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This lecture

Java in C++

- Basic Object-oriented C++
 - Classes, Ch. 2.6, (7.1)
 - Example: Point2D
 - Construction
 - Constructor types, Ch. 7.5
 - Destruction 7.1.5



Classes

- class defines a type class (no access modifiers)
- Classes in C++ implement the same concepts than classes in Java
- Access control in classes defaults to private but can be defined as private, protected and public
- Classes typically have attributes and methods
- Declaration and definition of a class is typically separate from the method definitions
- Definition of a class is typically done in a header file
- Definitions of class methods are typically done in a cpp source file



Class Example: Point2D

Define a class Point2D

```
class Point2D {
    double d_x = 3.0;
    double d_y;
public:
    // Use compiler to generate a no args ctor
    Point2D() = default;
    // All args ctor
    Point2D( double _x, double _y );
};
```

Some Remarks

- Class Point2D is defined; methods (here: only two constructors)
 are declared; this snippet belongs in a header
- Methods (here: only a constructor) are defined in source file
- d_x, d_y default to private access
- Copy constructor, destructor and assignment operator are not explicitly defined – they are synthesized by the compiler!
- Class variables can be initialized in a constructor or in the member list (applies to any constructor)



Constructor

Same name than its class

- Public or protected method
- Performs initialization of object attributes
- No return type (not even void)
- Executed every time when an instance of a class is created
- A class can have several constructors with different argument lists
 - method or function overloading (Overloading means to define multiple methods with the same name but different signatures)
- In C++11 construction can be delegated (implementing a constructor in terms of another – like Java)



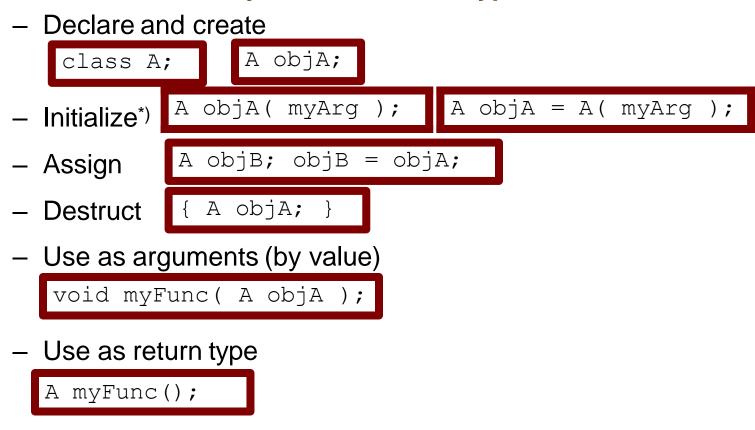
Destructor

- Same name than class but starts with ~
 - Public method
 - No return value
 - No arguments
 - Only one destructor per class
 - Called whenever an object is destroyed
 - Auto variable gets out of scope (including function arguments at the end of a function)
 - Explicit call to delete for dynamically allocated objects
 - Program terminates
 - Destructor should free all resources associated with an object, e.g., dynamic memory, file descriptors etc.
 - Example:
 - ~Point2D(){ }
 - ~Employee(){ delete pEmp; }
- More later



Class Types

Use in the same way as fundamental types:



*) Objects of restricted type of classes can also be brace-initialized



Class Example: Calculation with 2D Vectors to Point Locations

Add addition, subtraction and dot product to class Point2D

```
class Point2D {
    double d_x = 3.0;
    double d_y;
public:
    Point2D() = default;
    Point2D( double _x, double _y );
    Point2D add( Point2D _oPoint );
    Point2D subtract( Point2D _oPoint );
    double dot( Point2D _oPoint);
};
```

Definition of Point2D Methods

- Can access private attributes since it is the same class
- Define types and prototypes (including classes) in header files but methods in cpp files

```
Point2D::Point2D( double _x, double _y ) {
...
}
double Point2D::dot( Point2D _oPoint ) {
...
}
Point2D Point2D::add( Point2D _oPoint ) {
...
}
Point2D Point2D::subtract( Point2D _oPoint ) {
...
}
```

Definition of Point2D Methods

Can access private attributes since it is the same class

```
// Use initializer list to initialize class variables
Point2D::Point2D( int x, int y ): dx(x), dy(y)
{ }
double Point2D::dot( Point2D oPoint ) {
   double res = oPoint.d x * d x + oPoint.d y * d y;
   return res;
Point2D Point2D::add( Point2D oPoint ) {
   Point2D res:
   res.d x = d x + oPoint.d x;
   res.d y = d y + oPoint.d y;
   return res;
```

Let's test our methods: Objects of type Point2D

```
#include Point2d.h

int main() {
    Point2D pt1(0.0, 1.0); // Define a Point2d
    Point2D pt2(pt1); // Make a copy
    Point2Dpt3{1.0,0.0}; // Use brace initialization
    Point2 pt4 = pt3; // Call the copy constructor again
    Point2Dpt5;// Default point
    pt1.dot(pt3);
    Point2D res = pt1.add(pt3).subtract(pt4);
    return 0;
}
```

File Structure

- Three files
 - 2 source files: main.cpp and point2d.cpp
 - 1 header file: point2d.h
 - 2 files to compile
 - main.cpp including point2d.h
 - point2d.cpp including point2d.h
 - Results are two object files main.obj and point2d.obj
 - 2 files to link into an executable
 - main.obj and point2d.obj linked to form executable
 main.exe
- Note: All file extensions are system and compiler conventions and can be changed.



Next Lecture

C-like C++

- Data types and memory management
 - Scope, modifiers, type conversions
 - Automatic type derivation and conversions
 - Pointers and arrays
 - Memory allocation: static, automatic and dynamic
 - Allocation and de-allocation, C++ vs. C
 - Pass by value, by reference, by pointer

