

# CSCI-1200 Data Structures — Spring 2016

## Lecture 3 — Classes I

### Announcements

- Notes and sample code typed during lecture will be available at <http://www.cs.rpi.edu/~thompw4/CSCI-1200/Spring2016/>.
- Please register your iClicker at: <http://www1.iclicker.com/register-an-iclicker>  
Use your RCS ID (your email username), not your RIN.
- Please post homework question in the appropriate homework section of LMS rather than anonymous.
- Questions about Homework 1?

### Review from Lecture 2

- command line parameters and C-style arrays
- Vectors are dynamically-sized arrays
- Vectors, strings and other containers should be:
  - passed by reference when they are to be changed, and
  - passed by constant reference when they aren't.

If you forget the `&` and pass by value, the object will be copied which is expensive for containers with lots of elements. Note: This is unlike arrays, which are *not copied when passed by value*.

- Vectors can “contain” any type of objects, including strings and other vectors.

### Today's Lecture

- Classes in C++ – Types and defining new types
- A `Date` class.
- Class declaration: member variables and member functions
- Using the class member functions
- Class scope
- Member function implementation
- Classes vs. structs
- Designing classes

### 3.1 Types and Defining New Types

- What is a type? It is a structuring of memory plus a set of operations (functions) that can be applied to that structured memory.
  - Every C++ object has a type
  - The type tells us what the data means and what operations can be performed on the data
- Examples: integers, doubles, strings, and vectors.
- In many cases, when we are using a class we don't know how that memory is structured. Instead, what we really think about is the set of operations (functions) that can be applied.
- The basic ideas behind classes are **data abstraction** and **encapsulation**
  - Data abstraction hides details that don't matter from a certain point of view and identifies details that do matter.
  - The user sees only the interface to the object

- The interface is the collection of data and operations that users of a class can access
  - \* For an int, you can access the value, perform addition etc.
  - \* For strings, concatenate, access characteres etc.
- Encapsulation is the packing of data and functions into a single component.
- Information hiding
  - Users have access to interface, but not implementation
  - No data item should be available any more than absolutely necessary
- To clarify, let's focus on strings and vectors. These are classes. We'll outline what we know about them:
  - The structure of memory within each class object
  - The set of operations defined
- We are now ready to start defining our own new types using classes.

## 3.2 Example: A Date Class

- Many programs require information about dates.
- Information stored about the date includes the month, the day and the year.
- Operations on the date include recording it, printing it, asking if two dates are equal, flipping over to the next day (incrementing), etc.

## 3.3 C++ Classes

- A C++ class consists of
  - a collection of member variables, usually `private`, and
  - a collection of member functions, usually `public`, which operate on these variables.
- `public` member functions can be accessed directly from outside the class,
- `private` member functions and member variables can only be accessed indirectly from outside the class, through public member functions.
- We will look at the example of the `Date` class declaration.

## 3.4 Using C++ classes

- We have been using C++ classes (from the standard library) already this semester, so studying how the `Date` class is used is straightforward:

```
// Program:  date_main.cpp
// Purpose:  Demonstrate use of the Date class.

#include <iostream>
#include "date.h"

int main() {
    std::cout << "Please enter today's date.\n"
              << "Provide the  month, day and year: ";
    int month, day, year;
    std::cin >> month >> day >> year;
    Date today(month, day, year);

    Date tomorrow(today.getMonth(), today.getDay(), today.getYear());
    tomorrow.increment();

    std::cout << "Tomorow is ";
    tomorrow.print();
    std::cout << std::endl;

    Date Sallys_Birthday(2,3,1995);
```

```

    if (sameDay(tomorrow, Sallys_Birthday)) {
        std::cout << "Hey, tomorrow is Sally's birthday!\n";
    }

    std::cout << "The last day in this month is " << today.lastDayInMonth() << std::endl;
    return 0;
}

```

- **Important:** Each object we create of type `Date` has its own distinct member variables.
- Calling class member functions for class objects uses the “dot” notation. For example, `tomorrow.increment()`;
- Note: We don’t need to know the implementation details of the class member functions in order to understand this example. This is an important feature of object oriented programming and class design.

### 3.5 Exercise

Add code to `date_main.cpp` to read in another date, check if it is a leap-year, and check if it is equal to `tomorrow`. Output appropriate messages based on the results of the checks.

### 3.6 Class Declaration (`date.h`) & Implementation (`date.cpp`)

A class implementation usually consists of 2 files. First we’ll look at the *header file* `date.h`

```

// File:      date.h
// Purpose:   Header file with declaration of the Date class, including
//            member functions and private member variables.

class Date {
public:
    Date();
    Date(int aMonth, int aDay, int aYear);

    // ACCESSORS
    int getDay() const;
    int getMonth() const;
    int getYear() const;

    // MODIFIERS
    void setDay(int aDay);
    void setMonth(int aMonth);
    void setYear(int aYear);
    void increment();

    // other member functions that operate on date objects
    bool isEqual(const Date& date2) const; // same day, month, & year?
    bool isLeapYear() const;
    int lastDayInMonth() const;
    bool isLastDayInMonth() const;
    void print() const;                // output as month/day/year

private: // REPRESENTATION (member variables)
    int day;
    int month;
    int year;
};

```

```
// prototypes for other functions that operate on class objects are often
// included in the header file, but outside of the class declaration
bool sameDay(const Date &date1, const Date &date2); // same day & month?
```

---

And here is the other part of the class implementation, the *implementation file* date.cpp

```
// File:    date.cpp
// Purpose: Implementation file for the Date class.

#include <iostream>
#include "date.h"

// array to figure out the number of days, it's used by the auxiliary function daysInMonth
const int DaysInMonth[13] = {0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};

Date::Date() { //default constructor
    day = 1;
    month = 1;
    year = 1900;
}

Date::Date(int aMonth, int aDay, int aYear) { // construct from month, day, & year
    month = aMonth;
    day = aDay;
    year = aYear;
}

int Date::getDay() const {
    return day;
}

int Date::getMonth() const {
    return month;
}

int Date::getYear() const {
    return year;
}

void Date::setDay(int d) {
    day = d;
}

void Date::setMonth(int m) {
    month = m;
}

void Date::setYear(int y) {
    year = y;
}

void Date::increment() {
    if (!isLastDayInMonth()) {
        day++;
    } else {
        day = 1;
        if (month == 12) { // December
            month = 1;
            year++;
        } else {
            month++;
        }
    }
}
```

```

bool Date::isEqual(const Date& date2) const {
    return day == date2.day && month == date2.month && year == date2.year;
}

bool Date::isLeapYear() const {
    return (year%4 ==0 && year % 100 != 0) || year%400 == 0;
}

int Date::lastDayInMonth() const {
    if (month == 2 && isLeapYear())
        return 29;
    else
        return DaysInMonth[ month ];
}

bool Date::isLastDayInMonth() const {
    return day == lastDayInMonth();    // uses member function
}

void Date::print() const {
    std::cout << month << "/" << day << "/" << year;
}

bool sameDay(const Date& date1, const Date& date2) {
    return date1.getDay() == date2.getDay() && date1.getMonth() == date2.getMonth();
}

```

### 3.7 Class scope notation

- `Date::` indicates that what follows is within the scope of the class.
- Within class scope, the member functions and member variables are accessible without the name of the object.

### 3.8 Constructors

These are special functions that initialize the values of the member variables. You have already used constructors for string and vector objects.

- The syntax of the call to the constructor mixes variable definitions and function calls. (See `date_main.cpp`)
- “Default constructors” have no arguments.
- Multiple constructors are allowed, just like multiple functions with the same name are allowed. The compiler determines which one to call based on the types of the arguments (just like any other function call).
- When a new object is created, *EXACTLY one constructor for the object is called*.

### 3.9 Member Functions

Member functions are like ordinary functions except:

- They can access and modify the object’s member variables.
- They can call the other member functions without using an object name.
- Their syntax is slightly different because they are defined within class scope.

For the `Date` class:

- The `set` and `get` functions access and change a day, month or year.
- The `increment` member function uses another member function, `isLastDayInMonth`.
- `isEqual` accepts a second `Date` object and then accesses its values directly using the dot notation. Since we are inside class `Date` scope, this is allowed. The name of the second object, `date2`, is required to indicate that we are interested in its member variables.

- `lastDayInMonth` uses the `const` array defined at the start of the `.cpp` file.

More on member functions:

- When the member variables are *private*, the only means of accessing them and changing them from outside the class is through member functions.
- If member variables are made *public*, they can be accessed directly. This is usually considered bad style and should not be used in this course.
- Functions that are not members of the `Date` class must interact with `Date` objects through the class public members (a.k.a., the “public interface” declared for the class). One example is the function `sameDay` which accepts two `Date` objects and compares them by accessing their day and month values through their public member functions.

### 3.10 Header Files (.h) and Implementation Files (.cpp)

The code for the `Date` example is in three files:

- The *header file*, `date.h`, contains the class declaration.
- The *implementation file*, `date.cpp`, contains the member function definitions. Note that `date.h` is `#include`'ed.
- `date_main.cpp` contains the code outside the class. Again `date.h` again is `#include`'ed.
- The files `date.cpp` and `date_main.cpp` are compiled separately and then linked to form the executable program.
  - `g++ -c -Wall date.cpp`
  - `g++ -c -Wall date_main.cpp`
  - `g++ -o date.exe date.o date_main.o`
  - or all on one line `g++ -o date.exe date.cpp date_main.cpp`
- Different organizations of the code are possible, but not preferable. In fact, we could have put all of the code from the 3 files into a single file `main.cpp`. In this case, we would not have to compile two separate files.
- In many large projects, programmers establish follow a convention with two files per class, one header file and one implementation file. This makes the code more manageable and is recommended in this course.

### 3.11 Constant member functions

Member functions that do not change the member variables should be declared `const`

- For example: `bool Date::isEqual(const Date &date2) const;`
- This must appear consistently in **both** the member function declaration in the class declaration (in the `.h` file) and in the member function definition (in the `.cpp` file).
- `const` objects (usually passed into a function as parameters) can **ONLY** use `const` member functions. *Remember, you should only pass objects by value under special circumstances. In general, pass all objects by reference so they aren't copied, and by const reference if you don't want/need them to change.*
- While you are learning, you will probably make mistakes in determining which member functions should or should not be `const`. Be prepared for compile warnings & errors, and read them carefully.

### 3.12 Exercise

Add a member function to the `Date` class to add a given number of days to the `Date` object. The number should be the only argument and it should be an unsigned int. Should this function be `const`?

### 3.13 Classes vs. structs

- Technically, a `struct` is a `class` where the default protection is `public`, not `private`.
  - As mentioned above, when a member variable is `public` it can be accessed and changed directly using the dot notation: `tomorrow.day = 52;` We can see immediately why this is dangerous (and an example of bad programming style) because a day of 52 is invalid!

- The usual practice of using `struct` is all public members and no member functions.

**Rule for the duration of the Data Structures course:** You may not declare new struct types, and class member variables should not be made public. This rule will ensure you get plenty of practice writing C++ classes with good programming style.

### 3.14 C++ vs. Java Classes

- In C++, classes have sections labeled `public` and `private`, but there can be multiple public and private sections. In Java, each individual item is tagged public or private.
- Class declarations and class definitions are separated in C++, whereas they are together in Java.
- In C++ there is a semi-colon at the very end of the class declaration (after the `}`).

### 3.15 C++ vs. Python Classes

- Python classes have a single constructor, `__init__`.
- Python is dynamically typed. Class attributes such as members are defined by assignment.
- Python classes do not have private members. Privacy is enforced by convention.
- Python methods have an explicit *self* reference variable.

### 3.16 Designing and implementing classes

This takes a lot of practice, but here are some ideas to start from:

- Begin by outlining what the class objects should be able to do. This gives a start on the member functions.
- Outline what data each object keeps track of, and what member variables are needed for this storage.
- Write a draft class declaration in a `.h` file.
- Write code that uses the member functions (e.g., the `main` function). Revise the class `.h` file as necessary.
- Write the class `.cpp` file that implements the member functions.

In general, don't be afraid of major rewrites if you find a class isn't working correctly or isn't as easy to use as you intended. This happens frequently in practice!