Objects and classes

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Classes

1. Definition of object/class

An object is an entity that you can request to do certain things. These actions are the *methods*, and to make these possible the object probably stores data, the *members*.

When designing a class, first ask yourself: 'what functionality should the objects support'.

A class is a user-defined type; an object is an instance of that type.

2. Running example

We are going to build classes for points/lines/shapes in the plane.

```
class Point {
    /* stuff */
};
int main () {
  Point p; /* stuff */
}
```

Exercise 1

Thought exercise: what are some of the actions that a point object should be capable of?

3. Object functionality

Small illustration: point objects.

Code:

```
Point p(1.,2.); // make point (1,2)
cout << "distance to origin "
     << p.distance_to_origin() <<
     '\n';
p.scaleby(2.);
cout << "distance to origin "
     << p.distance_to_origin() << '\n'
     << "and angle " << p.angle()
     << '\n';
```

```
Output
[object] functionality:

distance to origin
     2.23607
distance to origin
     4.47214
and angle 1.10715
```

Note the ‘dot’ notation.

Exercise 2

Thought exercise:
What data does the object need to store to be able to calculate angle and distance to the origin?
Is there more than one possibility?

4. The object workflow

- First define the class, with data and function members:

```
class MyObject {
  // define class members
  // define class methods
};
```

  (details later) typically before the *main*.

- You create specific objects with a declaration

```
MyObject
  object1( /* .. */ ),
  object2( /* .. */ );
```

- You let the objects do things:

```
object1.do_this();
x = object2.do_that( /* ... */ );
```

5. Constructor and data initialization

Use the constructor to create an object of a class:
function with same name as the class.
(but no return type!)

Constructors are typically used to initialize data members.

```
class Point {
private: // members
  double x,y;
public: // methods
  Point( double in_x,
         double in_y ) {
    x = in_x; y = in_y;
  };
};
```

```
Point v(1.,2.);
```

6. Private and public

Best practice we will use:

```
class MyClass {
private:
  // data members
public:
  // methods
}
```

- Data is private: not visible outside of the objects.
- Methods are public: can be used in the code that uses objects.

Methods

7. Class methods

Let's define method *distance*.

Definition in the class:

```
class Point {
  /* stuff */
  double distance_to_origin() {
    return sqrt(x*x + y*y); };
}
```

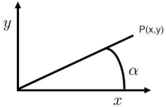
Use in the program:

```
Point pt(5,12);
double
  s = pt.distance_to_origin();
```

- Methods look like ordinary functions,
- except that they can use the data members of the class, for instance `x`,`y`;
- Methods can only be used on an object with the 'dot' notation. They are not independently defined.

Exercise 3

Add a method `angle` to the `Point` class. How many parameters does it need?



Hint: use the function `atan` or `atan2`.

You can base this off the file `pointclass.cxx` in the repository

Exercise 4

Make a class `GridPoint` which can have only integer coordinates. Implement a function `manhattan_distance` which gives the distance to the origin counting how many steps horizontal plus vertical it takes to reach that point.

8. Food for thought: constructor vs data

The arguments of the constructor imply nothing about what data members are stored!

Example: create a vector from x,y cartesian coordinates, but store $r,theta$ polar coordinates:

```
#include <cmath>
class Point {
private: // members
  double r,theta;
public: // methods
  Point( double x,double y ) {
    r = sqrt(x*x+y*y);
    theta = atan2(y/x);
  }
```

Note: no change to outward API.

Exercise 5

Discuss the pros and cons of this design:

```
class Point {
private:
  double x,y,r,theta;
public:
  Point(double xx,double yy) {
    x = xx; y = yy;
    r = // sqrt something
    theta = // something trig
  };
  double angle() { return alpha; };
};
```

9. Data access in methods

You can access data members of other objects of the same type:

```
class Point {
private:
  double x,y;
public:
 void flip() {
    Point flipped;
    flipped.x = y; flipped.y = x;
    // more
  };
};
```

(Normally, data members should not be accessed directly from outside an object)

Exercise 6

Extend the Point class of the previous exercise with a method: distance that computes the distance between this point and another: if p,q are Point objects,

```
p.distance(q)
```

computes the distance between them.

Review quiz 1

T/F?

- A class is primarily determined by the data it stores.
  `/poll "Class determined by its data" "T" "F"`
- A class is primarily determing by its methods.
  `/poll "Class determined by its methods" "T" "F"`
- If you change the design of the class data, you need to change the constructor call.
  `/poll "Change data, change constructor proto too" "T" "F"`

10. Methods that alter the object

For instance, you may want to scale a vector by some amount:

Code:

```
class Point {
  /* ... */
  void scaleby( double a ) {
    x *= a; y *= a; };
  /* ... */
};
  /* ... */
  Point p1(1.,2.);
  cout << "p1 to origin "
       << p1.length() << '\n';
  p1.scaleby(2.);
  cout << "p1 to origin "
       << p1.length() << '\n';
```

Output
[geom] pointscaleby:

```
p1 to origin 2.23607
p1 to origin 4.47214
```

Data initialization

11. Member default values

Class members can have default values, just like ordinary variables:

```
class Point {
private:
  float x=3., y=.14;
public:
  // et cetera
}
```

Each object will have its members initialized to these values.

12. Data initialization

The naive way:

```
class Point {
private:
  double x,y;
public:
  Point( double in_x,
         double in_y ) {
    x = in_x; y = in_y;
  };
```

The preferred way:

```
class Point {
private:
  double x,y;
public:
  Point( double userx,double
    usery )
    : x(userx),y(usery) {
  }
```

Interaction between objects

13. Methods that create a new object

Code:

```
class Point {
  /* ... */
  Point scale( double a ) {
    auto scaledpoint =
        Point( x*a, y*a );
    return scaledpoint;
  };
  /* ... */
  cout << "p1 to origin "
       << p1.dist_to_origin() << '\n';
  Point p2 = p1.scale(2.);
  cout << "p2 to origin "
       << p2.dist_to_origin() << '\n';
```

```
Output
[geom] pointscale:

p1 to origin 2.23607
p2 to origin 4.47214
```

Note the ‘anonymous object’ in the assignment

14. Anonymous objects

Create a point by scaling another point:

```
new_point = old_point.scale(2.81);
```

Two ways of handling the `return` statement:

Naive:

```
Point Point::scale( double a )
    {
  Point scaledpoint =
    Point( x*a, y*a );
  return scaledpoint;
};
```

Creates point, copies it to `new_point`

Better:

```
Point Point::scale( double a )
    {
  return Point( x*a, y*a );
};
```

Creates point, moves it directly to `new_point`

‘move semantics’

Optional exercise 7

Write a method *halfway* that, given two `Point` objects `p,q`, construct the `Point` halfway, that is, $(p+q)/2$:

```
Point p(1,2.2), q(3.4,5.6);
Point h = p.halfway(q);
```

You can write this function directly, or you could write functions `Add` and `Scale` and combine these.
(Later you will learn about operator overloading.)

How would you print out a *Point* to make sure you compute the halfway point correctly?

15. Default constructor

Consider this code that looks like variable declaration, but for objects:

```
Point p1(1.5, 2.3);
Point p2;
p2 = p1.scaleby(3.1);
```

Compiling gives (g++; different for intel):

```
pointdefault.cxx: In function 'int main()':
pointdefault.cxx:32:21: error: no matching function for call to
                'Point::Point()'
```

16. Default constructor

The problem is with *p2*:

```
Point p1(1.5, 2.3);
Point p2;
```

- *p1* is created with the constructor;
- *p2* uses the default constructor:

  ```
  Point() {};
  ```

- as soon as you define a constructor, the default constructor goes away;
- you need to redefine the default constructor:

  ```
  Point() {};
  Point( double x,double y )
    : x(x),y(y) {};
  ```

  (but only if you really need it.)

Exercise 8

Make a class `LinearFunction` with a constructor:

```
LinearFunction( Point input_p1,Point input_p2 );
```

and a member function

```
float evaluate_at( float x );
```

which you can use as:

```
LinearFunction line(p1,p2);
cout << "Value at 4.0: " << line.evaluate_at(4.0) << endl;
```

17. Classes for abstract objects

Objects can model fairly abstract things:

Code:

```
class Stream {
private:
  int last_result{0};
public:
  int next() {
    return last_result++; };
};

int main() {
  Stream ints;
  cout << "Next: "
       << ints.next() << '\n';
  cout << "Next: "
       << ints.next() << '\n';
  cout << "Next: "
       << ints.next() << '\n';
```

Output
[object] stream:

```
Next: 0
Next: 1
Next: 2
```

Project Exercise 9

Write a class `primegenerator` that contains:

- Methods `number_of_primes_found` and `nextprime`;
- Also write a function `isprime` that does not need to be in the class.

Your main program should look as follows:

```
cin >> nprimes;
primegenerator sequence;
while (sequence.number_of_primes_found()<nprimes) {
  int number = sequence.nextprime();
  cout << "Number " << number << " is prime" << '\n';
}
```

Turn it in!

- If you have compiled your program, do:

  `coe_primes yourprogram.cc`

  where '`yourprogram.cc`' stands for the name of your source file.
- Is it reporting that your program is correct? If so, do:

  `coe_primes -s yourprogram.cc`

  where the `-s` flag stands for 'submit'.
- If you don't manage to get your code working correctly, you can submit as incomplete with

  `coe_primes -i yourprogram.cc`
- If you don't understand what the script is telling you, try the debug flag:

  `coe_primes -d yourprogram.cc`

Project Exercise 10

The Goldbach conjecture says that every even number, from 4 on, is the sum of two primes $p + q$. Write a program to test this for the even numbers up to a bound that you read in. Use the `primegenerator` class you developed in exercise 32.

This is a great exercise for a top-down approach!

1. Make an outer loop over the even numbers e.
2. For each e, generate all primes p.
3. From $p + q = e$, it follows that $q = e - p$ is prime: test if that q is prime.

For each even number `e` then print `e,p,q`, for instance:

```
The number 10 is 3+7
```

If multiple possibilities exist, only print the first one you find.

Turn it in!

- If you have compiled your program, do:

  `coe_goldbach yourprogram.cc`

  where '`yourprogram.cc`' stands for the name of your source file.
- Is it reporting that your program is correct? If so, do:

  `coe_goldbach -s yourprogram.cc`

  where the `-s` flag stands for 'submit'.
- If you don't manage to get your code working correctly, you can submit as incomplete with

  `coe_goldbach -i yourprogram.cc`

Advanced stuff about constructors

18. Advantage of initializer list

Allows for reuse of names:

Code:

```
class Point {
private:
  double x,y;
public:
  Point( double x,double y )
      : x(x),y(y) {
  }
  /* ... */
  Point p1(1.,2.);
  cout << "p1 = "
       << p1.getx() << "," <<
    p1.gety()
       << '\n';
```

Output
[geom] pointinitxy:

```
p1 = 1,2
```

19. Constructors and contained classes

Finally, if a class contains objects of another class,

```
class Inner {
public:
  Inner(int i) { /* ... */ }
};
class Outer {
private:
  Inner contained;
public:
};
```

20. When are contained objects created?

```
Outer( int n ) {
  contained = Inner(n);
};
```

1. This first calls the default constructor
2. then calls the `Inner(n)` constructor,
3. then copies the result over the `contained` member.

```
Outer( int n )
  : contained(Inner(n)) {
    /* ... */
};
```

1. This creates the `Inner(n)` object,
2. placed it in the `contained` member,
3. does the rest of the constructor, if any.

21. Copy constructor

- Default defined copy and 'copy assignment' constructors:

```
some_object x(data);
some_object y = x;
some_object z(x);
```

- They copy an object:
  - simple data, including pointers
  - included objects recursively.
- You can redefine them as needed.

```
class has_int {
private:
  int mine{1};
public:
  has_int(int v) {
    cout << "set: " << v <<
    '\n';
    mine = v; };
  has_int( has_int &h ) {
    auto v = h.mine;
    cout << "copy: " << v <<
    '\n';
    mine = v; };
  void printme() {
    cout << "I have: " << mine
         << '\n'; };
};
```

22. Copy constructor in action

Code:

```
has_int an_int(5);
has_int other_int(an_int);
an_int.printme();
other_int.printme();
```

Output
[object] copyscalar:

```
set: 5
copy: 5
I have: 5
I have: 5
```

23. Copying is recursive

Class with a vector:

```
class has_vector {
private:
  vector<int> myvector;
public:
  has_vector(int v) { myvector.push_back(v); };
  void set(int v) { myvector.at(0) = v; };
  void printme() { cout
      << "I have: " << myvector.at(0) << '\n'; };
};
```

Copying is recursive, so the copy has its own vector:

Code:

```
has_vector a_vector(5);
has_vector other_vector(a_vector);
a_vector.set(3);
a_vector.printme();
other_vector.printme();
```

Output
[object] copyvector:

```
I have: 3
I have: 5
```

24. Destructor

- Every class `myclass` has a *destructor* `~myclass` defined by default.
- The default destructor does nothing:

```
~myclass() {};
```

- A destructor is called when the object goes out of scope. Great way to prevent memory leaks: dynamic data can be released in the destructor. Also: closing files.

25. Destructor example

Just for tracing, constructor and destructor do `cout`:

```
class SomeObject {
public:
  SomeObject() {
    cout << "calling the constructor"
         << '\n';
  };
  ~SomeObject() {
    cout << "calling the destructor"
         << '\n';
  };
};
```

26. Destructor example

Destructor called implicitly:

Code:

```
cout << "Before the nested scope"
     << '\n';
{
  SomeObject obj;
  cout << "Inside the nested scope"
       << '\n';
}
cout << "After the nested scope"
     << '\n';
```

Output
[object] destructor:

```
Before the nested
     scope
calling the
     constructor
Inside the nested
     scope
calling the
     destructor
After the nested
     scope
```

Other object stuff

27. String an object

1. Define a function that yields a string representing the object, and
2. redefine the less-less operator to use this.

```
#include <sstream>
using std::stringstream;
```

```
#include <string>
using std::string;
```

28. Class declarations

Header file:

```
class something {
private:
  int i;
public:
  double dosomething( int i, char c );
};
```

Implementation file:

```
double something::dosomething( int i, char c ) {
  // do something with i,c
};
```