

Fortran classes and objects

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1. Classes and objects

Fortran classes are based on type objects.
Similarities and differences with C++.

- Same % syntax for specifying data members and methods.
- Data members and functions declared separately.
- Object itself as extra parameter.

All will become clear ...

2. Object is type with methods

You define a type as before, with its data members, but now the type has a contains for the methods:

```
Module multmod

  type Scalar
    real(4) :: value
    contains
      procedure, public :: &
        printme, scaled
  end type Scalar

contains ! methods
  !! ...
end Module multmod
```

3. Object methods

Method call similar to C++

Code:

```
1 Program Multiply
2   use multmod
3   implicit none
4
5   type(Scalar) :: x
6   real(4) :: y
7   x = Scalar(-3.14)
8   call x%printme()
9   y = x%scaled(2.)
10  print '(f7.3)',y
11
12 end Program Multiply
```

Output:

```
The value is -3.140
-6.280
```

4. Method definition

Note the extra first parameter:
which is a `Type` but declared here as `Class`:

```
subroutine printme(me)
  implicit none
  class(Scalar) :: me
  print '("The value is",f7.3)',me%value
end subroutine printme
function scaled(me,factor)
  implicit none
  class(Scalar) :: me
  real(4) :: scaled,factor
  scaled = me%value * factor
end function scaled
```

5. Class organization

- A class is a Type with a contains clause followed by procedure declarations,
- ... contained in a module.
- Actual methods go in the contains part of the module
- First argument of method is the object itself.

6. Similarities and differences

	C++	Fortran
Members	in the object	in the 'type'
Methods	in the object	interface: in the type implementation: in the module
Constructor	default or explicit	none
object itself	'this'	first argument
Class members	global variable	accessed through first arg
Object's methods	period	percent

Geometry exercises

7. Point program

```
Module PointClass
  Type,public :: Point
    real(8) :: x,y
  contains
    procedure, public :: &
      distance
  End type Point
contains
  !! ... distance function ...
  !! ...
End Module PointClass
```

```
Program PointTest
  use PointClass
  implicit none
  type(Point) :: p1,p2

  p1 = point(1.d0,1.d0)
  p2 = point(4.d0,5.d0)

  print *, "Distance:", &
    p1%distance(p2)

End Program PointTest
```

Exercise 1

Take the point example program and add a distance function:

```
Type(Point) :: p1,p2
! ... initialize p1,p2
dist = p1%distance(p2)
! ... print distance
```

You can base this off the file `pointexample.F90` in the repository

Exercise 2

Write a method `add` for the `Point` type:

```
Type(Point) :: p1,p2,sum  
! ... initialize p1,p2  
sum = p1%add(p2)
```

What is the return type of the function `add`?

Interpreter exercises

Exercise 3

Change the event loop so that it calls methods of the *stackstruct* type, rather than functions that take the stack as input.

For instance, the *push* function is called as:

```
if ( isdigit(input) ) then  
    call thestack%.push(input)
```

Operator overloading

8. Define operators on classes

`Type(X) :: x,y,z`

`! function syntax:`

`x = y%add(z)`

`! operator syntax`

`x = y+z`

Code looks closer to math formulas

9. Example class

For purposes of exposition, let's make a very simple class:

```
Type,public :: ScalarField
    real(8) :: value
contains
    procedure,public :: set,print
    procedure,public :: add
End type ScalarField
```


10. Methods just for testing

```
subroutine set(v,x)
  implicit none
  class(ScalarField) :: v
  real(8),intent(in) :: x
```

```
  v%value = x
end subroutine set
```

```
subroutine print(v)
  implicit none
```

```
  class(ScalarField) :: v

  print '(f7.4)', v%value
end subroutine print
```

```
call u%set(2.d0)
call v%set(1.d0)
! z = u%add(v)
z = u+v
```

11. Addition function

```
function add(in1,in2) result(out)
  implicit none
  class(ScalarField),intent(in) :: in1
  type(ScalarField),intent(in) :: in2
  type(ScalarField) :: out

  out%value = in1%value + in2%value
end function add
```

Parameters need to be `Intent(In)`

12. Operator definition

Interface block:

```
interface operator(+)  
    module procedure add  
end interface operator(+)
```

Exercise 4

Extend the above example program so that the type stores an array instead of a scalar.

Code:

```
1 integer,parameter :: size = 12
2
3 Type(VectorField) :: u,v,z
4
5 call u%alloc(size)
6 call v%alloc(size)
7 call u%setlinear()
8 call v%setconstant(1.d0)
9 ! z = u%add(v)
10 z = u+v
11 call z%print()
```

Output:

```
2.0000  3.0000  4.0000
        5.0000  6.0000
        7.0000  8.0000
        9.0000 10.0000
       11.0000 12.0000
       13.0000
```

You can base this off the file `scalar.F90` in the repository

Exercise 5

Change the event loop so that it calls methods of the *stackstruct* type, rather than functions that take the stack as input.

For instance, the *push* function is called as:

```
if ( isdigit(input) ) then  
    call thestack%.push(input)
```