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1 lecture 02 06/04/19

OOP-review:

1.1 inline function

member function definition given completely in the definition of the class saves overhead of a function invocation very short definitions

1.2 static members

keyword static is used, global variable or member static member functions can be accessed without an object ever being created `class::memberFunction()`

private: static int y; //will be shared by all object instances

1.3 scope resolution operator

::

2 lecture 03 06/06/19

OOP-review cont:

2.1 member initialization list

```
member initialization list for base class  
using base class constructor
```

- Cat(int a, string b, bool c): Animal(d, e, f)

2.2 Redifining

overloading - same name but different parameters, usually occurs in same class, fn, etc. overriding - same function signature/prototype, inheritance is usually involved

2.3 constructors

derived class constructor can't access private base class data, must call base class constructor in deriv.

2.4 OOD (object oriented design) fundamentals

- encapsulation
- inheritance
- polymorphism

ex) pShape->draw();

Shape is a pointer of base class and can point to Circle obj or Square or etc.. each have different virtual draw

2.5 Access levels

- public
- protected
- private

3 lecture 04 06/10/19

3.1 Operator Overloading

- most existing **not scope resolution or member access** C++ operators can be overloaded
- New operators cannot be created
- an operator function is a function that overloads an operator

binary operator with two operands

```
Deck a,b;
```

```
bool isEqual a == b
```

a.operator==(b) same as a == b

3.1.1 overloading example

```
bool operator<=(const clockType& otherClock const);
```

```
^ otherClock is being passed in  
as if (clock <= otherClock) rhs  
operator always passed in  
with lhs considered as invoking  
object
```

4 lecture 05 06/11/19

4.1 Operator overloading contd.

Pre and post inc

`++c` **vs** `c++`

- Pre has slightly less overhead and `++` happens before assignment
- `++` is a unary operation ***one*** operand

IC exersize

```
clockType clockType::operator(int x)
{
    clockType temp = *this; // this is a copy operation using copy constructor
    /* increment code */
    return *temp; // will return original clock value but still increment
                  // the operand
}
```

5 lecture 06 06/12/19

5.1 Pointer and Reference review

```
int count = 100;           // initialized on the stack
int* pCount = nullptr      // same as NULL;

pCount = &count;           // pointer set to the address of count
Clock* pClock = new Clock(); // allocates on the heap and returns a
                             // pointer which is assigned to pClock

void* voidPtr; //can be used to point to any type

std::cout << pCount;      // returns address pointer is pointing to
std::cout << *pCount;     // returns data pointer is pointing to
```

in reality a reference is a **specialized const pointer**

```
int& rCount = count; // If declaring a reference ,
                    // must say what it refers to
```

a reference can be used **interchangably** with the object its self

```
std::cout << &rCount; // will output address of object rCount
                      // refers to, in this case the address
                      // of count
```

6 lecture 07 06/13/19

6.1 Pointers and Dynamic variables

```
int *p;
p = new int [10]

*p = 25; // stores 25 in first mem location
p++;    // moves pointer to next array component
*p = 35; // sets next array component to 35
```

6.2 copy constructor

```
/* both call copy constructor */
ptrM objB = objA;
ptrM objB(objA);
```

shallow copy (*default copy constructor*) **will not work** if object contains pointers that point to data such as the array on heap above.

deep copy constructor ***makes complete copy of object***, can allocate new array on heap

```
/* deep copy constructor */
ptrMemVarType::ptrMemVarType(const ptrMemVarType &otherObj)
{
    maxSize = otherObj.size;
    length = otherObj.length;

    p = new int [maxSize];

    for(int i = 0; i < length; i++)
        p[i] = otherObj.p[i];
}
```


7 lecture 08 06/17/19

7.1 Copy Constructor for derived class Example

```
//calling the base class copy constructor in the member init list
CityTempLatitudeLongitude(const CityTempLatitudeLongitude &otherObj) : CityTemp(otherObj)
// shallow copy will work for B-class data (no )
{
    latitude = new float [NUM_ROW]
    longitude = new float [NUM_ROW]
    for (int i = 0; i < NUM_ROW; i++)
    {
        latitude = otherObj.latitude[i]
        longitude = otherObj.longitude[i]
    }
}
```

8 lecture 09 06/18/19

8.1 vector copy constructor example

```
/* pt 1: copy automatic data (not pointed to) first */
vector(const vector &otherObj) : size_v{otherObj.size_v}, elem{new double[otherObj.size]},
    space{otherObj.space}
{
    /* pt 2: dynamically allocate pointed to data (array of doubles) */
    std::copy(otherObj.elem, otherObj.elem + size_v, elem)
}
```

8.2 copy assignment

similar to the copy constructor however information needs to be copied into an existing object

```
vector &operator=(const vector &otherObj)
{
    /* pt 1: release pointed to data which obj has ownership of */
    /* code... */
    /* pt 2: pt1 & 2 from copy constructor */
}
```

8.3 recursion

factorial example:

```
float fact(int n)
{
    //factorial of n = n * (n-1) * (n-2) ... * 1
    return n > 1? n* fact(n-1) : 1;
}
```

9 lecture 10 06/19/19

9.1 recursion cotd...

solving a problem by reducing it to a smaller version of its self

constexpr declares a an expresion as const

9.2 polymorphism

pure virtual function used in interface inheritance

9.3 Exam 1

- use **friend** function with mixed types and ex) << and >>
- know order of constructors and destructors called in derived classes
-

10 lecture 11 06/24/19

10.1 Virtual Functions, ABCs and Namespaces

Virtual function - **dynamic** binding occurs at run time, not compile time.

Non virtual functions are bound **statically** at compile time.

- virtual only needs to be declared in base class, automatically virtual in derived.
- Object slicing can occur if passing base class object by value, results in extra derived class data being sliced off (base class copy constructor is called on the derived class object)
- can be avoided by using references or pointers
- c++11 keyword override can be used to indicate if overriding virtual functions from the base class

pure virtual and ABC

```
virtual pureVirtual() = 0;
```

- expression is any logical expression
- if true next expression evaluates prgm continues
- if false prgm terminates and indicates where error occurred

```
#include <cassert>
assert(expression)
```

namespaces syntax members are variable declarations etc.

```
namespace nsp_name
{
    members
}

//using namespaces

using namespace name_space
/* or */
using name_space::member
```

```
//ec practice inclass

void Rectangle::Print()
{
    cout << l << endl;
    cout << w << endl;
    cout << x << endl;
    cout << y << endl;
}
```

```
void Circle::Print()
{
    cout << l << endl;
    cout << w << endl;
    cout << r << endl;
}

void Rectangle::UpdateDimentions(int l, int w, int r) : l{l}, w{w}
{}

void Circle::UpdateDimentions(int l, int w, int r) : r{r}
{}

```

11 lecture 12 06/25/19

11.1 In class initializer

```
int r {100} // in-class declaration and initialization
```

11.2 Exception Handling

basics

- try/catch block
- errors are handled in the catch block
- assert keyword (older C style way, not needed)

```
try
{
    //statements
    throw somethingToThrow
}
catch (dataType1 identifier)
{
    //err handling code
}
catch (dataTypeN identifier)
{
    //err handling code
}
catch (...) // catch all, catches any error
{
    //err handling code
}
```

12 lecture 13 06/26/19

Exception Handling contd..

12.1 noexcept specifier

noexcept will guarantee that no exception can be thrown in a function

```
noexcept(expression); //if evals to true the function is declared not to throw any exceptions
```

12.2 stack unwinding

when an exception is thrown and execution jumps to catch block, automatic variables from try block must be deleted to avoid mem leaks.

12.3 static casting

C-like casting

and

down casting is allowed in `static_cast`

```
Child *p = static_cast<Child *>(&Parent);
```

12.4 up and down casting

- up cast - moving up in hierarchy (always allowed/safe)
- down cast moving down in hierarchy (not always possible/safe)

12.5 dynamic casting

can occur at runtime must be an up-cast `Child *p = dynamic_cast<Child *>(pParent);` //returns pointer if able to perform cast //, if unable returns null ptr (this occurs when trying a down-cast)

13 lecture 14 06/27/19

13.1 casting contd...

casting, both dynamic and static must occur between objects in an inheritance hierarchy

Albert:

The Cookie