COMP110: Principles of Computing

Transition to C++ III

Learning outcomes

In this session you will learn how to...

- Define your own **classes** in C++
- Use **pointers**, and allocate objects on the **heap**
- Use **typecasting** to convert values from one type to another
- Use the **CImg** library to write basic GUI applications and image processing algorithms

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Object-oriented programming in C++

OOP refresher

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- Subclasses may **override** methods which they inherit — this gives rise to **polymorphism**

Class declarations

```
class MyClass
{
public:
    void doMethod(int x)
    {
        std::cout << x << std::endl;
    }

private:
    int field = 7;
};
```

Fields and methods

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- Class declaration is split into sections by access type (**public**, **protected**, **private**)

Overloading

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```
double getVectorLength(double x, double y)
{
    return sqrt(x * x + y * y);
}

double getVectorLength(Vector v)
{
    return sqrt(v.x * v.x + v.y * v.y);
}
```

Constructors and destructors

```
class MyClass
{
public:
    MyClass()
    {
    }

    ~MyClass()
    {
    }
};
```

- The **constructor** is executed when the class is instantiated
- The **destructor** is executed when the instance is freed

Constructors

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```
class MyClass
{
public:
    // Parameterless constructor
    MyClass() { }

    // Constructor with parameters
    MyClass(int x, double y) { }
};
```

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- Destructors **cannot** take parameters

Modular program design

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- Method **definitions** look like function definitions, with the function name replaced with

  `ClassName::methodName`
- Method definitions can also go inline into the class declaration
  - Best used for short (1 or 2 line) methods
- Good practice: Put class declaration in `ClassName.h`, and method definitions in `ClassName.cpp`

Example: Circle.h

```
#pragma once

class Circle
{
public:
    Circle(double radius);

    double getArea();

private:
    double radius;
};
```

Example: Circle.cpp

```
#include "stdafx.h"
#include "Circle.h"

Circle::Circle(double radius)
    : radius(radius)
{
}

double Circle::getArea()
{
    return M_PI * radius * radius;
}
```

Inheritance

```
class Shape
{
public:
    virtual double getArea();
};

class Circle : public Shape
{
public:
    virtual double getArea()
    {
        return M_PI * radius * radius;
    }
};
```

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```

- Methods to be overridden must be marked **virtual**

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```
class Shape
{
public:
    virtual double getArea() = 0;
};
```

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- Why?
  - http://stackoverflow.com/questions/461203/when-to-use-virtual-destructors
  - http://programmers.stackexchange.com/questions/284561/when-not-to-use-virtual-destructors

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- This allocates the instance on the **stack**
- The instance is destroyed (and the destructor is called) when the variable goes **out of scope**

Instantiation: C++ vs Python

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# Python
myInstance = MyClass()
myOtherInstance = myInstance
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// C++
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```cpp
// C++
MyClass myInstance;
MyClass myOtherInstance = myInstance;
```

- `myInstance` **is** an instance
- `myOtherInstance` is a **different** instance — usually a **copy** of `myInstance` (but it depends on how `MyClass` is defined)

Accessing members

- Use dot (.) notation, similar to Python

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```
Circle myCircle(10);
double area = myCircle.getArea();
```

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- `*` is the **dereference** operator: gets the thing the pointer points to

Allocating objects on the heap

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```
// To use a parameterless constructor
MyClass* myInstance = new MyClass;

// To use a constructor with parameters
MyClass* myOtherInstance = new MyClass(1, 2, 3);
```

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delete myInstance;
```

- Forgetting to do this is a **memory leak**
- Deleting something **twice** is bad
- Trying to **dereference a deleted pointer** is bad

Addressing and dereferencing

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// Address-of operator
int* b = &a;

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int c = *b;
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- `&` gets the **address** of a variable, i.e. a pointer to it
- `*` **dereferences** the pointer, i.e. looks up the thing it points to

Socrative 6E8NSW3IN

```
int a = 7;
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int c = *b;
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Suppose that the variables are assigned to the following memory addresses:

Variable	a	b	c
Address	1000	1004	1008

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Suppose that the variables are assigned to the following memory addresses:

Variable	`a`	`b`	`c`
Address	1000	1004	1008

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2. What is the value of `b`?

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int* b = &a;
int c = *b;
```

Suppose that the variables are assigned to the following memory addresses:

Variable	a	b	c
Address	1000	1004	1008

1. What is the value of a?
2. What is the value of b?
3. What is the value of c?

Dereferencing for objects

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Circle* myCircle = new Circle(10);
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Circle* myCircle = new Circle(10);
double area = (*myCircle).getArea();
```

- `->` is a shorthand for dereferencing and accessing a member
- The code below is equivalent to the code above, but clearer

```
Circle* myCircle = new Circle(10);
double area = myCircle->getArea();
```

Null pointer

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- Similar to `None` in Python
- You may also see `NULL` used instead of `nullptr` — the meaning is the same

Polymorphism

- Can have a pointer to a **base class** which is actually an instance of a **derived class**

```
class Shape { ... };
class Circle : public Shape { ... };

Shape* myShape = new Circle(10);
std::cout << myShape.getArea() << std::endl;
```

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Type conversion

Numeric type conversion

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```
int a = 27;
double b = a;      // OK
double c = 12.3;
int d = c;         // Warning
```

Explicit type conversion

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int a = 3;
int b = 2;
double fraction = a / b;
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- The code calculates `a / b` as an `int`, then converts the result to a `double`

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- The code calculates `a / b` as an `int`, then converts the result to a `double`
- Need to **cast** the `int`s to `double`s to get the desired result

```
double fraction = static_cast<double>(a) / static_cast
    <double>(b);
std::cout << fraction << std::endl; // Prints 1.5
```

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- E.g. converting (pointer to derived class) to (pointer to base class)

```
Circle* myCircle = new Circle(1);
Shape* myShape = static_cast<Shape*>(myCircle);
```

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Dynamic casting

- Some casts can fail at runtime
- E.g. converting (pointer to base class) to (pointer to derived class)
- E.g. we have a `Shape*` and want to convert it to a `Circle*`, but what if it's actually a `Square*`?
- `dynamic_cast<Circle*>(myPointer)` will convert the pointer if possible, otherwise it will evaluate to `nullptr`

Other types of cast

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- **C-style casts** can behave like `static_cast` or `reinterpret_cast` depending on context
  - Syntax: `(Type)value`
  - Also dangerous, but often used for converting between basic (numeric) types

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- This is more concise, but many C++ programmers consider it bad style

Converting to and from strings

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- Instead, use `stringstream`
- There are many examples online

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Live coding: Image generation

CImg setup

1. Open Visual C++ 2015 and create a new "Win32 Console Application" (under Templates → Visual C++ → Win32)
2. Open a web browser to `http://cimg.eu/download.shtml` and download the "Standard Package"
3. Find the `CImg.h` file inside the downloaded zip, and copy it to the project folder created in Step 1 (next to the other `.cpp` and `.h` files)
4. Add the following to the bottom of `stdafx.h`:

```
#include "CImg.h"
using namespace cimg_library;
```