

# C++ Objects

## Outline Structs and Classes

- structs
- With member functions
- With protection
- Classes
- Member functions
- Initialization
- Default Constructor
- More to follow

# Revisit Structs

```
struct studentInfo{  
    std::string first;  
    std::string last;  
    int         age;  
};
```

- Great way to aggregate data in 1 place
- But...
  1. What if not initialized, or only partially initialized?
  2. How do you tell if its correctly initialized?
  3. How do you guard against modification?

# Structs – Start Encapsulation

```
struct StudentInfo {  
    std::string name;  
    double midterm;  
    double final;  
  
    void    read();           //initialize name midterm and final  
    void    write() const;   //output data  
  
    double  grade() const;   //calculate final grade  
};
```

- Interface in studentinfo.h, (implementation next)
- Data members wrapped with functions
- const – we will not modify internal members

# Structs – Start Encapsulation

```

void    StudentInfo::read()
{
    cout<<"enter name";
    cin>>name;

    cout<<"enter midterm";
    cin>>midterm;

    cout<<"enter final";
    cin>>final;
}

void    StudentInfo::write() const
{
    cout<<"Name="<<name<<" Grade is"<<grade();
}
double  StudentInfo::grade() const
{
    return (midterm*.5 + final*.5);
}

```

Implementation  
studentinfo.cpp

Notice StudentInfo::

Don't need to pass  
members vars to  
functions

But all data members  
still public. Can modify  
outside of function  
calls.

# Structs – member access

```
#ifndef STUDENTINFO_H_
#define STUDENTINFO_H_

struct StudentInfo {
    private:
        std::string name;
        double midterm;
        double final;
    public:
        void read();           //initialize name midterm and final
        void write() const;    //output data

        double grade() const; //calculate final grade
};

#endif /* STUDENTINFO_H_ */
```

# Structs are pretty much Classes

```
#ifndef STUDENTINFO_H
#define STUDENTINFO_H

class StudentInfo {
private:
    std::string name;
    double midterm;
    double final;
public:
    void read();           //initialize name midterm and final
    void write() const;    //output data

    double grade() const;  //calculate final grade
};

#endif /* STUDENTINFO_H */
```

# Classes – member access

- public: access is granted to all
- protected: accessible in the class that defines them and in classes that inherit from that class.
- private: only accessible within the class defining them

```
class AClass
{
public:
    //this is a default constructor, compiler writes
    //it for you IFF your class has no other constructors
    AClass();

    //destructor, note the ~,
    ~AClass(void);

protected:
    void protected_method();

private:
    int i;
};
```

---



# Classes – constructors and destructors

- Constructors
  - Default
  - With parameters
  - Copy
- Destructors

```
#pragma once
class AClass
{
public:
    //this is a default constructor, compiler writes
    //it for you IFF your class has no other constructors
    AClass();

    //one param constructor
    AClass(int val);

    //this is copy constructor
    AClass(const AClass& other);

    //destructor, note the ~,
    ~AClass(void);

private:
    int i;
};
```

```
{
    AClass ac1;           //usage
                          //default constructor
    AClass ac2(ac1);      //copy constructor
                          //ac1 and ac2 destructors called
}
```

# Classes – What goes in public interface

- Should be complete and **MINIMAL**
  - No rubbish getters and setters without a good reason!
  - Remember the smaller the public interface the easier it is to understand the object
- Should a function be part of a class?
  - General Rule: If a function changes the state of an object then it should be a member of the class.

# Summary so far

- Structs have default public scope
- Classes have default private scope
- Structs are pretty much classes
- Constructors – provide one or the compiler will (and it will be wrong)
- Destructors – **always called**, use to clean up of mem, close file handles, close network connections etc.