

Classes

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Content

- **friends**
- **static members**
- **Class scope**

operator+ implementation

(as plain helper function) → outside the class interface.

```
class Sales_data { // All code in Sales_data.h

private:
    std::string bookNo;
    unsigned units_sold;
    double revenue;

public:
    std::string isbn() const;
    // other members and access specifiers as before, i.e., constructor, getters and
    // setters
    Sales_data& operator+=(const Sales_data&);

};

// declarations for nonmember parts of the Sales_data interface
Sales_data operator+(const Sales_data&, const Sales_data&);
```



We are
outside the class: we need two args.

operator+ implementation (as plain helper function) in Sales_data.cpp



friends

- Members defined after a **public** specifier are accessible to all parts of the program
 - public members define the interface to the class
- Members defined after a **private** specifier are accessible to the member functions of the class but are not accessible to code that uses the class
 - private sections encapsulate (i.e., hide) the implementation
- A class can allow another class or function to access its nonpublic members by making that class or function a **friend**



friends

```

class Sales_data { // All code in Sales_data.h
    // friend declarations for nonmember Sales_data operations added
    friend Sales_data operator+(const Sales_data&, const Sales_data&);

    // other members and access specifiers as before
private:
    std::string bookNo;
    unsigned units_sold;
    double revenue;
public:
    std::string isbn() const;
    // other members and access specifiers as before, i.e., constructor, getters and
    // setters
    Sales_data& operator+=(const Sales_data&);

};

// declarations for nonmember parts of the Sales_data interface
Sales_data operator+(const Sales_data&, const Sales_data&); *
```

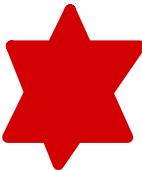
*operator+ use
the private info
of the class
members.*



friends

- A friend declaration only specifies access. It is not a general declaration of the function
 - If we want users of the class to be able to call a friend function, then we must also declare the function separately from the friend declaration
 - We usually declare each friend (outside the class) in the same header as the class itself
 - This is why our Sales_data header provides a separate declaration (aside from the friend declaration inside the class body) for operator+ *

of the following example .



operator+ implementation (declared as friend) in Sales_data.cpp

```
Sales_data operator+(const Sales_data& lhs,  
                      const Sales_data& rhs)  
{  
    Sales_data ret;  
    ret.bookNo = lhs.bookNo;  
    ret.units_sold = lhs.units_sold + rhs.units_sold;  
    ret.revenue = lhs.revenue + rhs.revenue;  
    return ret;  
}
```

Notice the difference with slide 4: here we can directly use the private info of the class because operator+ was declared as friend.

static Class Members



static Class Members

- Classes sometimes need members that are associated with the class, rather than with individual objects of the class type
- For example, a bank account class might need a data member to represent the current prime interest rate
- In this case, we'd want to **associate the rate with the class, not with each individual object**
 - From a memory efficiency standpoint, there'd be no reason for each object to store the rate
 - Much more importantly, if the rate changes, we'd want each object to use the new value



static Class Members

- We say a member is associated with the class by adding the keyword static to its declaration
- Like any other member, static members can be public or private
- The type of a static data member can be const, reference, array, class type, and so forth
- We can also have static methods

static Class Members

```
class Account {  
public:  
    void calculate() { amount += amount * interest_rate; }  
    static double rate() { return interest_rate; }  
    static void rate(double);  
  
private:  
    std::string owner;  
    double amount;  
    static double interest_rate;  
    static double init_rate();  
};
```

Static member functions:

- Are not bound to any object
- Do not have a *this* pointer

A declaration like this:

static double rate() const;

↑ because no object
doesn't make any sense!!!



static Class Members

- We can access a static member directly through the scope operator:

```
double r;  
r = Account::rate(); // access a static member using the  
// scope operator
```

- Even though static members are not part of the objects of its class, we can use an object, reference, or pointer of the class type to access a static member:

```
Account ac1;  
Account *ac2 = &ac1;  
// equivalent ways to call the static member rate function  
r = ac1.rate(); // through an Account object or reference  
r = ac2->rate(); // through a pointer to an Account object
```



static Class Members

- Member functions can use static members directly, without the scope operator:

```
class Account {  
public:  
    void calculate() { amount += amount * interest_rate;  
                      }  
    // remaining methods as before  
private:  
    static double interest_rate;  
    // remaining members as before  
};
```



static Class Members

- As with any other member function, we can define a static member function inside or outside of the class body
- When we define a static member outside the class, we do not repeat the **static** keyword. The keyword appears only with the declaration inside the class body:

```
void Account::rate(double new_rate)  
{  
    interest_rate = new_rate;  
}
```





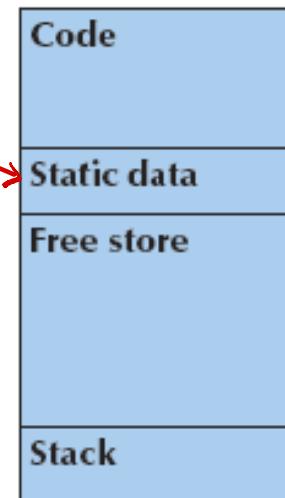
static Class Members

- Because static data members are not part of individual objects of the class type, they are not defined when we create objects of the class. As a result:
 - they are **not initialized** by the class **constructors**
 - we may **not** initialize a static member **inside the class**
 - we must **define** and **initialize** each static data member **outside** the class **body**
 - like any other object, a static data member may be **defined only once**
- Like global objects, static data members are defined **outside any function**
 - **once they are defined**, they continue to **exist until the program completes**

The computer's memory

- As a program sees it
 - Local variables “live on the stack”
 - Global variables **and static members** are “static data”
 - The executable code is in “the code section”
 - “Free store” is managed by new and delete

memory layout:



Remember previous lessons.



static Class Members

- We define a static data member similarly to how we define class member functions outside the class:
 - name the object's type, followed by the name of the class, the scope operator, and the member's own name:

```
// define and initialize a static class member
double Account::interest_rate = init_rate();
```

- The best way to ensure that the static members are defined exactly once is to put the definition of static data members in the **source (cpp) file**

Class scope

Another example - Scopes nest

```
int x; // global variable – avoid those where you can
int y; // another global variable

int f();

int main(){
    x = 8; y = 3;
    f();
    cout << x << ' ' << y << '\n';
}

int f()
{
    int x; // local variable (Note – now there are two
           // x's)
    x = 6; // local x, not the global x
    {
        int x = y; // another local x, initialized by the global y
                   // (Now there are three x's)
        ++x;
    }
    // what is the value of x here?
    y++;
}

// avoid such complicated nesting and hiding: keep it simple!
```





Scope

- A scope is a region of program text
 - Global scope (outside any language construct, e.g., before `main()`)
 - Local scope (between { ... } braces)
 - Statement scope (e.g., in a for-statement)
 - **Class scope (within a class)**
- A name in a scope can be seen from within its scope and within scopes nested within that scope
 - Only after the declaration of the name (“can’t look ahead” rule)
 - **Exception to this rule: class members can be used within the class before they are declared**
- A scope keeps “things” local
 - Prevents my variables, functions, etc., from interfering with yours
 - Remember: real programs have many thousands of entities
 - **Locality is good!**
 - Keep names as local as possible



Scope

```
// get max and abs from algorithm and cstlib
// no r, i, or v here
class My_vector {
public:
    int largest() // largest is in class scope
    {
        int r = 0; // r is local
        for (int i = 0; i<v.size(); ++i) // i is in statement scope
            r = max(r,abs(v[i]));
        // no i here
        return r;
    }
    // no r here
private:
    vector<int> v; // v is in class scope
}; // no v here
```

Scope

```
// get max and abs from algorithm and cstlib
// no r, i, or v here
class My_vector {
public:
    int largest_buggy() // largest_buggy is in class scope
    {
        vector<int> v;
        int r = 0; // r is local
        for (int i = 0; i < v.size(); ++i) // i is in statement scope
            r = max(r, abs(v[i]));
        // no i here
        return r;
    }
    // no r here
private:
    vector<int> v; // v is in class scope
}; // no v here
```

References

- Lippman Chapters 1 & 7