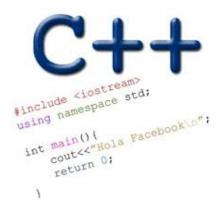
IMPLEMENTING C++ CLASSES: ACCESS SPECIFIERS CONSTRUCTORS

Problem Solving with Computers-II



Read the syllabus. Know what's required. Know how to get help.

From last lecture...

- Last time we defined a class Complex and wrote a main function that created objects of this class
- We did not implement the member functions of the class.
- When the code was compiled with g++, it resulted in a linker error but when we compiled with the -c option, compilation was successful. Why?
- A. The -c option suppresses linker errors and produces and executable
- B. The -c option does not attempt to link code and no executable is produced
- C. None of the above

```
In Java:

public class DayOfYear {
   public void setDate(int mon, int day) {
        dd = day;
        mm = mon
   }
   private int dd;
   private int mm;
}
```

```
C++, attempt 1:

class DayOfYear {
  public void setDate(int mon, int day);
  private int dd;
  private int mm;
};
```

Which of the following is a problem with the C++ implementation above?

- A. The implementation of the member function setDate should be included in the class
- B. The class DayOfYear should be declared public
- C. The semicolon at the end of the class will cause a compile error
- D. In C++ you specify public and private in regions, not on each variable or function

Which of the following is a problem with the C++ implementation?

- A. In definition of **setDate**, member variables mm and dd should be accessed via objects
- B. Objects declared outside the class cannot access the private member variables
- C. None of the above

```
C++, attempt 2:
class DayOfYear {
  public:
      void setDate(int mon, int day);
  private:
      int dd;
      int mm;
};
void DayOfYear::setDate(int mon, int day){
      mm = mon;
      dd = day;
int main(){
    DayOfYear today;
    today.setDate(1, 9);
    cout<<"Today's date is: ";</pre>
    cout<< today.mm <<"/"<< today.dd;</pre>
    return 0;
```

How can we make sure that a function doesn't inadvertently change the member variables of the class?

A. Declare the variables const (as shown)

B. Declare the function as a const

```
int main(){
    DayOfYear today;
    today.setDate(1, 9);
    cout<<"Today's date is: ";</pre>
    cout<< today.getMonth() <<"/"</pre>
        << today.getDay();
```

```
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth();
      Int getDay();
  private:
      const int dd;
      const int mm;
};
void DayOfYear::setDate(int mon, int day)
     mm = mon;
     dd = day;
int DayOfYear::getMonth() {
     dd = 1;
     return mm;
int DayOfYear::getDay(){
     mm = 12;
     return dd;
```

How can we make sure that a function doesn't inadvertently change the member variables of the class?

Declare the function as a const

Introduce new terms:

- Accessors (getters)
- Mutators (setters)

```
C++, attempt 5: this version is correct!!!
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
  private:
      int dd;
      int mm;
};
void DayOfYear::setDate(int mon, int day)
     mm = mon;
     dd = day;
int DayOfYear::getMonth() const{
     return mm;
int DayOfYear::getDay() const{
     return dd;
```

• What is the output of this code?

```
C++, attempt 5: this version is correct!!!
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
  private:
      int dd;
      int mm;
};
void DayOfYear::setDate(int mon, int day)
     mm = mon;
     dd = day;
int DayOfYear::getMonth() const{
     return mm;
int DayOfYear::getDay() const{
     return dd;
```

Constructor

Constructor: An "initialization" function that is guaranteed to be called when an object of the class is created

* If you don't explicitly write a constructor, C++ will generate a default one for you

* Member variables are initialized to junk values

```
C++, attempt 5: We'll now try to improve this
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
  private:
      int dd;
      int mm;
};
void DayOfYear::setDate(int mon, int day
     mm = mon;
     dd = day;
int DayOfYear::getMonth() const{
     return mm;
int DayOfYear::getDay() const{
     return dd;
```

Constructor: Writing your own

- Constructors must have the same name as the class
- Constructors don't have a return type
- Different types of constructors
 - 1. Constructor with no parameters (default)
 - 2. Constructor with parameters (parameterized constructor)
 - 3. Constructor with parameters that have default values

```
C++, attempt 6:
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
  private:
      int dd;
      int mm;
};
//Function definitions omitted
```

Parametrized Constructor

```
C++, attempt 7:
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
  private:
      int dd;
      int mm;
};
//Function definitions omitted
```

Parametrized Constructor

```
What is the output of this code?

A. Compiler error

B. Junk values (default constructor is called)
```

```
C++, attempt 7:
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
      DayOfYear(int mon, int day);
  private:
      int dd;
      int mm;
DayOfYear()::DayOfYear(int mon, int day)
      mm = mon;
      dd = day;
//Function definitions omitted
```

Parametrized Constructor with default parameters

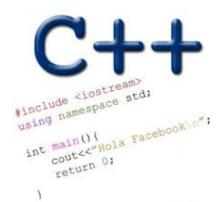
In the declaration of the parameterized constructor, specify default values for the parameters

Objects can be created in all the following ways:

```
C++, attempt 8:
class DayOfYear {
  public:
      void setDate(int mon, int day);
      int getMonth()const;
      int getDay()const;
      DayOfYear(int mon=1,int day=1);
  private:
      int dd;
      int mm;
DayOfYear()::DayOfYear(int mon, int day)
      mm = mon;
      dd = day;
//Function definitions omitted
```

THE BIG FOUR

Problem Solving with Computers-II



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The Big Four

- 1. Constructor
- 2. Destructor
- 3. Copy Constructor
- 4. Copy Assignment

Constructor and Destructor

Every class has the following special methods:

- Constructor: Called right AFTER new objects are created in memory
- Destructor: Called right BEFORE an object is deleted from memory

The compiler automatically generates default versions, but you can override them

Constructor (last class)

```
void foo(){
    Quadratic p;
    Quadratic* q = new Quadratic;
    Quadratic w{10, 5, 1};
How many times is the constructor
called in the above code?
A. Never
B. Once
C. Two times
D. Three times
```

Initializer lists

- * Used to initialize member variables at the time they are created
- * Must be used to initialize constant member variables

Destructor

- Must have the same name as the class preceded by a ~ (tilda)
- Does not have a return type
- Called right BEFORE an object is deleted from memory

Destructor

```
void foo(){
    Quadratic p;
    Quadratic *q = new Quadratic;
}
```

The destructor of which of the objects is called after foo() returns?

```
A.p
B.q
C.*q
D. None of the above
```

Copy constructor

Creates a new object and initializes it using an existing object

Copy constructor

In which of the following cases is the copy constructor called?

```
A. Quadratic p1; Quadratic p2{1, 2, 3};
B. Quadratic p1{1, 2, 3}; Quadratic p2{p1};
C. Quadratic *p1 = new Quadratic{1, 2, 3};
Quadratic p2 = *p1;
D. B&C
E. A, B & C
```

Copy assignment

Default behavior: Copies the member variables of one object into another

```
Quadratic p1{1, 2, 3}; // Parametrized constructor Quadratic p2; p2 = p1; // Copy assignment function is called
```

```
double foo(Quadratic p) {
    return p.evaluate(10);
}
int main() {
    Quadratic q{1, 2, 3};
    foo(q);
    }
```

Which of the following special methods is called as a result of calling foo?

- A. Parameterized constructor
- B. Copy constructor
- C. Copy Assignment
- D. Destructor

Summary

- Classes have member variables and member functions (method). An object is a variable where the data type is a class.
- You should know how to declare a new class type, how to implement its member functions, how to use the class type.
- Frequently, the member functions of an class type place information in the member variables, or use information that's already in the member variables.
- Constructors are used to initialized objects
- In the future we will see more features of OOP.

Next time

Linked Lists and operator overloading