Programming in Modern C++

Module M29: Polymorphism: Part 4: Staff Salary Processing using C

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All url's in this module have been accessed in September, 2021 and found to be functional

Module Recap

- Discussed why destructors must be `virtual` in a polymorphic hierarchy
- Introduced Pure Virtual Functions
- Introduced Abstract Base Class

Module Objectives

- Understand design with ISA related concepts
- Understand the problems with C design

Module Outline

Binding: Exercise

Binding: Exercise 1

```
// Class Definitions
class A { public:
    virtual void f(int) { }
    virtual void g(double) { }
    int h(A *) { }
};
class B: public A { public:
    void f(int) { }
    virtual int h(B *) { }
};
class C: public B { public:
    void g(double) { }
    int h(B *) { }
};
```

```
// Application Codes
A a;
B b;
C c;

A *pA;
B *pB;
```


Invocation	Initialization		
	pA = &a;	pA = &b;	pA = &c;
pA->f(2);			
pA->g(3.2);			
pA->h(&a);			
pA->h(&b);			

Binding: Exercise 1: Solution

```
// Class Definitions
class A { public:
    virtual void f(int) { }
    virtual void g(double) { }
    int h(A *) { }
};
class B: public A { public:
    void f(int) { }
    virtual int h(B *) { }
};
class C: public B { public:
    void g(double) { }
    int h(B *) { }
};
```

```
// Application Codes
A a;
B b;
C c;

A *pA;
B *pB;
```


Invocation	Initialization		
	pA = &a;	pA = &b;	pA = &c;
pA->f(2);	A::f	B::f	B::f
pA->g(3.2);	A::g	A::g	C::g
pA->h(&a);	A::h	A::h	A::h
pA->h(&b);	A::h	A::h	A::h

Binding: Exercise 2


```
// Class Definitions
class A { public:
    virtual void f(int) { }
    virtual void g(double) { }
    int h(A *) { }
};
class B: public A { public:
    void f(int) { }
    virtual int h(B *) { }
};
class C: public B { public:
    void g(double) { }
    int h(B *) { }
};
```

```
// Application Codes
A a;
B b;
C c;

A *pA;
B *pB;
```


Invocation	Initialization		
	pB = &a;	pB = &b;	pB = &c;
pB->f(2);			
pB->g(3.2);			
pB->h(&a);			
pB->h(&b);			

Binding: Exercise 2: Solution

```
// Class Definitions
class A { public:
    virtual void f(int) { }
    virtual void g(double) { }
    int h(A *) { }
};
class B: public A { public:
    void f(int) { }
    virtual int h(B *) { }
};
class C: public B { public:
    void g(double) { }
    int h(B *) { }
};
```

```
// Application Codes
A a;
B b;
C c;

A *pA;
B *pB;
```


Invocation	Initialization		
	pB = &a;	pB = &b;	pB = &c;
pB->f(2);	Error	B::f	B::f
pB->g(3.2);	Downcast	A::g	C::g
pB->h(&a);	(A *) to	No conversion (A *) to (B *)	
pB->h(&b);	(B *)	B::h	C::h

Staff Salary Processing

Staff Salary Processing: Problem Statement

- An organization needs to develop a salary processing application for its staff
- At present it has an engineering division only where Engineers and Managers work. Every Engineer reports to some Manager. Every Manager can also work like an Engineer
- The logic for processing salary for Engineers and Managers are different as they have different salary heads
- In future, it may add Directors to the team. Then every Manager will report to some Director. Every Director could also work like a Manager
- The logic for processing salary for Directors will also be distinct
- Further, in future it may open other divisions, like Sales division, and expand the workforce
- **Make a suitable extensible design**

C Solution: Function Switch: Engineer + Manager

- How to represent Engineers and Managers?
  - Collection of `structs`
- How to initialize objects?
  - Initialization functions
- How to have a collection of mixed objects?
  - Array of `union`
- How to model variations in salary processing algorithms?
  - `struct`-specific functions
- How to invoke the correct algorithm for a correct employee type?
  - Function Switch
  - Function Pointers

C Solution: Function Switch: Engineer + Manager


```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

typedef enum E_TYPE { Er, Mgr } E_TYPE; // Tag for type of staff

typedef struct Engineer { char *name_; } Engineer;
Engineer *InitEngineer(const char *name) {
    Engineer *e = (Engineer *)malloc(sizeof(Engineer));
    e->name_ = strdup(name); return e;
}
void ProcessSalaryEngineer(Engineer *e) { printf("%s: Process Salary for Engineer\n", e->name_); }

typedef struct Manager { char *name_; Engineer *reports_[10]; } Manager;
Manager *InitManager(const char *name) {
    Manager *m = (Manager *)malloc(sizeof(Manager));
    m->name_ = strdup(name); return m;
}
void ProcessSalaryManager(Manager *m) { printf("%s: Process Salary for Manager\n", m->name_); }

typedef struct Staff { // Aggregation of staffs
    E_TYPE type_;
    union { Engineer *pE; Manager *pM; };
} Staff;
```

C Solution: Function Switch: Engineer + Manager


```
int main() {
    Staff allStaff[10];
    allStaff[0].type_ = Er;  allStaff[0].pE = InitEngineer("Rohit");
    allStaff[1].type_ = Mgr; allStaff[1].pM = InitManager("Kamala");
    allStaff[2].type_ = Mgr; allStaff[2].pM = InitManager("Rajib");
    allStaff[3].type_ = Er;  allStaff[3].pE = InitEngineer("Kavita");
    allStaff[4].type_ = Er;  allStaff[4].pE = InitEngineer("Shambhu");

    for (int i = 0; i < 5; ++i) {
        E_TYPE t = allStaff[i].type_;
        if (t == Er)
            ProcessSalaryEngineer(allStaff[i].pE);
        else if (t == Mgr)
                ProcessSalaryManager(allStaff[i].pM);
             else printf("Invalid Staff Type\n");
    }
}
```

```
Rohit: Process Salary for Engineer
Kamala: Process Salary for Manager
Rajib: Process Salary for Manager
Kavita: Process Salary for Engineer
Shambhu: Process Salary for Engineer
```

C Solution: Function Switch: Engineer + Manager + Director

- How to represent Engineers, Managers, and Directors?
  - Collection of `structs`
- How to initialize objects?
  - Initialization functions
- How to have a collection of mixed objects?
  - Array of `union`
- How to model variations in salary processing algorithms?
  - `struct`-specific functions
- How to invoke the correct algorithm for a correct employee type?
  - Function switch
  - Function pointers

C Solution: Function Switch: Engineer + Manager + Director


```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
typedef enum E_TYPE { Er, Mgr, Dir } E_TYPE;

typedef struct Engineer { char *name_; } Engineer;
Engineer *InitEngineer(const char *name) { Engineer *e = (Engineer *)malloc(sizeof(Engineer));
    e->name_ = strdup(name); return e;
}
void ProcessSalaryEngineer(Engineer *e) { printf("%s: Process Salary for Engineer\n", e->name_); }

typedef struct Manager { char *name_; Engineer *reports_[10]; } Manager;
Manager *InitManager(const char *name) { Manager *m = (Manager *)malloc(sizeof(Manager));
    m->name_ = strdup(name); return m;
}
void ProcessSalaryManager(Manager *m) { printf("%s: Process Salary for Manager\n", m->name_); }

typedef struct Director { char *name_; Manager *reports_[10]; } Director;
Director *InitDirector(const char *name) { Director *d = (Director *)malloc(sizeof(Director));
    d->name_ = strdup(name); return d;
}
void ProcessSalaryDirector(Director *d) { printf("%s: Process Salary for Director\n", d->name_); }

typedef struct Staff { E_TYPE type_; union { Engineer *pE; Manager *pM; Director *pD; };
} Staff;
```

C Solution: Function Switch: Engineer + Manager + Director


```
int main() { Staff allStaff[10];
    allStaff[0].type_ = Er;  allStaff[0].pE = InitEngineer("Rohit");
    allStaff[1].type_ = Mgr; allStaff[1].pM = InitManager("Kamala");
    allStaff[2].type_ = Mgr; allStaff[2].pM = InitManager("Rajib");
    allStaff[3].type_ = Er;  allStaff[3].pE = InitEngineer("Kavita");
    allStaff[4].type_ = Er;  allStaff[4].pE = InitEngineer("Shambhu");
    allStaff[5].type_ = Dir; allStaff[5].pD = InitDirector("Ranjana");

    for (int i = 0; i < 6; ++i) { E_TYPE t = allStaff[i].type_;
        if (t == Er)
            ProcessSalaryEngineer(allStaff[i].pE);
        else if (t == Mgr)
                ProcessSalaryManager(allStaff[i].pM);
             else if (t == Dir)
                    ProcessSalaryDirector(allStaff[i].pD);
                  else printf("Invalid Staff Type\n");
    }
}
```

```
Rohit: Process Salary for Engineer
Kamala: Process Salary for Manager
Rajib: Process Salary for Manager
Kavita: Process Salary for Engineer
Shambhu: Process Salary for Engineer
Ranjana: Process Salary for Director
```

C Solution: Function Switch: Engineer + Manager + Director

Instead of if-else chain, we can use switch to explicitly switch on the type of employee

```
int main() { Staff allStaff[10];
    allStaff[0].type_ = Er;  allStaff[0].pE = InitEngineer("Rohit");
    allStaff[1].type_ = Mgr; allStaff[1].pM = InitManager("Kamala");
    allStaff[2].type_ = Mgr; allStaff[2].pM = InitManager("Rajib");
    allStaff[3].type_ = Er;  allStaff[3].pE = InitEngineer("Kavita");
    allStaff[4].type_ = Er;  allStaff[4].pE = InitEngineer("Shambhu");
    allStaff[5].type_ = Dir; allStaff[5].pD = InitDirector("Ranjana");

    for (int i = 0; i < 6; ++i) { E_TYPE t = allStaff[i].type_;
        switch (t) {
            case Er:  ProcessSalaryEngineer(allStaff[i].pE); break;
            case Mgr: ProcessSalaryManager(allStaff[i].pM); break;
            case Dir: ProcessSalaryDirector(allStaff[i].pD); break;
            default:  printf("Invalid Staff Type\n"); break;
        }
    }
}
```

```
Rohit: Process Salary for Engineer
Kamala: Process Salary for Manager
Rajib: Process Salary for Manager
Kavita: Process Salary for Engineer
Shambhu: Process Salary for Engineer
Ranjana: Process Salary for Director
```

C Solution: Advantages and Disadvantages

- **Advantages**
  - Solution exists!
  - Code is well structured – has patterns
- **Disadvantages**
  - Employee data has scope for better organization
    - ▷ No encapsulation for data
    - ▷ Duplication of fields across types of employees – possible to mix up types for them (say, `char *` and `string`)
    - ▷ Employee objects are created and initialized dynamically through `Init...` functions. How to release the memory?
  - Types of objects are managed explicitly by `E_Type`:
    - ▷ Difficult to extend the design – addition of a new type needs to:
      - — Add new type code to `enum E_Type`
      - — Add a new pointer field in `struct Staff` for the new type
      - — Add a new case (`if-else` or `case`) based on the new type
    - ▷ Error prone – developer has to decide to call the right processing function for every type (`ProcessSalaryManager` for `Mgr` etc.)
  - Unable to use Function Pointers as each processing function takes a parameter of different type - no common signature for dispatch
- **Recommendation**
  - Use classes for encapsulation on a hierarchy

Module Summary

- Practiced exercise with binding – various mixed cases
- Started designing for a staff salary problem and worked out C solutions