UNIVERSITY OF OREGON

CIS 330:

```
  _   _       _                          _   ______    _ _____
 / / / /___  (_)  __   ____ _____  ____/ /  / ____/ _/_/ ____/__    __
/ / / / __ \/ / |/_/  / __ `/ __ \/ __  /  / /    _/_// /  __/ /___/ /_
/ /_/ / / / / />  <  / /_/ / / / / /_/ /  / /___/_/ / /__/_  __/_  __/
\____/_/ /_/_/_/|_|  \__,_/_/ /_/\__,_/   \____/_/   \____//_/   /_/
```

Lecture 10:
building large projects, beginning C++, C++ and structs

April 30th, 2018

Hank Childs, University of Oregon

Outline

- Review
- Building Large Projects
- Beginning C++
- C++ & Structs

Function Pointers

- Idea:
  - You have a pointer to a function
  - This pointer can change based on circumstance
  - When you call the function pointer, it is like calling a known function

Function Pointer Example

```
128-223-223-72-wireless:cli hank$ cat function_ptr.c
#include <stdio.h>
int doubler(int x) { return 2*x; }
int tripler(int x) { return 3*x; }
int main()
{
    int (*multiplier)(int);
    multiplier = doubler;
    printf("Multiplier of 3 = %d\n", multiplier(3));
    multiplier = tripler;
    printf("Multiplier of 3 = %d\n", multiplier(3));
}
128-223-223-72-wireless:cli hank$ gcc function_ptr.c
128-223-223-72-wireless:cli hank$ ./a.out
Multiplier of 3 = 6
Multiplier of 3 = 9
```

Function Pointer Example #2

```
128-223-223-72-wireless:cli hank$ cat array_fp.c
#include <stdio.h>
void doubler(int *X) { X[0]*=2; X[1]*=2; };
void tripler(int *X) { X[0]*=3; X[1]*=3; };
int main()
{
    void (*multiplier)(int *);
    int A[2] = { 2, 3 };
    multiplier = doubler;
    multiplier(A);
    printf("Multiplier of 3 = %d, %d\n", A[0], A[1]);
    multiplier = tripler;
    multiplier(A);
    printf("Multiplier of 3 = %d, %d\n", A[0], A[1]);
}
128-223-223-72-wireless:cli hank$ gcc array_fp.c
128-223-223-72-wireless:cli hank$ ./a.out
```

Function pointer

Part of function signature

Don't be scared of extra '*'s … they just come about because of pointers in the arguments or return values.

Simple-to-Exotic Function Pointer Declarations

```
void (*foo)(void);
void (*foo)(int **, char ***);
char ** (*foo)(int **, void (*)(int));
```

These sometimes come up on interviews.

Subtyping

Subtyping

- Type: a data type (int, float, structs)
- Subtype / supertype:
  - Supertype: the abstraction of a type
    - (not specific)
  - Subtype: a concrete implementation of the supertype
    - (specific)

The fancy term for this is “subtype polymorphism”

Subtyping: example

- Supertype: Shape
- Subtypes:
  - Circle
  - Rectangle
  - Triangle

Subtyping works via interfaces

- Must define an interface for supertype/subtypes
  - Interfaces are the functions you can call on the supertype/subtypes
- The set of functions is fixed
  - Every subtype must define all functions

Subtyping

- I write my routines to the supertype interface
- All subtypes can automatically use this code
  - Don’t have to modify code when new subtypes are added

- Example:
  - I wrote code about Shapes.
  - I don’t care about details of subtypes (Triangle, Rectangle, Circle)
  - When new subtypes are added (Square), my code doesn’t change

Project 2D

- You will extend Project 2C
- You will do Subtyping
  - You will make a union of all the structs
  - You will make a struct of function pointers
- This will enable subtyping
- Goal: driver program works on “Shape”s and doesn’t need to know if it is a Circle, Triangle, or Rectangle.

Outline

- Review
- Building Large Projects
- Beginning C++
- C++ & Structs

3 files: prototypes.h, rectangle.c, driver.c

prototypes.h

```
struct Rectangle;
void IntializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
```

rectangle.c

```
struct Rectangle
{
   double minX, maxX, minY, maxY;
};

void IntializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4)
{
    r->minX = v1;    r->maxX = v2;    r->minY = v3;    r->maxY = v4;
}
```

driver.c

```
#include <prototypes.h>

int main()
{
   struct Rectangle r;
   InitializeRectangle(r, 0, 1, 0, 1.5);
}
```

Makefile for prototypes.h, rectangle.c, driver.c

Makefile

```
proj2B: rectangle.o driver.o
	gcc -o proj2B driver.o rectangle.o

driver.o: prototypes.h driver.c
	gcc -I. -c driver.c

rectangle.o: prototypes.h rectangle.c
	gcc -I. -c rectangle.c
```

Definition of Rectangle in rectangle.c
Why is this a problem?

prototypes.h

```
struct Rectangle;
void IntializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
```

rectangle.c

```
struct Rectangle
{
}
    r->minX = v1;    r->maxX = v2;    r->minY = v3;    r->maxY = v4;
}
```

"gcc –c driver.c" needs to make an object file.
It needs info about Rectangle then, not later.

driver.c

```
#include <prototypes.h>

int main()
{
   struct Rectangle r;
   InitializeRectangle(&r, 0, 1, 0, 1.5);
}
```

ion: “gcc –E”

The fix is to make sure driver.c has access to the Rectangle struct definition.

er.c

```
{
   struct Rectangle r;
   InitializeRectangle(r, 0, 1, 0, 1.5);
}
```

gcc –E –I.

```
# 1 "driver.c"
# 1 "<built-in>" 1
# 1 "<built-in>" 3
# 162 "<built-in>" 3
# 1 "<command line>" 1
# 1 "<built-in>" 2
# 1 "driver.c" 2
# 1 "./prototypes.h" 1

struct Rectangle;

void InitializeRectangle(struct Rectangle *r, double v1, double v2, d
# 2 "driver.c" 2

int main()
{
   struct Rectangle r;
   InitializeRectangle(r, 0, 1, 0, 1.5);
}
```

gcc –E shows what the compiler sees after satisfying “preprocessing”, which includes steps like “#include”.

This is it. If the compiler can’t figure out how to make object file with this, then it has to give up.

4 files: struct.h, prototypes.h, rectangle.c, driver.c

struct.h

```
struct Rectangle
{
  double minX, maxX, minY, maxY;
};
```

prototypes.h

```
#include <struct.h>
void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
```

rectangle.c

```
#include <struct.h>
#include <prototypes.h>
void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4)
{
   r->minX = v1;   r->maxX = v2;   r->minY = v3;   r->maxY = v4;
}
```

driver.c

```
#include <struct.h>
#include <prototypes.h>
int main()
{
   str
   Ini
}
```

What is the problem with this configuration?

Compilation error

```
C02LN00GFD58:project hank$ make
gcc -I. -c rectangle.c
In file included from rectangle.c:2:
In file included from ./prototypes.h:2:
./struct.h:2:8: error: redefinition of 'Rectangle'
struct Rectangle
       ^
./struct.h:2:8: note: previous definition is here
struct Rectangle
       ^
1 error generated.
make: *** [rectangle.o] Error 1
```

gcc –E rectangle.c

```
C02LN00GFD58:project hank$ gcc -E -I. rectangle.c
# 1 "rectangle.c"
# 1 "<built-in>" 1
# 1 "<built-in>" 3
# 162 "<built-in>" 3
# 1 "<command line>" 1
# 1 "<built-in>" 2
# 1 "rectangle.c" 2
# 1 "./struct.h" 1

struct Rectangle
{
   double minX, maxX, minY, maxY;
};
# 2 "rectangle.c" 2
# 1 "./prototypes.h" 1

# 1 "./struct.h" 1

struct Rectangle
{
   double minX, maxX, minY, maxY;
};
# 3 "./prototypes.h" 2

void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
# 3 "rectangle.c" 2

void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4)
{
    r->minX = v1;
    r->maxX = v2;
    r->minY = v3;
    r->maxY = v4;
}
```

How to fix?

- Solution #1: don’t include it twice
  - → Turns out, that is hard
- Solution #2: need more infrastructure – macros
  - (This motivates the next ten slides)

Preprocessor

- Preprocessor:
  - takes an input program
  - produces another program (which is then compiled)
- C has a separate language for preprocessing
  - Different syntax than C
  - Uses macros ("#")

macro ("macroinstruction"): rule for replacing input characters with output characters

Preprocessor Phases

- Resolve #includes
  - (we understand #include phase)
- Conditional compilation (#ifdef)
- Macro replacement
- Special macros

#define compilation

```
C02LN00GFD58:330 hank$ cat defines.c
#define RV 2

int main()
{
    return RV;
}
C02LN00GFD58:330 hank$ gcc defines.c
C02LN00GFD58:330 hank$ ./a.out
C02LN00GFD58:330 hank$ echo $?
2
```

This is an example of macro replacement.

#define via gcc command-line option

```
C02LN00GFD58:330 hank$ cat defines.c
int main()
{
    return RV;
}
C02LN00GFD58:330 hank$ gcc -DRV=4 defines.c
C02LN00GFD58:330 hank$ ./a.out
C02LN00GFD58:330 hank$ echo $?
4
```

Conflicting –D and #define

```
C02LN00GFD58:330 hank$ cat defines.c
#define RV 2
int main()
{
    return RV;
}
C02LN00GFD58:330 hank$ gcc -DRV=4 defines.c
defines.c:1:9: warning: 'RV' macro redefined
#define RV 2
        ^
<command line>:1:9: note: previous definition is here
#define RV 4
        ^
1 warning generated.
C02LN00GFD58:330 hank$ ./a.out
C02LN00GFD58:330 hank$ echo $?
2
```

Conditional compilation

```
C02LN00GFD58:330 hank$ cat conditional.c
#define USE_OPTION 1

int main()
{
    DoMainCode();
#ifdef USE_OPTION
    UseOption();
#endif
    DoCleanupCode();
}
```

Conditional compilation controlled via compiler flags

```
C02LN00GFD58:330 hank$ cat conditional_printf.c
#include <stdio.h>

int main()
{
#ifdef DO_PRINTF
    printf("I am doing PRINTF!!\n");
#endif
}
C02LN00GFD58:330 hank$ gcc conditional_printf.c
C02LN00GFD58:330 hank$ ./a.out
C02LN00GFD58:330 hank$ gcc -DDO_PRINTF conditional_printf.c
C02LN00GFD58:330 hank$ ./a.out
I am doing PRINTF!!
```

This is how configure/cmake controls the compilation.

4 files: struct.h, prototypes.h, rectangle.c, driver.c

struct.h

```
struct Rectangle
{
  double minX, maxX, minY, maxY;
};
```

prototypes.h

```
#include <struct.h>
void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
```

rectangle.c

```
#include <struct.h>
#include <prototypes.h>
void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4)
{
   r->minX = v1;   r->maxX = v2;   r->minY = v3;   r->maxY = v4;
}
```

driver.c

```
#include <struct.h>
#include <prototypes.h>
int main()
{
   str
   Ini
}
```

What is the problem with this configuration?

Compilation error

```
C02LN00GFD58:project hank$ make
gcc -I. -c rectangle.c
In file included from rectangle.c:2:
In file included from ./prototypes.h:2:
./struct.h:2:8: error: redefinition of 'Rectangle'
struct Rectangle
       ^
./struct.h:2:8: note: previous definition is here
struct Rectangle
       ^
1 error generated.
make: *** [rectangle.o] Error 1
```

gcc –E rectangle.c

```
C02LN00GFD58:project hank$ gcc -E -I. rectangle.c
# 1 "rectangle.c"
# 1 "<built-in>" 1
# 1 "<built-in>" 3
# 162 "<built-in>" 3
# 1 "<command line>" 1
# 1 "<built-in>" 2
# 1 "rectangle.c" 2
# 1 "./struct.h" 1

struct Rectangle
{
   double minX, maxX, minY, maxY;
};
# 2 "rectangle.c" 2
# 1 "./prototypes.h" 1

# 1 "./struct.h" 1

struct Rectangle
{
   double minX, maxX, minY, maxY;
};
# 3 "./prototypes.h" 2

void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4);
# 3 "rectangle.c" 2

void InitializeRectangle(struct Rectangle *r, double v1, double v2, double v3, double v4)
{
    r->minX = v1;
    r->maxX = v2;
    r->minY = v3;
    r->maxY = v4;
}
```

#ifndef / #define to the rescue

struct.h

```
#ifndef RECTANGLE_330
#define RECTANGLE_330

struct Rectangle
{
  double minX, maxX, minY, maxY;
};

#endif
```

Why does this work?

This problem comes up a lot with big projects, and especially with C++.

There is more to macros…

- Macros are powerful & can be used to generate custom code.
  - Beyond what we will do here.
- Two special macros that are useful:
  - __FILE__ and __LINE__

(Do an example with __LINE__, __FILE__)

```
C02LN00GFD58:330 hank$ cat macro.c
#include <stdio.h>

int
{
    printf("This print happens on line %d of file %s\n", __LINE__, __FILE__);
    printf("But this print happens on line %d\n", __LINE__);
}
C02LN00GFD58:330 hank$ gcc macro.c
C02LN00GFD58:330 hank$ ./a.out
This print happens on line 5 of file macro.c
But this print happens on line 6
```

Outline

- Review
- Building Large Projects
- Beginning C++
- C++ & Structs

Relationship between C and C++

- C++ adds new features to C
  - Increment operator!
- For the most part, C++ is a superset of C
  - A few invalid C++ programs that are valid C programs
- Early C++ “compilers” just converted programs to C

A new compiler: g++

- g++ is the GNU C++ compiler
  - Flags are the same
  - Compiles C programs as well
    - (except those that aren’t valid C++ programs)

.c vs .C

- Unix is case sensitive
  - (So are C and C++)
- Conventions:
  - .c: C file
  - .C: C++ file
  - .cxx: C++ file
  - .cpp: C++ file (this is pretty rare)

Gnu compiler will sometimes assume the language based on the extension … CLANG won't.

Variable declaration (1/2)

- You can declare variables anywhere with C++!

```
void line_C(double X1, double X2, double Y1, double Y2)
{
    double slope;
    double intercept;

    slope     = (Y2-Y1)/(X2-X1);
    intercept = Y1-slope*X1;
}

void line_CPP(double X1, double X2, double Y1, double Y2)
{
    double slope     = (Y2-Y1)/(X2-X1);
    double intercept = Y1-slope*X1;
}
```

Variable declaration (2/2)

- You can declare variables anywhere with C++!

```
int C_fun(void)
```

Why is this bad?

```
C02LN00GFD58:L10 hank$ g++ t.C
t.C:16:17: error: invalid '+=' at end of declaration; did you mean '='?
        int sum += i;
                ^~
                =
t.C:18:12: error: use of undeclared identifier 'sum'
    return sum;
           ^
2 errors generated.
```

What compiler error would you get?

```
int CPP_fun(void)
{
    int sum = 0;
    for (int i = 0 ; i < 10 ; i++)
    {
        sum += i;
    }
    return sum;
}
```

C-style Comments

```
/* Here is a single line comment */

/*
    Here is a multi-line comment */

/*
 * Here is a
 * multi-line comment
 * that makes it clearer
 * that each line is a
 * comment
 * ... because of the *'s
 */
```

C++-style comments

```
// this is a comment

/* this is still a comment */

// this is a
// multi-line C++ comment
```

When you type "//", the rest of the line is a comment, whether you want it to be or not.

Valid C program that is not a valid C++ program

- We have now learned enough to spot one (the?) valid C program that is not a valid C++ program
  - (lectured on this earlier)

```
int main()
{
    int y = 2;
    int x = 3 //* 2 */y;
}
```

Problem with C…

```
C02LN00GFD58:330 hank$ cat doubler.c
float doubler(float f) { return 2*f; }
C02LN00GFD58:330 hank$ gcc -c doubler.c
C02LN00GFD58:330 hank$ cat doubler_example.c
#include <stdio.h>

int doubler(int);

int main()
{
    printf("Doubler of 10 is %d\n", doubler(10));
}
C02LN00GFD58:330 hank$ gcc -c doubler_example.c
C02LN00GFD58:330 hank$ gcc -o doubler_example doubler.o doubler_example.o
C02LN00GFD58:330 hank$ ./doubler_example
Doubler of 10 is 2
```

Problem with C…

```
C02LN00GFD58:330 hank$ nm doubler.o
0000000000000048 s EH_frame0
0000000000000000 T _doubler
0000000000000060 S _doubler.eh
C02LN00GFD58:330 hank$ nm doubler
doubler.c          doubler_example    doubler_example.o
doubler.o          doubler_example.c  doubler_user.o
C02LN00GFD58:330 hank$ nm doubler_example.o
0000000000000068 s EH_frame0
0000000000000032 s L_.str
                 U _doubler
0000000000000000 T _main
0000000000000080 S _main.eh
                 U _printf
```

No checking of type…

Problem is fixed with C++…

```
C02LN00GFD58:330 hank$ cat doubler.c
float doubler(float f) { return 2*f; }
C02LN00GFD58:330 hank$ g++ -c doubler.c
clang: warning: treating 'c' input as 'c++' when in C++ mode, this behavior is deprecated
C02LN00GFD58:330 hank$ cat doubler_example.c
#include <stdio.h>

int doubler(int);

int main()
{
    printf("Doubler of 10 is %d\n", doubler(10));
}
C02LN00GFD58:330 hank$ g++ -c doubler_example.c
clang: warning: treating 'c' input as 'c++' when in C++ mode, this behavior is deprecated
C02LN00GFD58:330 hank$ g++ -o doubler_example doubler_example.o doubler.o
Undefined symbols for architecture x86_64:
  "doubler(int)", referenced from:
      _main in doubler_example.o
ld: symbol(s) not found for architecture x86_64
clang: error: linker command failed with exit code 1 (use -v to see invocation)
C02LN00GFD58:330 hank$
```

Problem is fixed with C++…

```
C02LN00GFD58:330 hank$ nm doubler.o
0000000000000048 s EH_frame0
0000000000000000 T __Z7doublerf
0000000000000060 S __Z7doublerf.eh
C02LN00GFD58:330 hank$ nm doubler_example.o
0000000000000068 s EH_frame0
0000000000000032 s L_.str
                 U __Z7doubleri
0000000000000000 T _main
0000000000000080 S _main.eh
                 U _printf
C02LN00GFD58:330 hank$
```

```
C02LN00GFD58:330 hank$ nm doubler.o
0000000000000048 s EH_frame0
0000000000000000 T _doubler
0000000000000060 S _doubler.eh
C02LN00GFD58:330 hank$ nm doubler
doubler.c          doubler_example    d
                   _example.c         d
                   doubler_examp
                   e0
                   r
                   h
                 U _printf
```

This will affect you with C++. Before you got unresolved symbols when you forgot to define the function. Now you will get it when the arguments don't match up. Is this good?

Mangling

- Mangling refers to combining information about arguments and “mangling” it with function name.
  - Way of ensuring that you don’t mix up functions.
  - Return type not mangled, though
- Causes problems with compiler mismatches
  - C++ compilers haven’t standardized.
  - Can’t take library from icpc and combine it with g++.

C++ will let you overload functions with different types

```
C02LN00GFD58:330 hank$ cat t.c
float doubler(float f) { return 2*f; }
int doubler(int f) { return 2*f; }
C02LN00GFD58:330 hank$ gcc -c t.c
t.c:2:5: error: conflicting types for 'doubler'
int doubler(int f) { return 2*f; }
    ^
t.c:1:7: note: previous definition is here
float doubler(float f) { return 2*f; }
      ^
1 error generated.
C02LN00GFD58:330 hank$ g++ -c t.C
C02LN00GFD58:330 hank$
```

C++ also gives you access to mangling via "namespaces"

```
C02LN00GFD58:330 hank$ cat cis330.C
#include <stdio.h>

namespace CIS330
{
    int GetNumberOfStudents(void) { return 56; };
}

namespace CIS610
{
    int GetNumberOfStudents(void) { return 9; };
}

int main()
{
    printf("Number of students in 330 is %d, but in 610 was %d\n",
           CIS330::GetNumberOfStudents(),
           CIS610::GetNumberOfStudents());
}
C02LN00GFD58:330 hank$ g++ cis330.C
```

Functions or variables within a namespace are accessed with "::"

"::" is called "scope resolution operator"

C++ also gives you access to mangling via "namespaces"

```
C02LN00GFD58:330 hank$ cat cis330.C
```

The "using" keyword makes all functions and variables from a namespace available without needing "::".
And you can still access other namespaces.

```
namespace CIS610
{
    int GetNumberOfStudents(void) { return 9; };
}

using namespace CIS330;

int main()
{
    printf("Number of students in 330 is %d, but in 610 was %d\n",
           GetNumberOfStudents(),
           CIS610::GetNumberOfStudents());
}
C02LN00GFD58:330 hank$ g++ cis330.C
C02LN00GFD58:330 hank$ ./a.out
Number of students in 330 is 56, but in 610 was 9
C02LN00GFD58:330 hank$
```

References

- A reference is a simplified version of a pointer.
- Key differences:
  - You cannot do pointer manipulations
  - A reference is always valid
    - a pointer is not always valid
- Accomplished with & (ampersand)
  - &: address of variable (C-style, still valid)
  - &: reference to a variable (C++-style, also now valid)

You have to figure out how '&' is being used based on context.

Examples of References

```
C02LN00GFD58:330 hank$ cat ref.C
#include <stdio.h>

void ref_doubler(int &x) { x = 2*x; };

int main()
{
    int x1 = 2;
    ref_doubler(x1);
    printf("Val is %d\n", x1);
}
C02LN00GFD58:330 hank$ g++ ref.C
C02LN00GFD58:330 hank$ ./a.out
Val is 4
```

References vs Pointers vs Call-By-Value

```
C02LN00GFD58:330 hank$ cat reference.C
#include <stdio.h>

void ref_doubler(int &x) { x = 2*x; };
void ptr_doubler(int *x) { *x = 2**x; };
void val_doubler(int x)  { x = 2*x; };

int main()
{
    int x1 = 2, x2 = 2, x3 = 2;
    ref_doubler(x1);
    ptr_doubler(&x2);
    val_doubler(x3);
    printf("Vals are %d, %d, %d\n", x1, x2, x3);
}
```

ref_doubler and ptr_doubler are both examples of call-by-reference.
val_doubler is an example of call-by-value.

References

- Simplified version of a pointer.
- Key differences:
  - You cannot manipulate it
    - Meaning: you are given a reference to exactly one instance … you can't do pointer arithmetic to skip forward in an array to find another object
  - A reference is always valid
    - No equivalent of a NULL pointer … must be a valid instance

Different Misc C++ Topic: initialization during declaration using parentheses

```
C02LN00GFD58:330 hank$ cat decl_paren.C
#include <stdio.h>

int main()
{
    int x(3);
    printf("X is %d\n", x);
}
C02LN00GFD58:330 hank$ g++ decl_paren.C
C02LN00GFD58:330 hank$ ./a.out
X is 3
```

This isn't that useful for simple types, but it will be useful when we start dealing with objects.

Outline

- Review
- Building Large Projects
- Beginning C++
- C++ & Structs

Learning classes via structs

- structs and classes are closely related in C++
- I will lecture today on changes on how “structs in C++” are different than “structs in C”
  - … when I am done with that topic (probably 1+ lectures more), I will describe how classes and structs in C++ differ.

3 Big changes to structs in C++

1) You can associate “methods” (functions) with structs

Methods vs Functions

- Methods and Functions are both regions of code that are called by name ("routines")
- With functions:
  - the data it operates on (i.e., arguments) are explicitly passed
  - the data it generates (i.e., return value) is explicitly passed
  - stand-alone / no association with an object
- With methods:
  - associated with an object & can work on object's data
  - still opportunity for explicit arguments and return value

Function vs Method

(left) function is separate from struct
(right) function (method) is part of struct

```
C02LN00GFD58:330 hank$ cat function.c
typedef struct
{
   int i;
}  Integer;

int doubler(int x) { return 2*x; };

int main()
{
    Integer i;
    i.i = 3;
    i.i = doubler(i.i);
}
```

```
typedef struct
{
   int i;

   void doubler(void) { i = 2*i; };
}  Integer;

int main()
{
    Integer i;
    i.i = 3;
    i.doubler();
}
```

(left) arguments and return value are explicit
(right) arguments and return value are not necessary, since they are associated with the object

Tally Counter

3 Methods:
Increment Count
Get Count
Reset

Methods & Tally Counter

- Methods and Functions are both regions of code that are called by name ("routines")
- With functions:
  - the data it operates on (i.e., arguments) are explicitly passed
  - the data it generates (i.e., return value) is explicitly passed
  - stand-alone / no association with an object

- With methods:
  - associated with an object & can work on object's data
  - still opportunity for explicit arguments and return value

C-style implementation of TallyCounter

```
C02LN00GFD58:TC hank$ cat tallycounter_c.c
#include <stdio.h>

typedef struct
{
   int count;
}  TallyCounter;

void ResetTallyCounter(TallyCounter *tc) { tc->count = 0; }
int  GetCountFromTallyCounter(TallyCounter *tc) { return tc->count; }
void TallyCounterIncrementCount(TallyCounter *tc) { tc->count++; }

int main()
{
    TallyCounter tc;
    tc.count = 0;
    TallyCounterIncrementCount(&tc);
    TallyCounterIncrementCount(&tc);
    TallyCounterIncrementCount(&tc);
    TallyCounterIncrementCount(&tc);
    printf("Count is %d\n", GetCountFromTallyCounter(&tc));
}
C02LN00GFD58:TC hank$ gcc tallycounter_c.c
C02LN00GFD58:TC hank$ ./a.out
Count is 4
```

C++-style implementation of TallyCounter

```
C02LN00GFD58:330 hank$ cat tallycounter.C
#include <stdio.h>

typedef struct
{
   int    count;

   void   Reset() { count = 0; };
   int    GetCount() { return count; };
   void   IncrementCount() { count++; };
} TallyCounter;

int main()
{
    TallyCounter tc;
    tc.count = 0;
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    printf("Count is %d\n", tc.GetCount());
}
C02LN00GFD58:330 hank$ g++ tallycounter.C
C02LN00GFD58:330 hank$ ./a.out
Count is 4
```

```
typedef struct
{
    int     count;

    void    Initialize() { count = 0; };
    void    Reset() { count = 0; };
    int     GetCount() { return count; };
    void    IncrementCount() { count++; };
} TallyCounter;

int main()
{
     TallyCounter tc;
     tc.Initialize();
     tc.IncrementCount();
     tc.IncrementCount();
     tc.IncrementCount();
     tc.IncrementCount();
     printf("Count is %d\n", tc.GetCount());
}
```

Constructors

- Constructor: method for constructing object.
  - Called automatically
- There are several flavors of constructors:
  - Parameterized constructors
  - Default constructors
  - Copy constructors
  - Conversion constructors

I will discuss these flavors in upcoming slides

```c
typedef struct
{
   int    count;

   void   Initialize() { count = 0; };
   void   Reset() { count = 0; };
   int    GetCount() { return count; };
   void   IncrementCount() { count++; };
} TallyCounter;

int main()
{
    TallyCounter tc;
    tc.Initialize();
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    printf("Count is %d\n", tc.GetCount());
}
```

```c
#include <stdio.h>

struct TallyCounter
{
   int    count;

          TallyCounter(void) { count = 0; };
   void   Reset() { count = 0; };
   int    GetCount() { return count; };
   void   IncrementCount() { count++; };
};

int main()
{
    TallyCounter tc;
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    printf("Count is %d\n", tc.GetCount());
}
```

Note the typedef went away … not needed with C++.

(This is the flavor called “default constructor”)

```
C02LN00GFD58:330 hank$ cat tallycounterV4.C
#include <stdio.h>

struct TallyCounter
{
   int     count;

           TallyCounter(void) { count = 0; };
           TallyCounter(int c) { count = c; };
   void    Reset() { count = 0; };
   int     GetCount() { return count; };
   void    IncrementCount() { count++; };
};

int main()
{
    TallyCounter tc(10);
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    tc.IncrementCount();
    printf("Count is %d\n", tc.GetCount());
}
C02LN00GFD58:330 hank$ g++ tallycounterV4.C
C02LN00GFD58:330 hank$ ./a.out
Count is 14
```

Argument can be passed to constructor.
(This is the flavor called "parameterized constructor")

More traditional file organization

- struct definition is in .h file
  - #ifndef / #define
- method definitions in .C file
- driver file includes headers for all structs it needs

More traditional file organization

UNIVERSITY OF CRUSOE

```
C02LN00GFD58:TC hank$ cat Makefile
main: main.o tallycounter.o
        g++ -o main main.o tallycounter.o

.C.o: $<
        g++ -I. -c $<
```

```
C02LN00GFD58:TC hank$ cat tallycounter.h
#ifndef TALLY_COUNTER_H
#define TALLY_COUNTER_H

struct TallyCounter
{
   int     count;

           TallyCounter(void);
           TallyCounter(int c);
   void    Reset();
   int     GetCount();
   void    IncrementCount();
};

#endif
```

```
C02LN00GFD58:TC hank$ cat tallycounter.C
#include <TallyCounter.h>

TallyCounter::TallyCounter(void)
{
    count = 0;
}

TallyCounter::TallyCounter(int c)
{
    count = c;
}

void
TallyCounter::Reset()
{
    count = 0;
}
```

```
C02LN00GFD58:TC hank$ cat main.C

#include <stdio.h>

#incl

int ma
{
    Ta
    tc
    tc
    tc
    tc.
    printf("Count is %d\n", tc.GetCount());
}
```

```
    count++;
}
```

Methods can be defined outside the struct definition. They use C++'s namespace concept, which is automatically in place. (e.g., TallyCounter::IncrementCount)

“this”: pointer to current object

- From within any struct’s method, you can refer to the current object using “this”

```
TallyCounter::TallyCounter(int c)
{
    count = c;
}

     <------->

TallyCounter::TallyCounter(int c)
{
    this->count = c;
}
```

Copy Constructor

- Copy constructor: a constructor that takes an instance as an argument
  - It is a way of making a new instance of an object that is identical to an existing one.

```
struct TallyCounter
{
   int     count;

           TallyCounter(void);
           TallyCounter(int c);
           TallyCounter(TallyCounter &);
   void    Reset();
   int     GetCount();
   void    IncrementCount();
};
```

```
TallyCounter::TallyCounter(TallyCounter &c)
{
    count = c.count;
}
```

Constructor Types

```
struct TallyCounter
{
   int     count;

           TallyCounter(void);
           TallyCounter(int c);
           TallyCounter(TallyCounter &);
   void    Reset();
   int     GetCount();
   void    IncrementCount();
};
```

Default constructor

Parameterized constructor

Copy constructor

Example of 3 Constructors

```
C02LN00GFD58:TC hank$ cat main.C
#include <stdio.h>
#include <TallyCounter.h>

int main()
{
    TallyCounter tc;        /* Default constructor */
    tc.IncrementCount();

    TallyCounter tc2(10);  /* Parameterized constructor */
    tc2.IncrementCount(); tc2.IncrementCount();

    TallyCounter tc3(tc);  /* copy constructor */
    tc3.IncrementCount(); tc3.IncrementCount(); tc3.IncrementCount();

    printf("Counts are %d, %d, %d\n", tc.GetCount(),
                    tc2.GetCount(), tc3.GetCount());
}
C02LN00GFD58:TC hank$ ./main
     ??????????????
```

Conversion Constructor

```
struct ImperialDistance
{
    double miles;
};

struct MetricDistance
{
    double kilometers;

    MetricDistance() { kilometers = 0; };
    MetricDistance(ImperialDistance &id)
                    { kilometers = id.miles*1.609; };
};
```

3 big changes to structs in C++

1) You can associate “methods” (functions) with structs
2) You can control access to data members and methods

Access Control

- New keywords: public and private
  - public: accessible outside the struct
  - private: accessible only inside the struct
    - Also "protected" … we will talk about that later

```
struct TallyCounter
{
  private:
    int     count;

  public:
            TallyCounter(void);
            TallyCounter(int c);
            TallyCounter(TallyCounter &);
    void    Reset();
    int     GetCount();
    void    IncrementCount();
};
```

Everything following is private. Only will change when new access control keyword is encountered.

Everything following is now public. Only will change when new access control keyword is encountered.

public / private

```
struct TallyCounter
{
  public:
          TallyCounter(void);
          TallyCounter(int c);
          TallyCounter(TallyCounter &);

  private:
    int     count;

  public:
    void    Reset();
    int     GetCount();
    void    IncrementCount();
};
```

You can issue public and private as many times as you wish…

The compiler prevents violations of access controls.

```
128-223-223-72-wireless:TC hank$ cat main.C
#include <stdio.h>
#include <TallyCounter.h>

int main()
{
    TallyCounter tc;
    tc.count = 10;
}
128-223-223-72-wireless:TC hank$ make
g++ -I. -c main.C
main.C:7:8: error: 'count' is a private member of 'TallyCounter'
    tc.count = 10;
       ^
./TallyCounter.h:12:12: note: declared private here
    int     count;
            ^
1 error generated.
make: *** [main.o] Error 1
```

The friend keyword can override access controls.

```
struct TallyCounter
{
    friend   int main();

  public:
            TallyCounter(void);
            TallyCounter(int c);
            TallyCounter(TallyCounter &);

  private:
    int     count;
```

This will compile, since main now has access to the private data member “count”.

- Note that the struct declares who its friends are, not vice-versa
  - You can’t declare yourself a friend and start accessing data members.
- friend is used most often to allow objects to access other objects.

class vs struct

- class is new keyword in C++
- classes are very similar to structs
  - the only differences are in access control
    - primary difference: struct has public access by default, class has private access by default
- Almost all C++ developers use classes and not structs
  - C++ developers tend to use structs when they want to collect data types together (i.e., C-style usage)
  - C++ developers use classes for objects … which is most of the time

You should use classes!

Even though there isn't much difference …

3 big changes to structs in C++

1) You can associate “methods” (functions) with structs
2) You can control access to data members and methods
3) Inheritance

We will discuss inheritance in a future lecture.

Bonus Topics

Backgrounding

- "&": tell shell to run a job in the background
  - Background means that the shell acts as normal, but the command you invoke is running at the same time.
- "sleep 60" vs "sleep 60 &"

When would backgrounding be useful?

Suspending Jobs

- You can suspend a job that is running

  Press “Ctrl-Z”
- The OS will then stop job from running and not schedule it to run.
- You can then:
  - make the job run in the background.
    - Type “bg”
  - make the job run in the foreground.
    - Type “fg”
      - like you never suspended it at all!!

Web pages

- ssh –l <user name> ix.cs.uoregon.edu
- cd public_html
- put something in index.html
- → it will show up as

  http://ix.cs.uoregon.edu/~<username>

Web pages

- You can also exchange files this way
  - scp file.pdf <username>@ix.cs.uoregon.edu:~/public_html
  - point people to http://ix.cs.uoregon.edu/~<username>/file.pdf

Note that ~/public_html/dir1 shows up as http://ix.cs.uoregon.edu/~<username>/dir1

("~/dir1" is not accessible via web)