

Class relations: has-a

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1. Has-a relationship

A class usually contains data members. These can be simple types or other classes. This allows you to make structured code.

```
1 class Person {  
2     string name;  
3     ....  
4 };  
5 class Course {  
6     private:  
7         Person the_instructor;  
8         int year;  
9 };`
```

This is called the has-a relation:

Course has-a *Person*

2. Literal and figurative has-a

A line segment has a starting point and an end point.

A *Segment* class can store those points: or store one and derive the other:

```
1 class Segment {
2 private:
3     Point
      starting_point, ending_point;
4 public:
5     Point get_the_end_point() {
6         return ending_point; };
7 }
8 int main() {
9     Segment somesegment;
10    Point somepoint =
11
      somesegment.get_the_end_point();
```

Implementation vs API: implementation can be very different from user

3. Constructors in has-a case

Class for a person:

```
class Person {  
private:  
    string name;  
public:  
    Person( string name ) {  
        /* ... */  
    };  
};
```

Class for a course, which contains a person:

```
class Course {  
private:  
    Person instructor;  
    int enrollment;  
public:  
    Course( string instr,int n )  
    {  
        /* ??? */  
    };  
};
```

You want to use this as `Course("Eijkhout",65);`

4. Constructors in the has-a case

Possible constructor:

```
Course( string teachername,int nstudents ) {  
    instructor = Person(teachername);  
    enrollment = nstudents;  
};
```

Preferred:

```
Course( string teachername,int nstudents )  
    : instructor(Person(teachername)),  
      enrollment(nstudents) {  
};
```

5. Axi-parallel rectangle class

Intended API:

```
float Rectangle::area();
```

It would be convenient to store width and height; for

```
bool Rectangle::contains(Point);
```

it would be convenient to store bottomleft/topright points.

Exercise 1

1. Make a class `Rectangle` (sides parallel to axes) with a constructor:

```
Rectangle(Point botleft, float width, float height);
```

The logical implementation is to store these quantities. Implement methods:

```
float area(); float rightedge_x(); float topedge_y();
```

and write a main program to test these.

2. Add a second constructor

```
Rectangle(Point botleft, Point topright);
```

Can you figure out how to use member initializer lists for the constructors?

Optional exercise 2

Make a copy of your solution of the previous exercise, and redesign your class so that it stores two `Point` objects. Your main program should not change.