's repository and try to find out if it's still maintained, how many commits are, when was the last commit, how many contributors, how many users, etc. All of these are indications that the project is still alive and relevant.

Another good indicator is if the framework has extensive documentation and includes Tutorials.

Week 12

Key Concepts

- Use the JUCE framework to create and compile a starter application
- Describe the functionality of a DJ application
- Explain what a GUI library is and give examples of common GUI widgets

6.201 What is JUCE?

Projucer is a graphical application that allows us to create and manage JUCE projects. We're going to use Projucer to create an Audio Application during the second part of this course.

Projucer allows us to export the application to multiple platforms including Linux, macOS, iOS, Windows, and Android. In the general case, the code is portable from one platform to another, requiring only a recompilation.

We can also manage modules from within Projucer. What this means is that we can bring extra components to be used in our application and enhance or add new functionality.

JUCE has an extensive API for building applications. In order to facilitate the use of the API, it's organized into different modules. During our development we will use the *GUI* and *Audio* modules.

6.205 Introduction to Projucer

What follows is a list of common tasks when we first use Projucer:

1. Create a new project

We tell Projucer that we want to create a project, give it a name and a type.

2. Configure exporters

Here's where we would choose from a list of supported exporters.

3. Save

Save the project

4. Open in IDE

Depending on the platform, we may have a button for firing up the IDE. Clicking it will open the project's code in that particular IDE so we can start writing code.

5. Build

Compile the project to verify that the base code compiles.

6. Run

Run the project to verify that it runs correctly.

6.206 JUCE links

Here are some links relating to the JUCE library and the Projucer tool:

- [JUCE](#)
- [Projucer](#)

6.303 JUCE widget library documentation

Here is a link to the JUCE GUI module documentation:

- [GUI Class Index](#)

6.401 Inheritance

Inheritance gives us the ability of specialization of classes. Say we have a **Person** class. That class provides methods for setting and getting **name** and **age**.

We can use that class as the bases for Student Enrollment systems (well, in many cultures students are also Persons). To do that, we could create a **Student** class that inherits from **Person**. All the functionality of a **Person** would be available to a **Student**, then we could add methods to add and remove *courses* that the student may want to enroll into and, perhaps, the year of admission.

Based on this example, we see that the **Student** is a specialized **Person** class¹.

¹This talk from Sandi Metz is pretty good. Extra attention should be given to the point she makes about when to use inheritance.

Week 13

Key Concepts

- Describe the functions and runtime of a simple JUCE application
- Apply event driven programming techniques to create a GUI
- Use the JUCE API classes to implement audio playback functionality

7.003 Reading for Topic 7

Your Essential reading textbook is:

Horton, I. and P. Van Weert Beginning C++17: From novice to professional. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

The textbook covers several of the concepts and techniques we will use in Topic 7.

- Chapter 5, pp.123–25: some further information about arrays
- Chapter 5, pp.126–27: for loops
- Chapter 13, pp.493–96: inheritance

Accessible from [here](#).

7.101 Anatomy of a JUCE application and macros

If we dig through the generated files in a JUCE application, we won't find our familiar `main()` function. There is, however, a macro `START_JUCE_APPLICATION()` at the end of `Main.cpp`.

That's what we refer to as a *macro*. A macro is a piece of functionality that's hidden away by what we call the *Preprocessor*. The preprocessor runs before the compiler proper, and for the sake of brevity, sometimes we use macros to generate code for us.

Macros are simple text-substitution routines. For example if we have

```
1  #define THE_ANSWER 42
2
3  int main()
4  {
5      std::cout << "the answer to the ultimate question of "
```

```

6         << "life, the universe, and everything is "
7         << THE_ANSWER
8         << std::endl;
9     }

```

What will be that the preprocessor will take this file as input and output something akin to the version below:

```

1 int main()
2 {
3     std::cout << "the answer to the ultimate question of "
4               << "life, the universe, and everything is "
5               << 42
6               << std::endl;
7 }

```

Notice how the macro `THE_ANSWER` got removed and all of its occurrences (granted, there was only one) got replaced with its value.

Some simple expressions can also be evaluated during preprocessor time.

7.103 Anatomy of a JUCE application – Component and AudioSource

Because we have chosen to develop an audio application, our `MainComponent` class inherits from `AudioAppComponent`, which is a built-in component on the JUCE API and, itself, inherits from the `Component` class.

There are few methods which are implemented by default. For example here's the content of the `paint()` method:

```

1 void MainComponent::paint(Graphics& g)
2 {
3     g.fillAll(getLookAndFeel().findColour(ResizableWindow::backgroundColourId));
4 }

```

By looking into the API reference documentation, we can find out what some of these default implementations are doing.

7.201 Introduction of the (event) listener pattern

Graphical user interfaces are, in general, implemented using the Event Listener Pattern. Every time we click a button, an event is emitted. An event listener will be listening to events and react to them.

7.203 Implement a Button::Listener in JUCE

In order to become a button listener, we must inherit from `Button::Listener` class and implement its `buttonClicked()` method. We will use our `MainComponent` class and, making use of multiple inheritance, add the `Button::Listener` to the list of ancestor classes:

```

1  class MainComponent : public AudioAppComponent,
2                          public Button::Listener {
3  public:
4      MainComponent();
5      ~MainComponent();
6
7      /* ... */
8
9      void buttonClicked(Button *) override;
10
11 private:
12     /* ... */
13 };

```

All that's left, is implementing it in the cpp file:

```

1  void MainComponent::buttonClicked(Button *button)
2  {
3      std::cout << "Button '"
4                  << button->getButtonText()
5                  << "' clicked"
6                  << std::endl;
7  }

```

With the implementation in place, we need to register our event listener. Modifying our class constructor, we get:

```

1  MainComponent::MainComponent()
2  {
3      /* ... */
4
5      playButton.addListener(this);
6  }

```

7.205 Implement a Slider Listener

The task is to add a listener to the slider. A slider also has an `addListener()` method which we will call in order to register our listener. The pattern is the same as the button.

Let's follow the same pattern as previous section. So in the header:

```

1  class MainComponent : public AudioAppComponent,
2                          public Button::Listener,
3                          public Slider::Listener {
4  public:
5      MainComponent();
6      ~MainComponent();
7
8      /* ... */
9
10     void buttonClicked(Button *) override;
11     void sliderValueChanged(Slider *) override;
12
13 private:
14     /* ... */
15 };

```

And implement it in the cpp:

```

1  void MainComponent::sliderValueChanged(Slider *slider)
2  {
3      std::cout << "Slider: "
4                  << slider->getValue()
5                  << std::endl;
6  }

```

And finally, register during the class' constructor

```

1  MainComponent::MainComponent()
2  {
3      /* ... */
4
5      playButton.addListener(this);
6      volSlider.addListener(this);
7  }

```

7.302 Experiment with inheritance and virtual functions

Horton, I. and P. Van Weert Beginning C++17: From novice to professional. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665].

- Chapter 14: pp.561-66

Accessible from [here](#).

Week 14

Key Concepts

- Use the JUCE API classes to implement audio playback functionality
- Apply the event driven programming techniques to create a GUI
- Describe the functions and runtime of a simple JUCE application

7.401 Sending audio samples to the audio subsystem in blocks

Sound waves in a computer are represented as discrete samples of the sound over time at a periodic sampling rate. This means that sounds can be represented as numbers and those numbers are, later, converted into displacement of a diaphragm of some speaker or headphones in front of our ears.

In order to play the sounds, we must collect those *numbers* in a buffer and send them periodically to the sound playing system. Sounds can be either recorded or generated algorithmically (referred to as Sound Synthesis).

A common algorithm for Sound Synthesis is Frequency Modulation Synthesis, which consists in changing the frequency of a waveform by modulating it with a modulator.

Week 15

Key Concepts

- Identify and refactor audio playback functionality and GUI into a new class.

8.003 Reading for Topic 8

- 'Low coupling', Principles Wiki (updated 2014) https://web.archive.org/web/20191009061733/http://principles-wiki.net/principles:low_coupling accessed 17 April 2020.
- 'High cohesion', Principles Wiki (updated 2019) https://web.archive.org/web/20191009061656/http://principles-wiki.net/principles:high_cohesion accessed 17 April 2020.
- Horton, I. and P. Van Weert Beginning C++17: From novice to professional. (Berkeley, CA: Apress, 2018) 5th edition [9781484233665]. Chapter 6, p.177–181. Accessible from here.

8.101 Refactoring plan

At the moment, we have too many *things* in the same class. We will refactor the code in order to split it into two classes *DeckGUI* and *DjAudioPlayer* which are respectively concerned with the GUI controls and Audio Player functionality.

The *DjAudioPlayer* class will have a public API that allows a user to tell it to load a track, change the gain, speed, and position and also start and stop playback.

The *DeckGUI* will be a GUI component which, itself, contains other components.

Ultimately, what we want to be able to do is instantiating two or more copies of each class so we can control two or more audio tracks.

8.103 How to create a new class using Projucer

Adding a new class to a JUCE project is not as straightforward as expected.

To create a new class, we **must** use the PROJUCER application, since that manages our project. Below the file explorer view, there's a *Add* button which allows us to add new files to the project. Clicking it, we choose the option *Add New CPP & Header File...* Give it a name, save the project and we can go back to our preferred editor.

8.105 What do we want in our DJAudioPlayer interface?

At this moment, we're mostly concerned with our public API. It consists of `loadURL()`, `setGain()`, `setSpeed()`, `setPosition()`, `start()`, and `stop()`.

We can add these methods to the class header, together with a constructor:

```

1  #include <JuceHeader.h>
2
3  class DJAudioPlayer : public AudioSource
4  {
5  public:
6      DJAudioPlayer();
7      ~DJAudioPlayer();
8
9      void prepareToPlay(int samplesPerBlockExpected,
10                         double sampleRate) override;
11      void getNextAudioBlock(const AudioSourceChannelInfo&
12                             bufferToFill) override;
13      void releaseResources() override;
14
15      void loadURL(URL audioURL);
16      void setGain(double gain);
17      void setSpeed(double ratio);
18      void setPosition(double posInSecs);
19      void start(void);
20      void stop(void);
21 };

```

Carrying on, let's implement empty versions of these functions in the CPP file so we can try to compile the project again:

```

1  #include <DJAudioPlayer.h>
2
3  DJAudioPlayer::DJAudioPlayer()
4  {
5  }
6
7  DJAudioPlayer::~DJAudioPlayer()
8  {
9  }
10
11 void DJAudioPlayer::prepareToPlay(int samplesPerBlockExpected,
12                                   double sampleRate)
13 {
14 }

```

```

15
16 void DJAudioPlayer::getNextAudioBlock(const AudioSourceChannelInfo&
17                                     bufferToFill)
18 {
19 }
20
21 void DJAudioPlayer::releaseResources()
22 {
23 }
24
25 void DJAudioPlayer::loadURL(URL audioURL)
26 {
27 }
28
29 void DJAudioPlayer::setGain(double gain)
30 {
31 }
32
33 void DJAudioPlayer::setSpeed(double ratio)
34 {
35 }
36
37 void DJAudioPlayer::setPosition(double posInSecs)
38 {
39 }
40
41 void DJAudioPlayer::start(void)
42 {
43 }
44
45 void DJAudioPlayer::stop(void)
46 {
47 }

```

Finally, we add an instance of this new object in our MainComponent:

```

1 #include "DJAudioHeader.h"
2
3 /* ... */
4
5 class MainComponent : public AudioAppComponent,
6                       public Button::Listener,
7                       public Slider::Listener
8 {

```

```

9  public:
10     /* ... */
11
12  private:
13     /* ... */
14
15     DJAudioPlayer player1;
16
17     /* ... */
18 };

```

8.107 Add audio playback functionality to DJAudioPlayer

We already have the functionality as part of `MainComponent`, therefore all we have to do is move it to `DJAudioPlayer`.

Starting with `loadURL()`, there are few supporting variables that need to be added to `DJAudioSource`:

```

1  #include <JuceHeader.h>
2
3  class DJAudioPlayer : public AudioSource
4  {
5  public:
6     /* ... */
7
8  private:
9     AudioFormatManager formatManager;
10     std::unique_ptr<AudioFormatReaderSource> readerSource;
11     AudioTransportSource transportSource;
12 };

```

We can move on the audio lifecycle in `DJAudioPlayer.cpp`:

```

1  void DJAudioPlayer::prepareToPlay(int samplesPerBlockExpected,
2                                   double sampleRate)
3  {
4     formatManager.registerBasicFormats();
5     transportSource.prepareToPlay(samplesPerBlockExpected,
6                                   sampleRate);
7  }
8
9  void DJAudioPlayer::getNextAudioBlock(const AudioSourceChannelInfo&
10                                       bufferToFill)
11 {

```

```

12     transportSource.getNextAudioBlock(bufferToFill);
13 }
14
15 void DJAudioPlayer::releaseResources()
16 {
17     transportSource.releaseResources();
18 }

```

With these out of the way, we need to connect the audio lifecycle to the `MainComponent`, so in `MainComponent.cpp`:

```

1 void MainComponent::prepareToPlay(int samplesPerBlockExpected,
2                                   double sampleRate)
3 {
4     player1.prepareToPlay(samplesPerBlockExpected,
5                             sampleRate);
6 }
7
8 void MainComponent::getNextAudioBlock(const AudioSourceChannelInfo&
9                                         bufferToFill)
10 {
11     player1.getNextAudioBlock(bufferToFill);
12 }
13
14 void MainComponent::releaseResources()
15 {
16     player1.releaseResources();
17 }

```

The next step is to implement `start()` and `stop()` in `DJAudioPlayer`:

```

1 void DJAudioPlayer::start()
2 {
3     transportSource.start();
4 }
5
6 void DJAudioPlayer::stop()
7 {
8     transportSource.stop();
9 }

```

Back in the `MainComponent` we connect button events with the `DJAudioPlayer`:

```

1 void MainComponent::buttonClicked(Button *button)
2 {

```

```

3     if (button == &playButton) {
4         player1.start();
5     }
6
7     if (button == &stopButton) {
8         player1.stop();
9     }
10
11    if (button == &loadButton) {
12        FileChooser chooser{"Select a file..."};
13
14        if (chooser.browseForFileToOpen()) {
15            player1.loadUrl(URL{chooser.getResult()});
16        }
17    }
18 }

```

The only thing left to do, is remove all the unnecessary elements from the `MainComponent`.

8.109 Implement `setSpeed` and `setGain`

In the `DJAudioPlayer.h` header, we need a new variable:

```

1  #include <JuceHeader.h>
2
3  class DJAudioPlayer : public AudioSource
4  {
5  public:
6      /* ... */
7
8  private:
9      /* ... */
10     ResamplingAudioSource resampleSource{&transportSource,
11                                           false, 2};
12 };

```

In the CPP file:

```

1  void DJAudioPlayer::prepareToPlay(int samplesPerBlockExpected,
2                                   double sampleRate)
3  {
4      formatManager.registerBasicFormats();
5      transportSource.prepareToPlay(samplesPerBlockExpected,
6                                   sampleRate);

```

```

7     resampleSource.prepareToPlay(samplesPerBlockExpected,
8                                   sampleRate);
9 }
10
11 void DJAudioPlayer::getNextAudioBlock(const AudioSourceChannelInfo&
12                                       bufferToFill)
13 {
14     resampleSource.getNextAudioBlock(bufferToFill);
15 }
16
17 void DJAudioPlayer::releaseResources()
18 {
19     transportSource.releaseResources();
20     resampleSource.releaseResources();
21 }
22
23 void DJAudioPlayer::setGain(double gain)
24 {
25     if (gain < 0.0 || gain > 1.0) {
26         std::cerr << "Gain should be between 0 and 1" << std::endl;
27     } else {
28         transportSource.setGain(gain);
29     }
30 }
31
32 void DJAudioPlayer::setSpeed(double ratio)
33 {
34     if (ratio < 0.0 || ratio > 100.0) {
35         std::cerr << "Speed should be between 0 and 100" << std::endl;
36     } else {
37         resampleSource.setResamplingRatio(ratio);
38     }
39 }
40
41 void DJAudioPlayer::setPosition(double posInSecs)
42 {
43 }

```

And now we hook these up to the sliders in the MainComponent:

```

1 void MainComponent::sliderValueChanged(Slider *slider)
2 {
3     if (slider == &volSlider) {
4         player1.setGain(slider->getValue());

```



```

5     }
6
7     if (slider == &speedSlider) {
8         player1.setSpeed(slider->getValue());
9     }
10 }

```

8.111 Implement position control with relative position

The final piece of the puzzle is to implement the position control. We will use another slider to implement this feature.

Starting with the method in `DJAudioPlayer.cpp`:

```

1 void DJAudioPlayer::setPosition(double posInSecs)
2 {
3     transportSource.setPosition(posInSecs);
4 }
5
6 void DJAudioPlayer::setPositionRelative(double pos)
7 {
8     if (pos < 0.0 || pos > 1.0) {
9         std::cerr << "Position should be between 0 and 1" << std::endl;
10    } else {
11        double posInSecs = transportSource.getLengthInSeconds * pos;
12        setPosition(posInSecs);
13    }
14 }

```

Then we add the new `relativePosition()` method in the header:

```

1 #include <JuceHeader.h>
2
3 class DJAudioPlayer : public AudioSource
4 {
5 public:
6     /* ... */
7
8     void setPositionRelative(double pos);
9
10    /* ... */
11 };

```

To hook this up to a slider we modify our `MainComponent.h` to add a new position slider:

```

1  class MainComponent : public AudioAppComponent,
2                          public Button::Listener,
3                          public Slider::Listener
4  {
5  public:
6      /* ... */
7
8  private:
9      /* ... */
10
11     Slider posSlider;
12
13     /* ... */
14 };

```

And in `MainComponent.cpp` we implement it:

```

1  void MainComponent::MainComponent()
2  {
3      /* ... */
4
5      addAndMakeVisible(posSlider);
6
7      /* ... */
8
9      posSlider.addListener(this);
10
11     /* ... */
12
13     posSlider.setRange(0.0, 1.0);
14 }
15
16 void MainComponent::resized()
17 {
18     double rowH = getHeight() / 6;
19
20     /* ... */
21
22     posSlider.setBounds(0, rowH * 4, getWidth(), rowH);
23     loadButton.setBounds(0, rowH * 5, getWidth(), rowH);
24 }
25
26 void MainComponent::sliderValueChanged(Slider *slider)
27 {

```

```
28     if (slider == &volSlider) {
29         player1.setGain(slider->getValue());
30     }
31
32     if (slider == &speedSlider) {
33         player1.setSpeed(slider->getValue());
34     }
35
36     if (slider == &posSlider) {
37         player1.setPositionRelative(slider->getValue());
38     }
39 }
```

Week 16

Key Concepts

- Use a rows and columns model to layout a GUI
- Use drag and drop events to add more intuitive file loading functionality.

8.301 Introduction to the DeckGUI class

The `DeckGUI` class is designed to represent the user interface we need for a DJ Deck. The `DeckGUI` class will act as a real component so we can add it to the `MainComponent` class. It will also act as the listener for button and slider events.

We will create a new Component class in Projucer and give it the name of `DeckGUI`. With that done, we can switch back to the code editor to start working with this new class.

8.303 Implement the GUI widgets and test it out

To start, we will move all the buttons and sliders from the `MainComponent` class to the `DeckGUI` class. We must copy the component themselves and the relevant function calls to `addAndMakeVisible()` and `addListener()`.

From the `resized()` method, we should copy the calls to `setBounds()` and move them to `DeckGUI::resized()`.

With that out of the way, we connect the `MainComponent` to the `DeckGUI` by adding an instance of `DeckGUI` to the `MainComponent` class and updating the relevant parts of the code.

8.305 Implement the listener interfaces and pass the messages on to the DJAudioPlayer

A similar sort of process is followed for the event listeners. Whenever we get an event, we will send a message to the `DJAudioPlayer` so it can react to the event.

In order for `DeckGUI` to be able to send a message to `DJAudioPlayer`, it needs to have a reference to the `DJAudioPlayer`, we will achieve that with a pointer. Therefore we add a `DJAudioPlayer *player` private member to the `DeckGUI` class. We must include the `DJAudioPlayer.h` header and pass the pointer via the `DeckGUI`'s constructor and update it with an assignment list.

After that, we move the listeners over and update the inheritance relationship on the `DeckGUI` class, add `DeckGUI` as the listener and update the range for the sliders.

8.307 Use a `MixerAudioSource` to play more than one file at a time

In order to hear both audio tracks, we need to mix them. JUCE provides a `MixerAudioSource` class to handle that for us. To use this class, we will use its `addInputSource()` method to add both `DJAudioPlayer` instances to the mixer.

8.401 Implementing drag and drop triggers

JUCE provides a class to help us implement drag and drop functionality. The class is called `FileDragAndDropTarget`. We will turn the `DeckGUI` class into a component that supports drag and drop.