

ABSOLUTE C++

SIXTH EDITION



Walter Savitch

Chapter 7

Constructors and Other Tools

Copyright © 2016 Pearson, Inc.
All rights reserved.

PEARSON

Learning Objectives

- Constructors
 - Definitions
 - Calling
- More Tools
 - const parameter modifier
 - Inline functions
 - Static member data
- Vectors
 - Introduction to vector class

Constructors

- Initialization of objects
 - Initialize some or all member variables
 - Other actions possible as well
- A special kind of member function
 - Automatically called when object declared
- Very useful tool
 - Key principle of OOP

Constructor Definitions

- Constructors defined like any member function
 - Except:
 1. Must have same name as class
 2. Cannot return a value; not even void!

Constructor Definition Example

- Class definition with constructor:
 - class DayOfYear
 - {
 - public:
 - DayOfYear(int monthValue, int dayValue);
//Constructor initializes month and day
 - void input();
 - void output();
 - ...
 - private:
 - int month;
 - int day;
 - }

Constructor Notes

- Notice name of constructor: DayOfYear
 - Same name as class itself!
- Constructor declaration has no return-type
 - Not even void!
- Constructor in public section
 - It's called when objects are declared
 - If private, could never declare objects!

Calling Constructors

- Declare objects:
 DayOfYear date1(7, 4),
 date2(5, 5);
- Objects are created here
 - Constructor is called
 - Values in parens passed as arguments to constructor
 - Member variables month, day initialized:
 date1.month → 7 date2.month → 5
 date1.day → 4 date2.day → 5

Constructor Equivalency

- Consider:
 - DayOfYear date1, date2
date1.DayOfYear(7, 4); // ILLEGAL!
date2.DayOfYear(5, 5); // ILLEGAL!
- Seemingly OK...
 - CANNOT call constructors like other member functions!

Constructor Code

- Constructor definition is like all other member functions:

```
DayOfYear::DayOfYear(int monthValue, int dayValue)
{
    month = monthValue;
    day = dayValue;
}
```

- Note same name around ::
 - Clearly identifies a constructor
- Note no return type
 - Just as in class definition

Alternative Definition

- Previous definition equivalent to:

```
DayOfYear::DayOfYear(           int monthValue,  
                               int dayValue)  
    : month(monthValue), day(dayValue) ←  
    {...}
```

- Third line called "Initialization Section"
- Body left empty
- Preferable definition version

Constructor Additional Purpose

- Not just initialize data
- Body doesn't have to be empty
 - In initializer version
- Validate the data!
 - Ensure only appropriate data is assigned to class private member variables
 - Powerful OOP principle

Overloaded Constructors

- Can overload constructors just like other functions
- Recall: a signature consists of:
 - Name of function
 - Parameter list
- Provide constructors for all possible argument-lists
 - Particularly "how many"

Class with Constructors Example:

Display 7.1 Class with Constructors (1 of 3)

Display 7.1 Class with Constructors

```
1  #include <iostream>
2  #include <cstdlib> //for exit
3  using namespace std;

4  class DayOfYear
5  {
6  public:
7      DayOfYear(int monthValue, int dayValue);
8          //Initializes the month and day to arguments.

9      DayOfYear(int monthValue);
10         //Initializes the date to the first of the given month.

11     DayOfYear( ); ←————— default constructor
12         //Initializes the date to January 1.

13     void input( );
14     void output( );
15     int getMonthNumber( );
16         //Returns 1 for January, 2 for February, etc.
```

Class with Constructors Example:

Display 7.1 Class with Constructors (2 of 3)

```
17     int getDay( );
18 private:
19     int month;
20     int day;
21     void testDate( );
22 };
```

```
23 int main( )
24 {
25     DayOfYear date1(2, 21), date2(5), date3;
26     cout << "Initialized dates:\n";
27     date1.output( ); cout << endl;
28     date2.output( ); cout << endl;
29     date3.output( ); cout << endl;
```

```
30     date1 = DayOfYear(10, 31);
31     cout << "date1 reset to the following:\n";
32     date1.output( ); cout << endl;
33     return 0;
34 }
```

```
35
36 DayOfYear::DayOfYear(int monthValue, int dayValue)
37     : month(monthValue), day(dayValue)
38 {
39     testDate( );
40 }
```

This causes a call to the default constructor. Notice that there are no parentheses.

*an explicit call to the constructor
DayOfYear::DayOfYear*

Class with Constructors Example:

Display 7.1 Class with Constructors (3 of 3)

Display 7.1 Class with Constructors

```
41 DayOfYear::DayOfYear(int monthValue) : month(monthValue), day(1)
42 {
43     testDate( );
44 }

45 DayOfYear::DayOfYear( ) : month(1), day(1)
46 { /*Body intentionally empty.*/}

47 //uses iostream and cstdlib:
48 void DayOfYear::testDate( )
49 {
50     if ((month < 1) || (month > 12))
51     {
52         cout << "Illegal month value!\n";
53         exit(1);
54     }
55     if ((day < 1) || (day > 31))
56     {
57         cout << "Illegal day value!\n";
58         exit(1);
59     }
60 }
```

<Definitions of the other member functions are the same as in Display 6.4.>

SAMPLE DIALOGUE

Initialized dates:
February 21
May 1
January 1
date1 reset to the following:
October 31

Constructor with No Arguments

- Can be confusing
- Standard functions with no arguments:
 - Called with syntax: `callMyFunction();`
 - Including empty parentheses
- Object declarations with no "initializers":
 - `DayOfYear date1; // This way!`
 - `DayOfYear date(); // NO!`
 - What is this really?
 - Compiler sees a function declaration/prototype!
 - Yes! Look closely!

Explicit Constructor Calls

- Can also call constructor AGAIN
 - After object declared
 - Recall: constructor was automatically called then
 - Can call via object's name; standard member function call
- Convenient method of setting member variables
- Method quite different from standard member function call

Explicit Constructor Call Example

- Such a call returns "anonymous object"
 - Which can then be assigned
 - **In Action:**
DayOfYear holiday(7, 4);
 - Constructor called at object's declaration
 - Now to "re-initialize":
holiday = DayOfYear(5, 5);
 - Explicit constructor call
 - Returns new "anonymous object"
 - Assigned back to current object

Default Constructor

- Defined as: constructor w/ no arguments
- One should always be defined
- Auto-Generated?
 - Yes & No
 - If no constructors AT ALL are defined → Yes
 - If any constructors are defined → No
- If no default constructor:
 - Cannot declare: `MyClass myObject;`
 - With no initializers

Class Type Member Variables

- Class member variables can be any type
 - Including objects of other classes!
 - Type of class relationship
 - Powerful OOP principle
- Need special notation for constructors
 - So they can call "back" to member object's constructor

Class Member Variable Example:

Display 7.3 A Class Member Variable (1 of 5)

Display 7.3 A Class Member Variable

```
1  #include <iostream>
2  #include<cstdlib>
3  using namespace std;

4  class DayOfYear
5  {
6  public:
7      DayOfYear(int monthValue, int dayValue);
8      DayOfYear(int monthValue);
9      DayOfYear( );
10     void input( );
11     void output( );
12     int getMonthNumber( );
13     int getDay( );
14 private:
15     int month;
16     int day;
17     void testDate( );
18 };
```

The class DayOfYear is the same as in Display 7.1, but we have repeated all the details you need for this discussion.

Class Member Variable Example:

Display 7.3 A Class Member Variable (2 of 5)

```
19 class Holiday
20 {
21 public:
22     Holiday( );//Initializes to January 1 with no parking enforcement
23     Holiday(int month, int day, bool theEnforcement);
24     void output( );
25 private:
26     DayOfYear date;
27     bool parkingEnforcement;//true if enforced
28 };

29 int main( )
30 {
31     Holiday h(2, 14, true);
32     cout << "Testing the class Holiday.\n";
33     h.output( );

34     return 0;
35 }

36
37 Holiday::Holiday( ) : date(1, 1), parkingEnforcement(false)
38 { /*Intentionally empty*/}

39 Holiday::Holiday(int month, int day, bool theEnforcement)
40                 : date(month, day), parkingEnforcement(theEnforcement)
41 { /*Intentionally empty*/}
```

member variable of a class type

Invocations of constructors from the class DayOfYear.

(continued)

Class Member Variable Example:

Display 7.3 A Class Member Variable (3 of 5)

Display 7.3 A Class Member Variable

```
42 void Holiday::output( )
43 {
44     date.output( );
45     cout << endl;
46     if (parkingEnforcement)
47         cout << "Parking laws will be enforced.\n";
48     else
49         cout << "Parking laws will not be enforced.\n";
50 }

51 DayOfYear::DayOfYear(int monthValue, int dayValue)
52                     : month(monthValue), day(dayValue)
53 {
54     testDate( );
55 }
```

Class Member Variable Example:

Display 7.3 A Class Member Variable (4 of 5)

```
56 //uses iostream and cstdlib:
57 void DayOfYear::testDate( )
58 {
59     if ((month < 1) || (month > 12))
60     {
61         cout << "Illegal month value!\n";
62         exit(1);
63     }
64     if ((day < 1) || (day > 31))
65     {
66         cout << "Illegal day value!\n";
67         exit(1);
68     }
69 }
70
71 //Uses iostream:
72 void DayOfYear::output( )
73 {
74     switch (month)
75     {
76     case 1:
77         cout << "January "; break;
78     case 2:
79         cout << "February "; break;
80     case 3:
81         cout << "March "; break;
82         .
83         .
84         .
```

The omitted lines are in Display 6.3, but they are obvious enough that you should not have to look there.

Class Member Variable Example:

Display 7.3 A Class Member Variable (5 of 5)

Display 7.3 A Class Member Variable

```
82         case 11:
83             cout << "November "; break;
84         case 12:
85             cout << "December "; break;
86         default:
87             cout << "Error in DayOfYear::output. Contact software vendor.";
88     }

89     cout << day;
90 }
```

SAMPLE DIALOGUE

Testing the class Holiday.
February 14
Parking laws will be enforced.

Parameter Passing Methods

- Efficiency of parameter passing
 - Call-by-value
 - Requires copy be made → Overhead
 - Call-by-reference
 - Placeholder for actual argument
 - Most efficient method
 - Negligible difference for simple types
 - For class types → clear advantage
- Call-by-reference desirable
 - Especially for "large" data, like class types

The const Parameter Modifier

- Large data types (typically classes)
 - Desirable to use pass-by-reference
 - Even if function will not make modifications
- Protect argument
 - Use constant parameter
 - Also called constant call-by-reference parameter
 - Place keyword *const* before type
 - Makes parameter "read-only"
 - Attempt to modify parameter results in compiler error

Use of const

- All-or-nothing
- If no need for function modifications
 - Protect parameter with const
 - Protect ALL such parameters
- This includes class member function parameters

Inline Functions

- For non-member functions:
 - Use keyword *inline* in function declaration and function heading
- For class member functions:
 - Place implementation (code) for function IN class definition → automatically inline
- Use for very short functions only
- Code actually inserted in place of call
 - Eliminates overhead
 - More efficient, but only when short!

Inline Member Functions

- Member function definitions
 - Typically defined separately, in different file
 - Can be defined IN class definition
 - Makes function "in-line"
- Again: use for very short functions only
- More efficient
 - If too long → actually less efficient!

Member Initializers

- C++11 supports a feature called member initialization
 - This feature allows you to set default values for member variables

```
class Coordinate
{
public:
    Coordinate();
private:
    int x=1;
    int y=2;
};
Coordinate::Coordinate()
{ }
```

Member
Initializers



Coordinate c1; Initializes c1.x to 1 and c1.y to 2

Constructor Delegation

- C++11 allows one constructor to invoke another

```
Coordinate::Coordinate(int xval, int yval) : x(xval), y(yval)
{ }

Coordinate::Coordinate() : Coordinate(99,99)
{ }
```

- The default constructor invokes the constructor to initialize x and y to 99,99

Static Members

- Static member variables
 - All objects of class "share" one copy
 - One object changes it → all see change
- Useful for "tracking"
 - How often a member function is called
 - How many objects exist at given time
- Place keyword *static* before type

Static Functions

- Member functions can be static
 - If no access to object data needed
 - And still "must" be member of the class
 - Make it a static function
- Can then be called outside class
 - From non-class objects:
 - E.g., `Server::getTurn();`
 - As well as via class objects
 - Standard method: `myObject.getTurn();`
- Can only use static data, functions!

Static Members Example:

Display 7.6 Static Members (1 of 4)

Display 7.6 Static Members

```
1  #include <iostream>
2  using namespace std;

3  class Server
4  {
5  public:
6      Server(char letterName);
7      static int getTurn( );
8      void serveOne( );
9      static bool stillOpen( );
10 private:
11     static int turn;
12     static int lastServed;
13     static bool nowOpen;
14     char name;
15 };

16 int Server::turn = 0;
17 int Server::lastServed = 0;
18 bool Server::nowOpen = true;
```

Static Members Example:

Display 7.6 Static Members (2 of 4)

```
19  int main( )
20  {
21      Server s1('A'), s2('B');
22      int number, count;
23      do
24      {
25          cout << "How many in your group? ";
26          cin >> number;
27          cout << "Your turns are: ";
28          for (count = 0; count < number; count++)
29              cout << Server::getTurn( ) << ' ';
30          cout << endl;
31          s1.serveOne( );
32          s2.serveOne( );
33      } while (Server::stillOpen( ));
34
35      cout << "Now closing service.\n";
36
37      return 0;
38  }
```

Static Members Example:

Display 7.6 Static Members (3 of 4)

Display 7.6 Static Members

```
39 Server::Server(char letterName) : name(letterName)
40 { /*Intentionally empty*/}

41 int Server::getTurn( )
42 {
43     turn++;
44     return turn;
45 }
46 bool Server::stillOpen( )
47 {
48     return nowOpen;
49 }

50 void Server::serveOne( )
51 {
52     if (nowOpen && lastServed < turn)
53     {
54         lastServed++;
55         cout << "Server " << name
56             << " now serving " << lastServed << endl;
57     }
```

← Since `getTurn` is static, only static members can be referenced in here.

Static Members Example:

Display 7.6 Static Members (4 of 4)

```
58     if (lastServed >= turn) //Everyone served
59         nowOpen = false;
60 }
```

SAMPLE DIALOGUE

How many in your group? **3**

Your turns are: 1 2 3

Server A now serving 1

Server B now serving 2

How many in your group? **2**

Your turns are: 4 5

Server A now serving 3

Server B now serving 4

How many in your group? **0**

Your turns are:

Server A now serving 5

Now closing service.

Vectors

- Vector Introduction
 - Recall: arrays are fixed size
 - Vectors: "arrays that grow and shrink"
 - During program execution
 - Formed from Standard Template Library (STL)
 - Using template class

Vector Basics

- Similar to array:
 - Has base type
 - Stores collection of base type values
- Declared differently:
 - Syntax: `vector<Base_Type>`
 - Indicates template class
 - Any type can be "plugged in" to `Base_Type`
 - Produces "new" class for vectors with that type
 - Example declaration:
`vector<int> v;`

Vector Use

- `vector<int> v;`
 - "v is vector of type int"
 - Calls class default constructor
 - Empty vector object created
- Indexed like arrays for access
- But to add elements:
 - Must call member function `push_back`
- Member function `size()`
 - Returns current number of elements

Vector Example:

Display 7.7 Using a Vector (1 of 2)

Display 7.7 Using a Vector

```
1  #include <iostream>
2  #include <vector>
3  using namespace std;

4  int main( )
5  {
6      vector<int> v;
7      cout << "Enter a list of positive numbers.\n"
8           << "Place a negative number at the end.\n";

9      int next;
10     cin >> next;
11     while (next > 0)
12     {
13         v.push_back(next);
14         cout << next << " added. ";
15         cout << "v.size( ) = " << v.size( ) << endl;
16         cin >> next;
17     }
```

Vector Example:

Display 7.7 Using a Vector (2 of 2)

```
18     cout << "You entered:\n";
19     for (unsigned int i = 0; i < v.size( ); i++)
20         cout << v[i] << " ";
21     cout << endl;

22     return 0;
23 }
```

SAMPLE DIALOGUE

Enter a list of positive numbers.
Place a negative number at the end.

2 4 6 8 -1

2 added. v.size = 1

4 added. v.size = 2

6 added. v.size = 3

8 added. v.size = 4

You entered:

2 4 6 8

Vector Efficiency

- Member function `capacity()`
 - Returns memory currently allocated
 - Not same as `size()`
 - Capacity typically $>$ size
 - Automatically increased as needed
- If efficiency critical:
 - Can set behaviors manually
 - `v.reserve(32);` //sets capacity to 32
 - `v.reserve(v.size()+10);` //sets capacity to 10 more than size

Summary 1

- Constructors: automatic initialization of class data
 - Called when objects are declared
 - Constructor has same name as class
- Default constructor has no parameters
 - Should always be defined
- Class member variables
 - Can be objects of other classes
 - Require initialization-section

Summary 2

- Constant call-by-reference parameters
 - More efficient than call-by-value
- Can *inline* very short function definitions
 - Can improve efficiency
- Static member variables
 - Shared by all objects of a class
- Vector classes
 - Like: "arrays that grow and shrink"