

# C++ Programming

Trainer : Akshita Chanchlani

Email: [akshita.chanchlani@sunbeaminfo.com](mailto:akshita.chanchlani@sunbeaminfo.com)



# Class

---

- Building block that binds together data & code.
- Program is divided into different classes
- Class is collection of data member and member function.
- Class represents set/group of such objects which is having common structure and common behavior.
- Class is logical entity.
- Class has
  - Variables (data members)
  - Functions (member functions or methods)
- By default class members are private( not accessible outside class scope)
- Classes are stand-alone components & can be distributed in form of libraries
- Class is blue-print of an object



# Data Members and Member Functions

## Data Members

- Data members of the class are generally made as private to provide the data security.
- The private members cannot be accessed outside the class.
- So these members are always accessed by the member functions.

## Member Functions

- Member functions are generally declared as public members of class.
- Constructor : Initialize Object
- Destructor : De-initialize Object
- Mutators : Modifies state of the object
- Inspectors : Don't Modify state of object



# Object

- Object is an instance of class.
- Entity that has physical existence, can store data, send and receive message to communicate with other objects.
- An entity, which get space inside memory is called object.
- Object is used to access data members and member function of the class
- Process of creating object from a class is called instantiation
- **Object has**
  - Data members (***state*** of object)
    - Value stored inside object is called state of the object.
    - Value of data member represent state of the object.
  - Member function (***behavior*** of object)
    - Set of operation that we perform on object is called behaviour of an object.
    - Member function of class represent behaviour of the object.
    - is how object acts & reacts, when its state is changed & operations are done
    - Operations performed are also known as messages



- Unique address(***identity*** of object)

# Few Points to note

---

- Member function do not get space inside object.
- If we create object of the class then only data members get space inside object. Hence size of object is depends on size of all the data members declared inside class.
- Data members get space once per object according to the order of data member declaration.
- Structure of the object is depends on data members declared inside class.
- Member function do not get space per object rather it gets space on code segment and all the objects of same class share single copy of it.
- Member function's of the class defines behaviour of the object.



# this pointer

- To process state of the object we should call member function on object. Hence we must define member function inside class.
- If we call member function on object then compiler implicitly pass address of that object as a argument to the function implicitly.
- To store address of object compiler implicitly declare one pointer as a parameter inside member function. Such parameter is called this pointer.
- this is a keyword. "this" pointer is a constant pointer.
- this is used to store address of current object or calling object.
- The invoking object is passed as implicit argument to the function.
- *this* pointer points to current object i.e. object invoking the member function.
- Thus every member function receives *this* pointer.
- Following functions do not get this pointer:
  1. Global Function
  2. Static Member function
  3. Friend Function.



# Functions / User Defined Functions

- It is a set of instructions written to gather as a block to complete specific functionality.
- Function can be reused.
- It is a subprogram written to reduce complexity of source code
- Function may or may not return value.
- Function may or may not take argument
- Function can return only one value at time
- Function is building block of good top-down, structured code function as a "black box"
- **Writing function helps to**
  - improve readability of source code
  - helps to reuse code
  - reduces complexity
- **Types of Functions**
  - Library Functions
  - User Defined Functions



# User Defined Functions

- **Function declaration / Prototype / Function Signature**

<return type> <functionName> ([<arg type>...]);

- **Function Definition**

<return type> < functionName > ([<arg type> <identifier>...])

{

}

- **Function Call**

<location> = < functionName >(<arg value/address>);





# Inline Function

- C++ provides a keyword *inline* that makes the function as inline function.
- Inline functions get replaced by compiler at its call statement. It ensures faster execution of function just like macros.
- Advantage of inline functions over macros: inline functions are type-safe.
- Inline is a request made to compiler.
- If a function is inline, the compiler places a copy of the code of that function at each point where the function is called at compile time.

## When to use Inline function?

- We can use Inline function as per our needs.
- We can use the inline function when performance is needed.
- We can use the inline function over macros.
- We prefer to use the inline keyword outside the class with the function definition to hide implementation details of the function.



# Default Arguments

- In C++, functions may have arguments with the default values. Passing these arguments while calling a function is optional.
- A default argument is a default value provided for a function parameter/argument.
- If the user does not supply an explicit argument for a parameter with a default argument, the default value will be used.
- If such argument is not passed, then its default value is considered. Otherwise arguments are treated as normal arguments.
- Default arguments should be given in right to left order.

```
int sum (int a, int b, int c=0, int d=0) {  
    return a + b + c + d;  
}  
• The above function may be called as  
  • Res=sum(10,20);  
  • Res=sum(10,20,40);  
  • Res=sum(10,30,40,50);
```



# Function Overloading

- Functions with same name and different signature are called as overloaded functions.
- Return type is not considered for function overloading.
- Function call is resolved according to types of arguments passed.
- Function overloading is possible due to name mangling done by the C++ compiler (Name mangling process , mangled name)
- Differ in number of input arguments
- Differ in data type of input arguments
- Differ at least in the sequence of the input arguments
- Example :
  - `int sum(int a, int b) { return a+b; }`
  - `float sum(float a, float b) { return a+b; }`
  - `int sum(int a, int b, int c) { return a+b+c;;`



# Access Specifier

- - If we want to control visibility of members of structure/class then we should use access Specifier.
- Defines the accessibility of data member and member functions
- **Access specifiers in C++**
  1. private( - )
  2. protected( # )
  3. public( + )
- 1. Private - Can access inside the same struct/class in which it is declared Generally data members should declared as private. (data security)
- 2. public - Can access inside the same struct/class in which it is declared as well as inside out side function(like main()). Generally member functions should declared as public.



---

# Thank You

