Fortran classes and objects

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Classes and objects

Fortran classes are based on type objects, a little like the analogy between C++ struct and class constructs.

New syntax for specifying methods.



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
                                  Program Multiply
                                     use multmod
  type Scalar
                                     implicit none
     real(4) :: value
                                    type(Scalar) :: x
   contains
     procedure,public :: &
                                    real(4) :: y
                                    x = Scalar(-3.14)
          printme, scaled
                                     call x%printme()
  end type Scalar
                                     y = x\%scaled(2.)
contains! methods
                                    print '(f7.3)',y
  !! ...
end Module multmod
                                  end Program Multiply
```



Method definition

```
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
```



Class organization

- You're pretty much forced to use Module
- A class is a Type with a contains clause followed by procedure declaration
- Actual methods go in the contains part of the module
- ullet \Rightarrow First argument of method is the object itself. \Leftarrow



Point program

```
Module PointClass

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

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
```



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?

