

## Agenda

- Reference
- Static (Data Member & Member Functions),
- simple and dynamic Array(1D)
- ~~simple and dynamic Array(2D)~~
- ~~enum~~
- ~~multiple files~~

## typedef

- It is C language feature which is used to create alias for existing data type.
- Using typedef, we can not define new data type rather we can give short name / meaningful name to the existing data type.
- e.g
  1. typedef unsigned short wchar\_t;
  2. typedef unsigned int size\_t;
  3. typedef basic\_istream istream;
  4. typedef basic\_ostream ostream;
  5. typedef basic\_string string;

## Reference

- Reference is derived data type.
- It alias or another name given to the existing memory location / object.

```
int num1 = 10;
int &num2 = num1;
```

- In above code num1 is referent variable and num2 is reference variable.
- Using typedef we can create alias for class whereas using reference we can create alias for object.
- Once reference is initialized, we can not change its referent.
- It is mandatory to initialize reference.

```
int main( void )
{
    int &num2; //Not OK
    return 0;
}
```

- We can not create reference to constant value.

```
int main( void )
{
```

```
int &num2 = 10; //Not OK
return 0;
}
```

- We can create reference to object only.
- Reference is internally considered as constant pointer hence referent of reference must be variable/object.

```
int main( void )
{
int num1 = 10;
int &num2 = num1;
//int *const num2 = &num1;
cout<<"Num2:"<<num2<<endl;
//cout<<"Num2:"<<*num2<<endl;
return 0;
}
```

## Static

- All the static and global variables get space only once during program loading
- Static variable is also called as shared variable.
- If we declare function static then local variables are not considered as static.
- If we dont want to access any global function inside different file then we should declare global function static.
- In C/C++, we can not declare main function static.
- In C++ we can declare
  1. Data member as static
  2. Member function as static

## Static Data Member

- If we want to share value of the data member in all the objects of same class then we should declare datamember static.
- Static data member do not get space inside object rather all the objects of same class share single copy of it. Hence size of object is depends on size of all the non static data members declared inside class.
- If class contains all static data members then size of object will be 1 byte.
- Data member of a class, which get space inside object is called instance variable. In short, non static data member is also called as instance variable.
- Instance variable gets space once per object. Hence to access it we must use object, pointer or reference.
- Data member of the class, which do not get space inside object is called class level variable. In other words, static data member is also called as class level variable.
- Class level variable get space once per class. Hence to access it we should use class name and scope resolution operator.

- If we want to declare data member static then we must provide global definition for it otherwise linker generates error.
- Instance variable get space inside instance hence we should initialize it using constructor.
- Class level variable do not get space inside instance hence we should not initialize it inside constructor. We must initialize it in global definition.
- We can declare constant data member static.

## Static Member Function

- We can not declare global function constant but we can declare member function constant.
- Except main function, we can declare global function as well as member function static.
- To access non static members of the class, we should declare member function non static and to access static members of the class we should declare member function static.
- Member function of a class which is designed to call on object is called instance method. In short non static member function is also called as instance method.
- To access instance method either we should use object, pointer or reference to object.
- Member function of a class which is designed to call on class name is called class level method In short static member function is also called as class level method.
- To access class level method we should use classname and :: operator.
- Since static member functions are not designed to call on object it doesnt get this pointer.
- this pointer is considered as link between non static data member and non static member function.
- Since static member function do not get this pointer, we can not access non static members inside static member function directly.
- Inside non static member function, we can access static as well as non static members.
- Using object, we can access non static members inside static member function.
- We can declare static data member constant but we can not declare static member function constant.
- We can not declare static member function constant, volatile and virtual.

## Array

- Array is a data structure that is used to store the elements of same type in contiguous memory locations.
- the elements stored in the array can be accessed using their index number;
- Types of array
  1. Single Dimension Array
  2. Multi Dimension Array
- we can create array for fundamental data types as well as derived data types

## Single Dimension Array

```
// single dimension array
int main()
{
    // int arr[5] = {10, 20, 30, 40, 50};
    int arr[] = {10, 20, 30, 40, 50};
    // int arr[5];
    // arr[0] = 10;
```

```
// ...

for (int i = 0; i < 5; i++)
    cout << arr[i] << ",";
cout << endl;
return 0;
}

// single dimension array of ptrs (Dynamic memory allocation)
int main()
{
    int *arr[5];
    for (int i = 0; i < 5; i++)
        arr[i] = new int(10 * (i + 1));

    for (int i = 0; i < 5; i++)
        cout << *arr[i] << ",";
    cout << endl;

    for (int i = 0; i < 5; i++)
        delete arr[i];
    return 0;
}

// single dimension array with Dynamic memory allocation
int main()
{
    int *arr = new int[5]{10, 20, 30, 40, 50};

    for (int i = 0; i < 5; i++)
        cout << arr[i] << ",";
    cout << endl;
    delete[] arr;
    return 0;
}
```