Object-oriented Programming

Week 3 | Lecture 2

 A constructor is called whenever an object of a class is created

```
class MyClass
{
   public: //constructors are usually public
   MyClass()
   { //Things you want to do as soon as object is created }
}
```

 C++ requires a constructor call for each object that is created

 A constructor *looks* similar to a function except that it does not return anything (thus it does not have a return type)



 A constructor is used to initialize the data members/class variables for an object when that object is created

• If you don't define a constructor in a class, the compiler itself provides a *default* (no-parameter) constructor for that class

 A constructor can take parameters. These parameters are used to initialize class variables for the object

```
class Employee
{
    string name;

    public:
    Employee(string eName)
    {
        name = eName;
    }
}
```

```
int main()
{
    Employee e1("Ali");
    Employee e2("Shuja");
}
```

 Can we have more than one parameterized constructors of a class?

Yes, we can. But not having the same parameter signature

 If you define any parameterized constructor(s) in the class, C++ will not implicitly create a default constructor for you

Some Code

```
class A
       int var;
       string str;
         public:
      A(int v)
                 var = v;
                 cout << "Constructor v1: " << var << endl;</pre>
         }
        A()
                 var = 0;
                 cout << "Default constructor: " << var << endl;</pre>
         }
         A(string s)
                 str = s;
                 cout << "Constructor v2: " << str << endl;</pre>
};
```

Some Code

```
class A
     int var;
     string str;
       public:
     A(int v)
              var = v;
              cout << "Constructor v1: " << var << endl;</pre>
       A(string s)
              str = s;
              cout << "Constructor v2: " << str << endl;</pre>
};
```

```
int main()
{
          A dOb; \\This line will give an error
          A iOb(50);
          A sOb("Hello");
}
```

Next Lecture

• Destructors!

