**DAILY ASSESSMENT FORMAT**

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| **Date:** | **24-June-2020** | **Name:** | **Raziya Banu** |
| **Course:** | **C++ Programming** | **USN:** | **4AL16EC058** |
| **Topic:** | **Classes and Objects** | **Semester & Section:** | **8th sem & ‘B’ section** |
| **Github Repository:** |  |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session** |
| **Report –**  In my first session today I have studied about - Classes and Objects  **C++ Classes and Objects** C++ is a multi-paradigm programming language. Meaning, it supports different programming styles.  One of the popular ways to solve a programming problem is by creating objects, known as object-oriented style of programming.  C++ supports object-oriented (OO) style of programming which allows you to divide complex problems into smaller sets by creating objects.  Object is simply a collection of data and functions that act on those data. C++ Class Before you create an object in C++, you need to define a class.  A class is a blueprint for the object.  We can think of class as a sketch (prototype) of a house. It contains all the details about the floors, doors, windows etc. Based on these descriptions we build the house. House is the object.  As, many houses can be made from the same description, we can create many objects from a class. How to define a class in C++? A class is defined in C++ using keyword class followed by the name of class.  The body of class is defined inside the curly brackets and terminated by a semicolon at the end.  class className  {  // some data  // some functions  }; Example: Class in C++ class Test  {  private:  int data1;  float data2;  public:  void function1()  { data1 = 2; }  float function2()  {  data2 = 3.5;  return data2;  }  };  Here, we defined a class named Test.  This class has two data members: data1 and data2 and two member functions: function1() and function2(). Keywords: private and public You may have noticed two keywords: private and public in the above example.  The private keyword makes data and functions private. Private data and functions can be accessed only from inside the same class.  The public keyword makes data and functions public. Public data and functions can be accessed out of the class.  Here, data1 and data2 are private members where as function1() and function2() are public members.  If you try to access private data from outside of the class, compiler throws error. This feature in OOP is known as data hiding. C++ Objects When class is defined, only the specification for the object is defined; no memory or storage is allocated.  To use the data and access functions defined in the class, you need to create objects. Syntax to Define Object in C++ className objectVariableName;  You can create objects of Test class (defined in above example) as follows:  class Test  {  private:  int data1;  float data2;  public:  void function1()  { data1 = 2; }  float function2()  {  data2 = 3.5;  return data2;  }  };  int main()  {  Test o1, o2;  } |

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| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session** | | | |
| **Classes**  Classes are an expanded concept of data structures: like data structures, they can contain data members, but they can also contain functions as members. An object is an instantiation of a class. In terms of variables, a class would be the type, and an object would be the variable. Classes are defined using either keyword class or keyword struct, with the following syntax:   |  | | --- | | class class\_name {  access\_specifier\_1:  member1;  access\_specifier\_2:  member2;  ...  } object\_names; |   Where class\_name is a valid identifier for the class, object\_names is an optional list of names for objects of this class. The body of the declaration can contain members, which can either be data or function declarations, and optionally access specifiers.  Classes have the same format as plain data structures, except that they can also include functions and have these new things called access specifiers. An access specifier is one of the following three keywords: private, public or protected. These specifiers modify the access rights for the members that follow them:   * private members of a class are accessible only from within other members of the same class (or from their "friends"). * protected members are accessible from other members of the same class (or from their "friends"), but also from members of their derived classes. * Finally, public members are accessible from anywhere where the object is visible.   By default, all members of a class declared with the class keyword have private access for all its members. Therefore, any member that is declared before any other access specifier has private access automatically. For example:   |  |  |  | | --- | --- | --- | | 1 2 3 4 5 6 | class Rectangle {  int width, height;  public:  void set\_values (int,int);  int area (void);  } rect; |  |   Declares a class (i.e., a type) called Rectangle and an object (i.e., a variable) of this class, called rect. This class contains four members: two data members of type int (member width and member height) with private access (because private is the default access level) and two member functions with public access: the functions set\_values and area, of which for now we have only included their declaration, but not their definition.  Notice the difference between the class name and the object name: In the previous example, Rectangle was the class name (i.e., the type), whereas rect was an object of type Rectangle. It is the same relationship int and a have in the following declaration:   |  |  |  | | --- | --- | --- | |  | int a; |  |   where int is the type name (the class) and a is the variable name (the object).  After the declarations of Rectangle and rect, any of the public members of object rect can be accessed as if they were normal functions or normal variables, by simply inserting a dot (.) between object name and member name. This follows the same syntax as accessing the members of plain data structures. For example:   |  |  |  | | --- | --- | --- | | 1 2 | rect.set\_values (3,4);  myarea = rect.area(); |  |   The only members of rect that cannot be accessed from outside the class are width and height, since they have private access and they can only be referred to from within other members of that same class.  This example reintroduces the scope operator (::, two colons), seen in earlier chapters in relation to namespaces. Here it is used in the definition of function set\_values to define a member of a class outside the class itself.  Notice that the definition of the member function area has been included directly within the definition of class Rectangle given its extreme simplicity. Conversely, set\_values it is merely declared with its prototype within the class, but its definition is outside it. In this outside definition, the operator of scope (::) is used to specify that the function being defined is a member of the class Rectangle and not a regular non-member function.  The scope operator (::) specifies the class to which the member being defined belongs, granting exactly the same scope properties as if this function definition was directly included within the class definition. For example, the function set\_values in the previous example has access to the variables width and height, which are private members of class Rectangle, and thus only accessible from other members of the class, such as this.  The only difference between defining a member function completely within the class definition or to just include its declaration in the function and define it later outside the class, is that in the first case the function is automatically considered an inline member function by the compiler, while in the second it is a normal (not-inline) class member function. This causes no differences in behavior, but only on possible compiler optimizations.  Members width and height have private access (remember that if nothing else is specified, all members of a class defined with keyword class have private access). By declaring them private, access from outside the class is not allowed. This makes sense, since we have already defined a member function to set values for those members within the object: the member function set\_values. Therefore, the rest of the program does not need to have direct access to them. Perhaps in a so simple example as this, it is difficult to see how restricting access to these variables may be useful, but in greater projects it may be very important that values cannot be modified in an unexpected way (unexpected from the point of view of the object).  The most important property of a class is that it is a type, and as such, we can declare multiple objects of it. For example, following with the previous example of class Rectangle, we could have declared the object rectb in addition to object rect: Constructors What would happen in the previous example if we called the member function area before having called set\_values? An undetermined result, since the members width and height had never been assigned a value.  In order to avoid that, a class can include a special function called its constructor, which is automatically called whenever a new object of this class is created, allowing the class to initialize member variables or allocate storage.  This constructor function is declared just like a regular member function, but with a name that matches the class name and without any return type; not even void.  The results of this example are identical to those of the previous example. But now, class Rectangle has no member function set\_values, and has instead a constructor that performs a similar action: it initializes the values of width and height with the arguments passed to it. Overloading constructors Like any other function, a constructor can also be overloaded with different versions taking different parameters: with a different number of parameters and/or parameters of different types. | | | |