

10

Classes: A Deeper Look, Part 2



But what, to serve our private ends, Forbids the cheating of our friends?

— Charles Churchill

Instead of this absurd division into sexes they ought to class people as static and dynamic.

— Evelyn Waugh

Have no friends not equal to yourself.

— Confucius



OBJECTIVES

In this chapter you will learn:

- To specify `const` (constant) objects and `const` member functions.
- To create objects composed of other objects.
- To use `friend` functions and `friend` classes.
- To use the `this` pointer.
- To create and destroy objects dynamically with operators `new` and `delete`, respectively.
- To use `static` data members and member functions.
- The concept of a container class.
- The notion of iterator classes that walk through the elements of container classes.
- To use proxy classes to hide implementation details from a class's clients.



Outline

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10.1 Introduction

- **const objects and const member functions**
 - Prevent modifications of objects
 - Enforce the principle of least privilege
- **Composition**
 - Classes having objects of other classes as members
- **Friendship**
 - Enables class designer to specify that certain non-member functions can access the class' s non-public members



10.1 Introduction (Cont.)

- **this** pointer
- **Dynamic memory management**
 - new and delete operators
- **static** class members
- **Proxy classes**
 - Hide implementation details of a class from clients
- **Pointer-base strings**
 - Used in C legacy code from the last two decades



10.2 `const` (Constant) Objects and `const` Member Functions

- **Principle of least privilege**
 - One of the most fundamental principles of good software engineering
 - Applies to objects, too
- **`const` objects**
 - Keyword `const`
 - Specifies that an object is not modifiable
 - Attempts to modify the object will result in compilation errors



Software Engineering Observation 10.1

Declaring an object as `CONST` helps enforce the principle of least privilege. Attempts to modify the object are caught at compile time rather than causing execution-time errors. Using `CONST` properly is crucial to proper class design, program design and coding.



Performance Tip 10.1

Declaring variables and objects `const` can improve performance—today's sophisticated optimizing compilers can perform certain optimizations on constants that cannot be performed on variables.



10.2 `const` (Constant) Objects and `const` Member Functions (Cont.)

- **`const` member functions**
 - Only `const` member function can be called for `const` objects
 - Member functions declared `const` are not allowed to modify the object
 - A function is specified as `const` both in its prototype and in its definition
 - `const` declarations are not allowed for constructors and destructors



Common Programming Error 10.1

Defining as `const` a member function that modifies a data member of an object is a compilation error.



Common Programming Error 10.2

Defining as `const` a member function that calls a non-`const` member function of the class on the same instance of the class is a compilation error.



Common Programming Error 10.3

Invoking a non-const member function on a const object is a compilation error.



Software Engineering Observation 10.2

A `const` member function can be overloaded with a non-`const` version. The compiler chooses which overloaded member function to use based on the object on which the function is invoked. If the object is `const`, the compiler uses the `const` version. If the object is not `const`, the compiler uses the non-`const` version.



Common Programming Error 10.4

Attempting to declare a constructor or destructor `const` is a compilation error.



Outline

Time.h

(1 of 2)

```
1 // Fig. 10.1: Time.h
2 // Definition of class Time.
3 // Member functions defined in Time.cpp.
4 #ifndef TIME_H
5 #define TIME_H
6
7 class Time
8 {
9 public:
10     Time( int = 0, int = 0, int = 0 ); // default constructor
11
12     // set functions
13     void setTime( int, int, int ); // set time
14     void setHour( int ); // set hour
15     void setMinute( int ); // set minute
16     void setSecond( int ); // set second
17
18     // get functions (normally declared const)
19     int getHour() const; // return hour
20     int getMinute() const; // return minute
21     int getSecond() const; // return second
```

const keyword to indicate that member function cannot modify the object



Outline

Time.h

(2 of 2)

```
22
23 // print functions (normally declared const)
24 void printUniversal() const; // print universal time
25 void printStandard(); // print standard time (should be const)
26 private:
27 int hour; // 0 - 23 (24-hour clock format)
28 int minute; // 0 - 59
29 int second; // 0 - 59
30 }; // end class Time
31
32 #endif
```



Outline

Time.cpp

(1 of 3)

```
1 // Fig. 10.2: Time.cpp
2 // Member-function definitions for class Time.
3 #include <iostream>
4 using std::cout;
5
6 #include <iomanip>
7 using std::setfill;
8 using std::setw;
9
10 #include "Time.h" // include definition of class Time
11
12 // constructor function to initialize private data;
13 // calls member function setTime to set variables;
14 // default values are 0 (see class definition)
15 Time::Time( int hour, int minute, int second )
16 {
17     setTime( hour, minute, second );
18 } // end Time constructor
19
20 // set hour, minute and second values
21 void Time::setTime( int hour, int minute, int second )
22 {
23     setHour( hour );
24     setMinute( minute );
25     setSecond( second );
26 } // end function setTime
```



Outline

Time.cpp

(2 of 3)

```
27
28 // set hour value
29 void Time::setHour( int h )
30 {
31     hour = ( h >= 0 && h < 24 ) ? h : 0; // validate hour
32 } // end function setHour
33
34 // set minute value
35 void Time::setMinute( int m )
36 {
37     minute = ( m >= 0 && m < 60 ) ? m : 0; // validate minute
38 } // end function setMinute
39
40 // set second value
41 void Time::setSecond( int s )
42 {
43     second = ( s >= 0 && s < 60 ) ? s : 0; // validate second
44 } // end function setSecond
45
46 // return hour value
47 int Time::getHour() const // get functions should be const
48 {
49     return hour;
50 } // end function getHour
```

const keyword in function definition,
as well as in function prototype



Outline

Time.cpp

(3 of 3)

```
51
52 // return minute value
53 int Time::getMinute() const
54 {
55     return minute;
56 } // end function getMinute
57
58 // return second value
59 int Time::getSecond() const
60 {
61     return second;
62 } // end function getSecond
63
64 // print Time in universal-time format (HH:MM:SS)
65 void Time::printUniversal() const
66 {
67     cout << setfill( '0' ) << setw( 2 ) << hour << ":"
68         << setw( 2 ) << minute << ":" << setw( 2 ) << second;
69 } // end function printUniversal
70
71 // print Time in standard-time format (HH:MM:SS AM or PM)
72 void Time::printStandard() // note lack of const declaration
73 {
74     cout << ( ( hour == 0 || hour == 12 ) ? 12 : hour % 12 )
75         << ":" << setfill( '0' ) << setw( 2 ) << minute
76         << ":" << setw( 2 ) << second << ( hour < 12 ? " AM" : " PM" );
77 } // end function printStandard
```



Outline

fig10_03.cpp

(1 of 2)

```

1 // Fig. 10.3: fig10_03.cpp
2 // Attempting to access a const object with non-const member functions.
3 #include "Time.h" // include Time class definition
4
5 int main()
6 {
7     Time wakeUp( 6, 45, 0 ); // non-constant object
8     const Time noon( 12, 0, 0 ); // constant object
9
10
11     // OBJECT      MEMBER FUNCTION
12     wakeUp.setHour( 18 ); // non-const non-const
13
14     noon.setHour( 12 ); // const non-const
15
16     wakeUp.getHour(); // non-const const
17
18     noon.getMinute(); // const const
19     noon.printUniversal(); // const const
20
21     noon.printStandard(); // const non-const
22
23     return 0;
24 } // end main

```

Cannot invoke non-**const** member functions on a **const** object



Borland C++ command-line compiler error messages:

```

warning w8037 fig10_03.cpp 13: Non-const function Time::setHour(int)
    called for const object in function main()
warning w8037 fig10_03.cpp 20: Non-const function Time::printStandard()
    called for const object in function main()

```

Outline

fig10_03.cpp

(2 of 2)

Microsoft Visual C++.NET compiler error messages:

```

C:\cpphttp5_examples\ch10\Fig10_01_03\fig10_03.cpp(13) : error C2662:
'Time::setHour' : cannot convert 'this' pointer from 'const Time' to
'Time &'
    Conversion loses qualifiers
C:\cpphttp5_examples\ch10\Fig10_01_03\fig10_03.cpp(20) : error C2662:
'Time::printStandard' : cannot convert 'this' pointer from 'const Time' to
'Time &'
    Conversion loses qualifiers

```

GNU C++ compiler error messages:

```

fig10_03.cpp:13: error: passing `const Time' as `this' argument of
`void Time::setHour(int)' discards qualifiers
fig10_03.cpp:20: error: passing `const Time' as `this' argument of
`void Time::printStandard()' discards qualifiers

```



10.2 const (Constant) Objects and const Member Functions (Cont.)

- **Member initializer**
 - Required for initializing
 - **const** data members
 - Data members that are references
 - Can be used for any data member
- **Member initializer list**
 - Appears between a constructor's parameter list and the left brace that begins the constructor's body
 - Separated from the parameter list with a colon (:)
 - Each member initializer consists of the data member name followed by parentheses containing the member's initial value
 - Multiple member initializers are separated by commas
 - Executes before the body of the constructor executes



Outline

Increment.h

(1 of 1)

```
1 // Fig. 10.4: Increment.h
2 // Definition of class Increment.
3 #ifndef INCREMENT_H
4 #define INCREMENT_H
5
6 class Increment
7 {
8 public:
9     Increment( int c = 0, int i = 1 ); // default constructor
10
11     // function addIncrement definition
12     void addIncrement()
13     {
14         count += increment;
15     } // end function addIncrement
16
17     void print() const; // prints count and increment
18 private:
19     int count;
20     const int increment; // const data member
21 }; // end class Increment
22
23 #endif
```

const data member that must be initialized using a member initializer



Outline

Increment.cpp

(1 of 1)

```

1 // Fig. 10.5: Increment.cpp
2 // Member-function definitions for class Increment demonstrate using a
3 // member initializer to initialize a constant of a built-in data type.
4 #include <iostream>
5 using std::cout;
6 using std::endl;
7
8 #include "Increment.h" // i
9
10 // constructor
11 Increment::Increment( int c, int i )
12     : count( c ), // initializer for non-const member
13       increment( i ) // required initializer for const member
14 {
15     // empty body
16 } // end constructor Increment
17
18 // print count and increment values
19 void Increment::print() const
20 {
21     cout << "count = " << count << ", increment = " << increment << endl;
22 } // end function print

```

Colon (:) marks the start of a member initializer list

Member initializer for non-**const** member **count**

Required member initializer for **const** member **increment**



Outline

fig10_06.cpp

(1 of 1)

```
1 // Fig. 10.6: fig10_06.cpp
2 // Program to test class Increment.
3 #include <iostream>
4 using std::cout;
5
6 #include "Increment.h" // include definition of class Increment
7
8 int main()
9 {
10     Increment value( 10, 5 );
11
12     cout << "Before incrementing: ";
13     value.print();
14
15     for ( int j = 1; j <= 3; j++ )
16     {
17         value.addIncrement();
18         cout << "After increment " << j << ": ";
19         value.print();
20     } // end for
21
22     return 0;
23 } // end main
```

```
Before incrementing: count = 10, increment = 5
After increment 1: count = 15, increment = 5
After increment 2: count = 20, increment = 5
After increment 3: count = 25, increment = 5
```



Software Engineering Observation 10.3

A `const` object cannot be modified by assignment, so it must be initialized. When a data member of a class is declared `const`, a member initializer must be used to provide the constructor with the initial value of the data member for an object of the class. The same is true for references.



Common Programming Error 10.5

Not providing a member initializer for a `const` data member is a compilation error.



Software Engineering Observation 10.4

Constant data members (const objects and const variables) and data members declared as references must be initialized with member initializer syntax; assignments for these types of data in the constructor body are not allowed.



Error-Prevention Tip 10.1

Declare as `const` all of a class' s member functions that do not modify the object in which they operate. Occasionally this may seem inappropriate, because you will have no intention of creating `const` objects of that class or accessing objects of that class through `const` references or pointers to `const`. Declaring such member functions `const` does offer a benefit, though. If the member function is inadvertently written to modify the object, the compiler will issue an error message.



Outline

Increment.h

(1 of 1)

```
1 // Fig. 10.7: Increment.h
2 // Definition of class Increment.
3 #ifndef INCREMENT_H
4 #define INCREMENT_H
5
6 class Increment
7 {
8 public:
9     Increment( int c = 0, int i = 1 ); // default constructor
10
11     // function addIncrement definition
12     void addIncrement()
13     {
14         count += increment;
15     } // end function addIncrement
16
17     void print() const; // prints count and increment
18 private:
19     int count;
20     const int increment; // const data member
21 }; // end class Increment
22
23 #endif
```

Member function declared **const** to prevent errors in situations where an **Increment** object is treated as a **const** object



Outline

Increment.cpp

(1 of 1)

```
1 // Fig. 10.8: Increment.cpp
2 // Attempting to initialize a constant of
3 // a built-in data type with an assignment.
4 #include <iostream>
5 using std::cout;
6 using std::endl;
7
8 #include "Increment.h" // include definition of class Increment
9
10 // constructor; constant member 'increment' is not initialized
11 Increment::Increment( int c, int i )
12 {
13     count = c; // allowed because count is not constant
14     increment = i; // ERROR: Cannot modify a const object
15 } // end constructor Increment
16
17 // print count and increment values
18 void Increment::print() const
19 {
20     cout << "count = " << count << ", increment = " << increment << endl;
21 } // end function print
```

It is an error to modify a **const** data member; data member **increment** must be initialized with a member initializer



Outline

fig10_09.cpp

(1 of 2)

```
1 // Fig. 10.9: fig10_09.cpp
2 // Program to test class Increment.
3 #include <iostream>
4 using std::cout;
5
6 #include "Increment.h" // include definition of class Increment
7
8 int main()
9 {
10     Increment value( 10, 5 );
11
12     cout << "Before incrementing: ";
13     value.print();
14
15     for ( int j = 1; j <= 3; j++ )
16     {
17         value.addIncrement();
18         cout << "After increment " << j << ": ";
19         value.print();
20     } // end for
21
22     return 0;
23 } // end main
```



Outline

fig10_09.cpp

(2 of 2)

Borland C++ command-line compiler error message:

```
Error E2024 Increment.cpp 14: Cannot modify a const object in function
Increment::Increment(int,int)
```

Microsoft Visual C++.NET compiler error messages:

```
C:\cpphttp5_examples\ch10\Fig10_07_09\Increment.cpp(12) : error C2758:
'Increment::increment' : must be initialized in constructor
base/member initializer list
    C:\cpphttp5_examples\ch10\Fig10_07_09\Increment.h(20) :
        see declaration of 'Increment::increment'
C:\cpphttp5_examples\ch10\Fig10_07_09\Increment.cpp(14) : error C2166:
l-value specifies const object
```

GNU C++ compiler error messages:

```
Increment.cpp:12: error: uninitialized member 'Increment::increment' with
'const' type 'const int'
Increment.cpp:14: error: assignment of read-only data-member
'Increment::increment'
```



10.3 Composition: Objects as Members of Classes

- **Composition**

- Sometimes referred to as a *has-a* relationship
- A class can have objects of other classes as members
- Example
 - AlarmClock object with a Time object as a member



10.3 Composition: Objects as Members of Classes (Cont.)

- **Initializing member objects**
 - **Member initializers pass arguments from the object's constructor to member-object constructors**
 - **Member objects are constructed in the order in which they are declared in the class definition**
 - **Not in the order they are listed in the constructor's member initializer list**
 - **Before the enclosing class object (host object) is constructed**
 - **If a member initializer is not provided**
 - **The member object's default constructor will be called implicitly**



Software Engineering Observation 10.5

A common form of software reusability is composition, in which a class has objects of other classes as members.



Outline

Date.h

(1 of 1)

```
1 // Fig. 10.10: Date.h
2 // Date class definition; Member functions defined in Date.cpp
3 #ifndef DATE_H
4 #define DATE_H
5
6 class Date
7 {
8 public:
9     Date( int = 1, int = 1, int = 1900 ); // default constructor
10    void print() const; // print date in month/day/year format
11    ~Date(); // provided to confirm destruction order
12 private:
13     int month; // 1-12 (January-December)
14     int day; // 1-31 based on month
15     int year; // any year
16
17     // utility function to check if day is proper for month and year
18     int checkDay( int ) const;
19 }; // end class Date
20
21 #endif
```



Outline

Date.cpp

(1 of 3)

```
1 // Fig. 10.11: Date.cpp
2 // Member-function definitions for class Date.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include "Date.h" // include Date class definition
8
9 // constructor confirms proper value for month; calls
10 // utility function checkDay to confirm proper value for day
11 Date::Date( int mn, int dy, int yr )
12 {
13     if ( mn > 0 && mn <= 12 ) // validate the month
14         month = mn;
15     else
16     {
17         month = 1; // invalid month set to 1
18         cout << "Invalid month (" << mn << ") set to 1.\n";
19     } // end else
20
21     year = yr; // could validate yr
22     day = checkDay( dy ); // validate the day
23
24     // output Date object to show when its constructor is called
25     cout << "Date object constructor for date ";
26     print();
27     cout << endl;
28 } // end Date constructor
```



Outline

Date.cpp

(2 of 3)

```
29
30 // print Date object in form month/day/year
31 void Date::print() const
32 {
33     cout << month << '/' << day << '/' << year;
34 } // end function print
35
36 // output Date object to show when its destructor is called
37 Date::~~Date()
38 {
39     cout << "Date object destructor for date ";
40     print();
41     cout << endl;
42 } // end ~Date destructor
```



Outline

Date.cpp

(3 of 3)

```
43
44 // utility function to confirm proper day value based on
45 // month and year; handles leap years, too
46 int Date::checkDay( int testDay ) const
47 {
48     static const int daysPerMonth[ 13 ] =
49         { 0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31 };
50
51     // determine whether testDay is valid for specified month
52     if ( testDay > 0 && testDay <= daysPerMonth[ month ] )
53         return testDay;
54
55     // February 29 check for leap year
56     if ( month == 2 && testDay == 29 && ( year % 400 == 0 ||
57         ( year % 4 == 0 && year % 100 != 0 ) ) )
58         return testDay;
59
60     cout << "Invalid day (" << testDay << ") set to 1.\n";
61     return 1; // leave object in consistent state if bad value
62 } // end function checkDay
```



Outline

Employee.h

(1 of 1)

```

1 // Fig. 10.12: Employee.h
2 // Employee class definition.
3 // Member functions defined in Employee.cpp.
4 #ifndef EMPLOYEE_H
5 #define EMPLOYEE_H
6
7 #include "Date.h" // include Date class definition
8
9 class Employee
10 {
11 public:
12     Employee( const char * const, const char * const,
13             const Date &, const Date & );
14     void print() const;
15     ~Employee(); // provided to confirm deletion
16 private:
17     char firstName[ 25 ];
18     char lastName[ 25 ];
19     const Date birthDate; // composition: member object
20     const Date hireDate; // composition: member object
21 }; // end class Employee
22
23 #endif

```

Parameters to be passed via member
initializers to the constructor for class **Date**

const objects of class **Date** as members



Outline

Employee.cpp

(1 of 2)

```

1  // Fig. 10.13: Employee.cpp
2  // Member-function definitions for class Employee.
3  #include <iostream>
4  using std::cout;
5  using std::endl;
6
7  #include <cstring> // strlen and strncpy prototypes
8  using std::strlen;
9  using std::strncpy;
10
11 #include "Employee.h" // Employee class definition
12 #include "Date.h" // Date class definition
13
14 // constructor uses member initializer list to pass initializer
15 // values to constructors of member objects birthDate and hireDate
16 // [Note: This invokes the so-called "default copy constructor" which the
17 // C++ compiler provides implicitly.]
18 Employee::Employee( const char * const first, const char * const last,
19     const Date &dateOfBirth, const Date &dateOfHire )
20     : birthDate( dateOfBirth ) // initialize birthDate
21     , hireDate( dateOfHire ) // initialize hireDate
22 {
23     // copy first into firstName and be
24     int length = strlen( first );
25     length = ( length < 25 ? length : 24 );
26     strncpy( firstName, first, length );
27     firstName[ length ] = '\0';

```

Member initializers that pass arguments to **Date**'s implicit default copy constructor



Outline

Employee.cpp

(2 of 2)

```
28
29 // copy last into lastName and be sure that it fits
30 length = strlen( last );
31 length = ( length < 25 ? length : 24 );
32 strncpy( lastName, last, length );
33 lastName[ length ] = '\0';
34
35 // output Employee object to show when constructor is called
36 cout << "Employee object constructor: "
37     << firstName << " " << lastName << endl;
38 } // end Employee constructor
39
40 // print Employee object
41 void Employee::print() const
42 {
43     cout << lastName << ", " << firstName << " Hired: ";
44     hireDate.print();
45     cout << " Birthday: ";
46     birthDate.print();
47     cout << endl;
48 } // end function print
49
50 // output Employee object to show when its destructor is called
51 Employee::~Employee()
52 {
53     cout << "Employee object destructor: "
54         << lastName << ", " << firstName << endl;
55 } // end ~Employee destructor
```



Outline

fig10_14.cpp

(1 of 2)

```
1 // Fig. 10.14: fig10_14.cpp
2 // Demonstrating composition--an object with member objects.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include "Employee.h" // Employee class definition
8
9 int main()
10 {
11     Date birth( 7, 24, 1949 );
12     Date hire( 3, 12, 1988 );
13     Employee manager( "Bob", "Blue", birth, hire );
14
15     cout << endl;
16     manager.print();
17
18     cout << "\nTest Date constructor with invalid values:\n";
19     Date lastDayOff( 14, 35, 1994 ); // invalid month and day
20     cout << endl;
21     return 0;
22 } // end main
```

Passing objects to a host object constructor



Outline

fig10_14.cpp

(2 of 2)

```
Date object constructor for date 7/24/1949
Date object constructor for date 3/12/1988
Employee object constructor: Bob Blue
```

```
Blue, Bob  Hired: 3/12/1988  Birthday: 7/24/1949
```

```
Test Date constructor with invalid values:
Invalid month (14) set to 1.
Invalid day (35) set to 1.
Date object constructor for date 1/1/1994
```

```
Date object destructor for date 1/1/1994
Employee object destructor: Blue, Bob
Date object destructor for date 3/12/1988
Date object destructor for date 7/24/1949
Date object destructor for date 3/12/1988
Date object destructor for date 7/24/1949
```



Common Programming Error 10.6

A compilation error occurs if a member object is not initialized with a member initializer and the member object's class does not provide a default constructor (i.e., the member object's class defines one or more constructors, but none is a default constructor).



Performance Tip 10.2

Initialize member objects explicitly through member initializers. This eliminates the overhead of “doubly initializing” member objects—once when the member object’s default constructor is called and again when *set* functions are called in the constructor body (or later) to initialize the member object.



Software Engineering Observation 10.6

If a class member is an object of another class, making that member object `public` does not violate the encapsulation and hiding of that member object's `private` members. However, it does violate the encapsulation and hiding of the containing class's implementation, so member objects of class types should still be `private`, like all other data members.



10.4 friend Functions and friend Classes

- **friend function of a class**
 - **Defined outside that class' s scope**
 - **Not a member function of that class**
 - **Yet has the right to access the non-public (and public) members of that class**
 - **Standalone functions or entire classes may be declared to be friends of a class**
 - **Can enhance performance**
 - **Often appropriate when a member function cannot be used for certain operations**



10.4 friend Functions and friend Classes (Cont.)

- **To declare a function as a friend of a class:**
 - Provide the function prototype in the class definition preceded by keyword **friend**
- **To declare a class as a friend of a class:**
 - Place a declaration of the form
friend class ClassTwo;
in the definition of class **ClassOne**
 - All member functions of class **ClassTwo** are friends of class **ClassOne**



10.4 friend Functions and friend Classes (Cont.)

- **Friendship is granted, not taken**
 - For class B to be a friend of class A, class A must explicitly declare that class B is its friend
- **Friendship relation is neither symmetric nor transitive**
 - If class A is a friend of class B, and class B is a friend of class C, you cannot infer that class B is a friend of class A, that class C is a friend of class B, or that class A is a friend of class C
- **It is possible to specify overloaded functions as friends of a class**
 - Each overloaded function intended to be a friend must be explicitly declared as a friend of the class



Software Engineering Observation 10.7

Even though the prototypes for friend functions appear in the class definition, friends are not member functions.



Software Engineering Observation 10.8

Member access notions of `private`, `protected` and `public` are not relevant to `friend` declarations, so `friend` declarations can be placed anywhere in a class definition.



Good Programming Practice 10.1

Place all friendship declarations first inside the class definition's body and do not precede them with any access specifier.



Software Engineering Observation 10.9

Some people in the OOP community feel that “friendship” corrupts information hiding and weakens the value of the object-oriented design approach. In this text, we identify several examples of the responsible use of friendship.



Outline

fig10_15.cpp

(1 of 2)

```
1 // Fig. 10.15: fig10_15.cpp
2 // Friends can access private members of a class.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 // Count class definition
8 class Count
9 {
10     friend void setX( Count &, int ); // friend declaration
11 public:
12     // constructor
13     Count()
14         : x( 0 ) // initialize x to 0
15     {
16         // empty body
17     } // end constructor Count
18
19     // output x
20     void print() const
21     {
22         cout << x << endl;
23     } // end function print
24 private:
25     int x; // data member
26 }; // end class Count
```

friend function declaration (can appear anywhere in the class)



Outline

fig10_15.cpp

```
27
28 // function setX can modify private data of Count
29 // because setX is declared as a friend of Count (line 10)
30 void setX( Count &c, int val )
31 {
32     c.x = val; // allowed because setX is a friend of Count
33 } // end function setX
34
35 int main()
36 {
37     Count counter; // create Count object
38
39     cout << "counter.x after instantiation: ";
40     counter.print();
41
42     setX( counter, 8 ); // set x using a friend function
43     cout << "counter.x after call to setX friend function: ";
44     counter.print();
45     return 0;
46 } // end main
```

friend function can modify **Count**'s private data

Calling a **friend** function; note that we pass the **Count** object to the function

```
counter.x after instantiation: 0
counter.x after call to setX friend function: 8
```



Outline

fig10_16.cpp

(1 of 3)

```
1 // Fig. 10.16: fig10_16.cpp
2 // Non-friend/non-member functions cannot access private data of a class.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 // Count class definition (note that there is no friendship declaration)
8 class Count
9 {
10 public:
11     // constructor
12     Count()
13         : x( 0 ) // initialize x to 0
14     {
15         // empty body
16     } // end constructor Count
17
18     // output x
19     void print() const
20     {
21         cout << x << endl;
22     } // end function print
23 private:
24     int x; // data member
25 }; // end class Count
```



Non-**friend** function cannot
access the class' s **private**

data

fig10_16.cpp

(2 of 3)

```
26
27 // function cannotSetX tries to modify private data of Count,
28 // but cannot because the function is not a friend of Count
29 void cannotSetX( Count &c, int val )
30 {
31     c.x = val; // ERROR: cannot access private member in Count
32 } // end function cannotSetX
33
34 int main()
35 {
36     Count counter; // create Count object
37
38     cannotSetX( counter, 3 ); // cannotSetX is not a friend
39     return 0;
40 } // end main
```



Outline

fig10_16.cpp

(3 of 3)

Borland C++ command-line compiler error message:

```
Error E2247 Fig10_16/fig10_16.cpp 31: 'Count::x' is not accessible in
function cannotSetX(Count &,int)
```

Microsoft Visual C++.NET compiler error messages:

```
C:\cpphttp5_examples\ch10\Fig10_16\fig10_16.cpp(31) : error C2248: 'Count::x'
: cannot access private member declared in class 'Count'
    C:\cpphttp5_examples\ch10\Fig10_16\fig10_16.cpp(24) : see declaration
        of 'Count::x'
    C:\cpphttp5_examples\ch10\Fig10_16\fig10_16.cpp(9) : see declaration
        of 'Count'
```

GNU C++ compiler error messages:

```
fig10_16.cpp:24: error: 'int Count::x' is private
fig10_16.cpp:31: error: within this context
```



10.5 Using the `this` Pointer

- **Member functions know which object's data members to manipulate**
 - Every object has access to its own address through a pointer called `this` (a C++ keyword)
 - An object's `this` pointer is not part of the object itself
 - The `this` pointer is passed (by the compiler) as an implicit argument to each of the object's non-`static` member functions
- **Objects use the `this` pointer implicitly or explicitly**
 - Implicitly when accessing members directly
 - Explicitly when using keyword `this`
 - Type of the `this` pointer depends on the type of the object and whether the executing member function is declared `const`



Outline

fig10_17.cpp

(1 of 2)

```
1 // Fig. 10.17: fig10_17.cpp
2 // Using the this pointer to refer to object members.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 class Test
8 {
9 public:
10     Test( int = 0 ); // default constructor
11     void print() const;
12 private:
13     int x;
14 }; // end class Test
15
16 // constructor
17 Test::Test( int value )
18     : x( value ) // initialize x to value
19 {
20     // empty body
21 } // end constructor Test
```



Outline

fig10_17.cpp

(2 of 2)

```

22
23 // print x using implicit and explicit this pointers;
24 // the parentheses around *this are required
25 void Test::print() const
26 {
27     // implicitly use the this pointer to access the member x
28     cout << "      x = " << x;
29
30     // explicitly use the this pointer
31     // to access the member x
32     cout << "\n this->x = " << this->x;
33
34     // explicitly use the dereferenced this
35     // the dot operator to access the member x
36     cout << "\n(*this).x = " << ( *this ).x << endl;
37 } // end function print
38
39 int main()
40 {
41     Test testObject( 12 ); // instantiate and initialize testObject
42
43     testObject.print();
44     return 0;
45 } // end main

```

```

      x = 12
    this->x = 12
  (*this).x = 12

```

Implicitly using the **this** pointer to access member **x**

Explicitly using the **this** pointer to access member **x**

Using the dereferenced **this** pointer and the dot operator



Common Programming Error 10.7

Attempting to use the member selection operator (.) with a pointer to an object is a compilation error—the dot member selection operator may be used only with an *lvalue* such as an object's name, a reference to an object or a dereferenced pointer to an object.



10.5 Using the `this` Pointer (Cont.)

- **Cascaded member-function calls**
 - Multiple functions are invoked in the same statement
 - Enabled by member functions returning the dereferenced `this` pointer
 - Example
 - `t.setMinute(30).setSecond(22);`
 - Calls `t.setMinute(30);`
 - Then calls `t.setSecond(22);`



Outline

Time.h

(1 of 2)

```
1 // Fig. 10.18: Time.h
2 // Cascading member function calls.
3
4 // Time class definition.
5 // Member functions defined in Time.cpp.
6 #ifndef TIME_H
7 #define TIME_H
8
9 class Time
10 {
11 public:
12     Time( int = 0, int = 0, int = 0 ); // default constructor
13
14     // set functions (the Time & return types enable cascading)
15     Time &setTime( int, int, int ); // set hour, minute, second
16     Time &setHour( int ); // set hour
17     Time &setMinute( int ); // set minute
18     Time &setSecond( int ); // set second
```

*set functions return **Time** & to enable cascading*



Outline

Time.h

(2 of 2)

```
19
20 // get functions (normally declared const)
21 int getHour() const; // return hour
22 int getMinute() const; // return minute
23 int getSecond() const; // return second
24
25 // print functions (normally declared const)
26 void printUniversal() const; // print universal time
27 void printStandard() const; // print standard time
28 private:
29 int hour; // 0 - 23 (24-hour clock format)
30 int minute; // 0 - 59
31 int second; // 0 - 59
32 }; // end class Time
33
34 #endif
```



Outline

Time.cpp

(1 of 3)

```
1 // Fig. 10.19: Time.cpp
2 // Member-function definitions for Time class.
3 #include <iostream>
4 using std::cout;
5
6 #include <iomanip>
7 using std::setfill;
8 using std::setw;
9
10 #include "Time.h" // Time class definition
11
12 // constructor function to initialize private data;
13 // calls member function setTime to set variables;
14 // default values are 0 (see class definition)
15 Time::Time( int hr, int min, int sec )
16 {
17     setTime( hr, min, sec );
18 } // end Time constructor
19
20 // set values of hour, minute, and second
21 Time &Time::setTime( int h, int m, int s ) // note Time & return
22 {
23     setHour( h );
24     setMinute( m );
25     setSecond( s );
26     return *this; // enables cascading
27 } // end function setTime
```

Returning dereferenced **this** pointer enables cascading



Outline

Time.cpp

(2 of 3)

```
28
29 // set hour value
30 Time &Time::setHour( int h ) // note Time & return
31 {
32     hour = ( h >= 0 && h < 24 ) ? h : 0; // validate hour
33     return *this; // enables cascading
34 } // end function setHour
35
36 // set minute value
37 Time &Time::setMinute( int m ) // note Time & return
38 {
39     minute = ( m >= 0 && m < 60 ) ? m : 0; // validate minute
40     return *this; // enables cascading
41 } // end function setMinute
42
43 // set second value
44 Time &Time::setSecond( int s ) // note Time & return
45 {
46     second = ( s >= 0 && s < 60 ) ? s : 0; // validate second
47     return *this; // enables cascading
48 } // end function setSecond
49
50 // get hour value
51 int Time::getHour() const
52 {
53     return hour;
54 } // end function getHour
```



Outline

Time.cpp

(3 of 3)

```
55
56 // get minute value
57 int Time::getMinute() const
58 {
59     return minute;
60 } // end function getMinute
61
62 // get second value
63 int Time::getSecond() const
64 {
65     return second;
66 } // end function getSecond
67
68 // print Time in universal-time format (HH:MM:SS)
69 void Time::printUniversal() const
70 {
71     cout << setfill( '0' ) << setw( 2 ) << hour << ":"
72         << setw( 2 ) << minute << ":" << setw( 2 ) << second;
73 } // end function printUniversal
74
75 // print Time in standard-time format (HH:MM:SS AM or PM)
76 void Time::printStandard() const
77 {
78     cout << ( ( hour == 0 || hour == 12 ) ? 12 : hour % 12 )
79         << ":" << setfill( '0' ) << setw( 2 ) << minute
80         << ":" << setw( 2 ) << second << ( hour < 12 ? " AM" : " PM" );
81 } // end function printStandard
```



Outline

fig10_20.cpp

(1 of 2)

```
1 // Fig. 10.20: fig10_20.cpp
2 // Cascading member function calls with the this pointer.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include "Time.h" // Time class definition
8
9 int main()
10 {
11     Time t; // create Time object
12
13     // cascaded function calls
14     t.setHour( 18 ).setMinute( 30 ).setSecond( 22 );
15
16     // output time in universal and standard formats
17     cout << "Universal time: ";
18     t.printUniversal();
19
20     cout << "\nStandard time: ";
21     t.printStandard();
22
23     cout << "\n\nNew standard time: ";
24
25     // cascaded function calls
26     t.setTime( 20, 20, 20 ).printStandard();
27     cout << endl;
28     return 0;
29 } // end main
```

Cascaded function calls using the reference returned by one function call to invoke the next

Note that these calls must appear in the order shown, because **printStandard** does not return a reference to **t**



Outline

Universal time: 18:30:22
Standard time: 6:30:22 PM

New standard time: 8:20:20 PM

fig10_20.cpp

(2 of 2)



10.6 Dynamic Memory Management with Operators `new` and `delete`

- **Dynamic memory management**
 - Enables programmers to allocate and deallocate memory for any built-in or user-defined type
 - Performed by operators `new` and `delete`
 - For example, dynamically allocating memory for an array instead of using a fixed-size array



10.6 Dynamic Memory Management with Operators `new` and `delete` (Cont.)

- **Operator `new`**

- Allocates (i.e., reserves) storage of the proper size for an object at execution time
- Calls a constructor to initialize the object
- Returns a pointer of the type specified to the right of `new`
- Can be used to dynamically allocate any fundamental type (such as `int` or `double`) or any class type

- **Free store**

- Sometimes called the heap
- Region of memory assigned to each program for storing objects created at execution time



10.6 Dynamic Memory Management with Operators new and delete (Cont.)

- **Operator delete**
 - Destroys a dynamically allocated object
 - Calls the destructor for the object
 - Deallocates (i.e., releases) memory from the free store
 - The memory can then be reused by the system to allocate other objects



10.6 Dynamic Memory Management with Operators new and delete (Cont.)

- **Initializing an object allocated by new**
 - **Initializer for a newly created fundamental-type variable**
 - **Example**
 - `double *ptr = new double(3.14159);`
 - **Specify a comma-separated list of arguments to the constructor of an object**
 - **Example**
 - `Time *timePtr = new Time(12, 45, 0);`



Common Programming Error 10.8

Not releasing dynamically allocated memory when it is no longer needed can cause the system to run out of memory prematurely. This is sometimes called a “memory leak**.”**



10.6 Dynamic Memory Management with Operators new and delete (Cont.)

- **new operator can be used to allocate arrays dynamically**
 - Dynamically allocate a 10-element integer array:
`int *gradesArray = new int[10];`
 - Size of a dynamically allocated array
 - Specified using any integral expression that can be evaluated at execution time



10.6 Dynamic Memory Management with Operators new and delete (Cont.)

- **Delete a dynamically allocated array:**
`delete [] gradesArray;`
 - This deallocates the array to which `gradesArray` points
 - If the pointer points to an array of objects
 - First calls the destructor for every object in the array
 - Then deallocates the memory
 - If the statement did not include the square brackets (`[]`) and `gradesArray` pointed to an array of objects
 - Only the first object in the array would have a destructor call



Common Programming Error 10.9

Using `delete` instead of `delete []` for arrays of objects can lead to runtime logic errors. To ensure that every object in the array receives a destructor call, always delete memory allocated as an array with operator `delete []`. Similarly, always delete memory allocated as an individual element with operator `delete`.



10.7 static Class Members

- **static data member**
 - Only one copy of a variable shared by all objects of a class
 - “Class-wide” information
 - A property of the class shared by all instances, not a property of a specific object of the class
 - Declaration begins with keyword **static**



10.7 static Class Members (Cont.)

- **static data member (Cont.)**

- **Example**

- **Video game with Martians and other space creatures**
 - Each Martian needs to know the `martianCount`
 - `martianCount` should be **static** class-wide data
 - Every Martian can access `martianCount` as if it were a data member of that Martian
 - Only one copy of `martianCount` exists
 - May seem like global variables but have class scope
 - Can be declared **public**, **private** or **protected**



10.7 static Class Members (Cont.)

- **static data member (Cont.)**
 - **Fundamental-type static data members**
 - Initialized by default to 0
 - If you want a different initial value, a static data member can be initialized once (and only once)
 - **A const static data member of int or enum type**
 - Can be initialized in its declaration in the class definition
 - **All other static data members**
 - Must be defined at file scope (i.e., outside the body of the class definition)
 - Can be initialized only in those definitions
 - **static data members of class types (i.e., static member objects) that have default constructors**
 - Need not be initialized because their default constructors will be called



10.7 static Class Members (Cont.)

- **static data member (Cont.)**

- **Exists even when no objects of the class exist**
 - **To access a public static class member when no objects of the class exist**
 - **Prefix the class name and the binary scope resolution operator (::) to the name of the data member**
 - **Example**
 - **Martian::martianCount**
- **Also accessible through any object of that class**
 - **Use the object's name, the dot operator and the name of the member**
 - **Example**
 - **myMartian.martianCount**



10.7 `static` Class Members (Cont.)

- **`static` member function**
 - Is a service of the *class*, not of a specific object of the class
- **`static` applied to an item at file scope**
 - That item becomes known only in that file
 - The `static` members of the class need to be available from any client code that accesses the file
 - So we cannot declare them `static` in the `.cpp` file—we declare them `static` only in the `.h` file.



Performance Tip 10.3

Use `static` data members to save storage when a single copy of the data for all objects of a class will suffice.



Software Engineering Observation 10.10

A class' s static data members and static member functions exist and can be used even if no objects of that class have been instantiated.



Common Programming Error 10.10

It is a compilation error to include keyword `static` in the definition of a `static` data members at file scope.



Outline

fig10_21.cpp

(1 of 1)

```
1 // Fig. 10.21: Employee.h
2 // Employee class definition.
3 #ifndef EMPLOYEE_H
4 #define EMPLOYEE_H
5
6 class Employee
7 {
8 public:
9     Employee( const char * const, const char * const ); // constructor
10    ~Employee(); // destructor
11    const char *getFirstName() const; // return first name
12    const char *getLastName() const; // return last name
13
14    // static member function
15    static int getCount(); // return number of objects instantiated
16 private:
17     char *firstName;
18     char *lastName;
19
20    // static data
21    static int count; // number of objects instantiated
22 }; // end class Employee
23
24 #endif
```

Function prototype for **static** member function

static data member keeps track of number of **Employee** objects that currently exist



Outline

Employee.cpp

(1 of 3)

```
1 // Fig. 10.22: Employee.cpp
2 // Member-function definitions for class Employee.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include <cstring> // strlen and strcpy prototypes
8 using std::strlen;
9 using std::strcpy;
10
11 #include "Employee.h" // Employee class definition
12
13 // define and initialize static data member at file scope
14 int Employee::count = 0;
15
16 // define static member function
17 // Employee objects instantiate
18 int Employee::getCount()
19 {
20     return count;
21 } // end static function getCount
```

static data member is defined and initialized at file scope in the **.cpp** file

static member function can access only **static** data, because the function might be called when no objects exist



Outline

Employee.cpp

```

22
23 // constructor dynamically allocates space for first and last name and
24 // uses strcpy to copy first and last names into the object
25 Employee::Employee( const char * const first, const char * const last )
26 {
27     firstName = new char[ strlen( first ) + 1 ];
28     strcpy( firstName, first );
29
30     lastName = new char[ strlen( last ) + 1 ];
31     strcpy( lastName, last );
32
33     count++; // increment
34
35     cout << "Employee constructor for " << firstName
36         << ' ' << lastName << " called." << endl;
37 } // end Employee constructor
38
39 // destructor deallocates dynamically allocated memory
40 Employee::~~Employee()
41 {
42     cout << "~Employee() called for " << firstName
43         << ' ' << lastName << endl;
44
45     delete [] firstName; // release memory
46     delete [] lastName; // release memory
47
48     count--; // decrement static count of employees
49 } // end ~Employee destructor

```

Dynamically allocating **char** arrays

Non-**static** member function (i.e., constructor) can modify the class' s **static** data members

Deallocating memory reserved for arrays



Outline

Employee.cpp

(3 of 3)

```
50
51 // return first name of employee
52 const char *Employee::getFirstName() const
53 {
54     // const before return type prevents client from modifying
55     // private data; client should copy returned string before
56     // destructor deletes storage to prevent undefined pointer
57     return firstName;
58 } // end function getFirstName
59
60 // return last name of employee
61 const char *Employee::getLastName() const
62 {
63     // const before return type prevents client from modifying
64     // private data; client should copy returned string before
65     // destructor deletes storage to prevent undefined pointer
66     return lastName;
67 } // end function getLastName
```



Outline

fig10_23.cpp

(1 of 2)

```

1 // Fig. 10.23: fig10_23.cpp
2 // Driver to test class Employee.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include "Employee.h" // Employee class definition
8
9 int main()
10 {
11     // use class name and binary scope resolution operator to
12     // access static number function getCount
13     cout << "Number of employees before instantiation of any objects is "
14         << Employee::getCount() << endl; // use class name
15
16     // use new to dynamically create two new Employees
17     // operator new also calls the object's constructor
18     Employee *e1Ptr = new Employee( "Susan", "Baker" );
19     Employee *e2Ptr = new Employee( "Robert", "Jones" );
20
21     // call getCount on first Employee object
22     cout << "Number of employees after objects
23         << e1Ptr->getCount();
24
25     cout << "\n\nEmployee 1: "
26         << e1Ptr->getFirstName() << " " <<
27         << "\nEmployee 2: "
28         << e2Ptr->getFirstName() << " " << e2Ptr->getLastName() << "\n\n";

```

Calling **static** member function using class name and binary scope resolution operator

Dynamically creating **Employees** with **new**

Calling a **static** member function through a pointer to an object of the class



Outline

```

29
30 delete e1Ptr; // deallocate memory
31 e1Ptr = 0; // disconnect pointer from free-store space
32 delete e2Ptr; // deallocate memory
33 e2Ptr = 0; // disconnect pointer from free-store space
34
35 // no objects exist, so call
36 // using the class name and the binary scope resolution operator
37 cout << "Number of employees after objects are deleted is "
38     << Employee::getCount() << endl;
39 return 0;
40 } // end main

```

Releasing memory to which a pointer points

Disconnecting a pointer from any space in memory

fig10_23.cpp

(2 of 2)

Number of employees before instantiation of any objects is 0
 Employee constructor for Susan Baker called.
 Employee constructor for Robert Jones called.
 Number of employees after objects are instantiated is 2

Employee 1: Susan Baker
 Employee 2: Robert Jones

~Employee() called for Susan Baker
 ~Employee() called for Robert Jones
 Number of employees after objects are deleted is 0



10.7 static Class Members (Cont.)

- **Declare a member function static**
 - If it does not access non-static data members or non-static member functions of the class
 - A static member function does not have a **this** pointer
 - static data members and static member functions exist independently of any objects of a class
 - When a static member function is called, there might not be any objects of its class in memory



Software Engineering Observation 10.11

Some organizations specify in their software engineering standards that all calls to `static` member functions be made using the class name and not an object handle.



Common Programming Error 10.11

Using the `this` pointer in a `static` member function is a compilation error.



Common Programming Error 10.12

Declaring a `static` member function `const` is a compilation error. The `const` qualifier indicates that a function cannot modify the contents of the object in which it operates, but `static` member functions exist and operate independently of any objects of the class.



Error-Prevention Tip 10.2

After deleting dynamically allocated memory, set the pointer that referred to that memory to 0. This disconnects the pointer from the previously allocated space on the free store. This space in memory could still contain information, despite having been deleted. By setting the pointer to 0, the program loses any access to that free-store space, which, in fact, could have already been reallocated for a different purpose. If you didn't set the pointer to 0, your code could inadvertently access this new information, causing extremely subtle, nonrepeatable logic errors.



10.8 Data Abstraction and Information Hiding

- **Information Hiding**
 - A class normally hides implementation details from clients
- **Data abstraction**
 - Client cares about *what* functionality a class offers, not about *how* that functionality is implemented
 - For example, a client of a stack class need not be concerned with the stack's implementation (e.g., a linked list)
 - Programmers should not write code that depends on a class's implementation details



10.8 Data Abstraction and Information Hiding (Cont.)

- **Importance of data**
 - **Elevated in C++ and object-oriented community**
 - **Primary activities of object-oriented programming in C++**
 - **Creation of types (i.e., classes)**
 - **Expression of the interactions among objects of those types**
 - **Abstract data types (ADTs)**
 - **Improve the program development process**



10.8 Data Abstraction and Information Hiding (Cont.)

- **Abstract data types (ADTs)**
 - Essentially ways of representing real-world notions to some satisfactory level of precision within a computer system
 - Types like `int`, `double`, `char` and others are all ADTs
 - e.g., `int` is an abstract representation of an integer
 - Capture two notions:
 - Data representation
 - Operations that can be performed on the data
 - C++ classes implement ADTs and their services



10.8.1 Example: Array Abstract Data Type

- **Many array operations not built into C++**
 - e.g., subscript range checking
- **Programmers can develop an array ADT as a class that is preferable to “raw” arrays**
 - Can provide many helpful new capabilities
- **C++ Standard Library class template `vector`**



Software Engineering Observation 10.12

The programmer is able to create new types through the class mechanism. These new types can be designed to be used as conveniently as the built-in types. Thus, C++ is an extensible language. Although the language is easy to extend with these new types, the base language itself cannot be changed.



10.8.2 Example: String Abstract Data Type

- **No string data type among C++' s built-in data types**
 - C++ is an intentionally sparse language
 - Provides programmers with only the raw capabilities needed to build a broad range of systems
 - Designed to minimize performance burdens
 - Designed to include mechanisms for creating and implementing string abstract data types through classes
 - C++ Standard Library class `string`



10.8.3 Example: Queue Abstract Data Type

- **Queue ADT**
 - Items returned in first-in, first-out (FIFO) order
 - First item inserted in the queue is the first item removed from the queue
 - Hides an internal data representation that somehow keeps track of the items currently waiting in line
 - Good example of an abstract data type
 - Clients invoke *enqueue* operation to put things in the queue one at a time
 - Clients invoke *dequeue* operation to get those things back one at a time on demand
 - C++ Standard Library `queue` class



10.9 Container Classes and Iterators

- **Container classes (also called collection classes)**
 - **Classes designed to hold collections of objects**
 - **Commonly provide services such as insertion, deletion, searching, sorting, and testing an item to determine whether it is a member of the collection**
 - **Examples**
 - **Arrays**
 - **Stacks**
 - **Queues**
 - **Trees**
 - **Linked lists**



10.9 Container Classes and Iterators (Cont.)

- **Iterator objects—or more simply iterators**
 - Commonly associated with container classes
 - An object that “walks through” a collection, returning the next item (or performing some action on the next item)
 - A container class can have several iterators operating on it at once
 - Each iterator maintains its own “position” information



10.10 Proxy Classes

- **Header files contain some portion of a class' s implementation and hints about others**
 - **For example, a class' s `private` members are listed in the class definition in a header file**
 - **Potentially exposes proprietary information to clients of the class**



10.10 Proxy Classes (Cont.)

- **Proxy class**
 - Hides even the **private** data of a class from clients
 - Knows only the **public** interface of your class
 - Enables the clients to use your class' s services without giving the client access to your class' s implementation details



Outline

Implementation.h

(1 of 1)

```
1 // Fig. 10.24: Implementation.h
2 // Header file for class Implementation
3
4 class Implementation
5 {
6 public:
7     // constructor
8     Implementation( int v )
9         : value( v ) // initialize value with v
10    {
11        // empty body
12    } // end constructor Implementation
13
14    // set value to v
15    void setValue( int v )
16    {
17        value = v; // should validate v
18    } // end function setValue
19
20    // return value
21    int getValue() const
22    {
23        return value;
24    } // end function getValue
25 private:
26    int value; // data that we would like to hide from the client
27 }; // end class Implementation
```

Class definition for the class that contains the proprietary implementation we would like to hide

The data we would like to hide from the client



Outline

Interface.h

(1 of 1)

```

1 // Fig. 10.25: Interface.h
2 // Header file for class Interface
3 // Client sees this source code, but the source code does not reveal
4 // the data layout of class Implementation.
5
6 class Implementation; // forward class declaration required by line 17
7
8 class Interface
9 {
10 public:
11     Interface( int ); // constructor
12     void setValue( int ); // same public interface as
13     int getValue() const; // class Implementation has
14     ~Interface(); // destructor
15 private:
16     // requires previous forward declaration (line 6)
17     Implementation *ptr;
18 }; // end class Interface

```

Declares **Implementation** as a data type
without including the class' s complete header
file

public interface between client and hidden class

Using a pointer allows us to hide implementation
details of class **Implementation**



Outline

Interface.cpp

(1 of 1)

```

1 // Fig. 10.26: Interface.cpp
2 // Implementation of class Interface--client receives this file only
3 // as precompiled object code, keeping the implementation hidden.
4 #include "Interface.h" // Interface class definition
5 #include "Implementation.h" // Implementation class definition
6
7 // constructor
8 Interface::Interface( int v )
9     : ptr ( new Implementation( v )
10 {                                     // a new Implementation object
11     // empty body
12 } // end Interface constructor
13
14 // call Implementation's setValue function
15 void Interface::setValue( int v )
16 {
17     ptr->setValue( v );
18 } // end function setValue
19
20 // call Implementation's getValue function
21 int Interface::getValue() const
22 {
23     return ptr->getValue();
24 } // end function getValue
25
26 // destructor
27 Interface::~Interface()
28 {
29     delete ptr;
30 } // end ~Interface destructor

```

Only location where **Implementation.h**
is included with **#include**

Setting the value of the hidden data via a pointer

Getting the value of the hidden data via a pointer



Outline

fig10_27.cpp

(1 of 1)

```

1 // Fig. 10.27: fig10_27.cpp
2 // Hiding a class's private data with a proxy class.
3 #include <iostream>
4 using std::cout;
5 using std::endl;
6
7 #include "Interface.h" // Interface class definition
8
9 int main()
10 {
11     Interface i( 5 ); // create
12
13     cout << "Interface contains: " << i.getValue()
14         << " before setValue" << endl;
15
16     i.setValue( 10 );
17
18     cout << "Interface contains: " << i.getValue()
19         << " after setValue" << endl;
20     return 0;
21 } // end main

```

Only the header file for **Interface** is included in the client code—no mention of the existence of a separate class called **Implementation**

```

Interface contains: 5 before setValue
Interface contains: 10 after setValue

```



Software Engineering Observation 10.13

A proxy class insulates client code from implementation changes.

