Lecture 5: Object Orientation

Curtin FIRST Robotics Club (FRC) Pre-season Training

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Object Orientation

Object Orientation

Core of Object Oriented Programming (OOP) is to create objects, in code, that have certain properties and methods.

While designing C++ modules, we try to see the whole world in the form of objects.

For example, a car is an object which has certain properties such as color, number of doors, and the like. It also has ccertain methods such as accelerate, brake, and so on.

Overview

There are a few principle concepts that form the foundation of OOP:

Object	Is the basic unit of OOP. Both data and function that operate on data are bundled as a unit called an **Object**.
Class	Defines the blueprint for an object.
Abstraction	refers to, providing only essential information to the outside world and hiding their background details.
Encapsulation	is placing data and functions that work on that data in the same place.
Inheritance	is the process off forming a new class from an existing class that is from the existing class called a base class. The new class formed is called the derived class.
Polymorphism	is the ability to use a function in different ways.
Overloading	is also a branch of polymorphism. It allows you to specify more than one definition for a **function name**.

Classes and Objects

C++ Class Definitions

A class definition starts with the keyword **class** followed by the class name; and the class body, enclosed by a pair of curly braces. Then a semicolon or a list of declarations.

```
1  class Box
2  {
3      public:
4          double length;  // Length of a box
5          double breadth; // Breadth of a box
6          double height;  // Height of a box
7  }
```

The keyword **public** determines the access attributes of the members of the class that follow it. You can also specify it as either **private** or **protected**.

Define C++ Objects

We declare objects of a class with exatly the same sort of declaration that we declare variables of basi types.

```
1 Box box1;
2 Box box2;
```

Accessing Data Members

Public data members of objects of a class can be accessed using the direct member access operator (.).

```cpp
#include <iostream>

using namespace std;

class Box {
   public:
      double length;  // Length of a box
      double breadth; // Breadth of a box
      double height;  // Height of a box
};

int main() {
   Box box1;            // Declare Box1 of type Box
   Box box2;            // Declare Box2 of type Box
   double volume = 0.0; // Store the volume of a box here

   // box 1 specification
   box1.height  = 5.0;
   box1.length  = 6.0;
   box1.breadth = 7.0;

   // box 2 specification
   box2.height  = 10.0;
   box2.length  = 12.0;
   box2.breadth = 13.0;

   // volume of box 1
   volume = box1.height * box1.length * box1.breadth;
   cout << "Volume of Box1 : " << volume << endl;

   // volume of box 2
   volume = box2.height * box2.length * box2.breadth;
   cout << "Volume of Box2 : " << volume << endl;

   return 0;
}
```

Classes & Objects in Detail I

So far, we have covered the very basics of C++ Classes and Objects. Here are some further concepts we will discuss at some point.

Class Member Functions	Functions with it's definition/prototype within the class definition like any other variable.
Class Access Modifiers	Class members defined as public, private or protected.
Constructor	Special function in a class that's called when a new object of the class is created.
Destructor	Special function which is called when a created object is deleted.
Copy Constructor	Creates an object by initializing it with an object of the same class, which has been created previously.

Classes & Objects in Detail II

Friend Functions	Function that is permitted full access to private and protected members of a class.
Inline Functions	The compiler tries to expand the code in the body of the function in place of a call to the function.
this pointer in C++	Every object has a special pointer **this** which points to the object itself.
Pointer to C++ Classes	A pointer to a class done in the same way a pointer to a structure is.
Static Members of a Class	Both data and function members of a class can be declared as static.

Inheritance

Inheritance

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Base & Derived Classes

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Access Control and Inheritance

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Type of Inheritance

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Multiple Inheritances

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C++ Overloading (Operator and Function)

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Data Abstraction Example

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