An Overview of C++

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C++ Overview

- C++ was designed at AT&T Bell Labs by Bjarne Stroustrup in the early 80's
  - The original *cfront* translated C++ into C for portability
    - However, this was difficult to debug and potentially inefficient
  - Many native host machine compilers now exist
    - *e.g.*, Borland, DEC, GNU, HP, IBM, Microsoft, Sun, Symantec, *etc.*
- C++ is a *mostly* upwardly compatible extension of C that provides:
  1. *Stronger typechecking*
  2. *Support for data abstraction*
  3. *Support for object-oriented programming*
  4. *Support for generic programming*

C++ Design Goals

- As with C, run-time efficiency is important
  - Unlike other languages (*e.g.*, Ada) complicated run-time libraries have not traditionally been required for C++
    - Note, that there is no language-specific support for concurrency, persistence, or distribution in C++
- Compatibility with C libraries and traditional development tools is emphasized, *e.g.*,
  - Object code reuse
    - The storage layout of structures is compatible with C
    - *e.g.*, support for X-windows, standard ANSI C library, and UNIX/WIN32 system calls via `extern` block
  - C++ works with the `make` recompilation utility

C++ Design Goals (cont'd)

- "As close to C as possible, but no closer"
  - *i.e.*, C++ is not a proper superset of C $\rightarrow$ backwards compatibility is not entirely maintained
    - Typically not a problem in practice...
- Note, certain C++ design goals conflict with modern techniques for:
  1. *Compiler optimization*
     - *e.g.*, pointers to arbitrary memory locations complicate register allocation and garbage collection
  2. *Software engineering*
     - *e.g.*, separate compilation complicates inlining due to difficulty of interprocedural analysis
     - Dynamic memory management is error-prone

Major C++ Enhancements

1. C++ supports object-oriented programming features
   - *e.g.*, abstract classes, inheritance, and virtual methods
2. C++ supports data abstraction and encapsulation
   - *e.g.*, the class mechanism and name spaces
3. C++ supports generic programming
   - *e.g.*, parameterized types
4. C++ supports sophisticated error handling
   - *e.g.*, exception handling
5. C++ supports identifying an object's type at runtime
   - *e.g.*, Run-Time Type Identification (RTTI)

Important Minor Enhancements

- C++ enforces type checking via *function prototypes*
- Provides type-safe linkage
- Provides inline function expansion
- Declare constants that can be used to define static array bounds with the `const` type qualifier
- Built-in dynamic memory management via `new` and `delete` operators
- Namespace control

Useful Minor Enhancements

- The name of a `struct`, `class`, `enum`, or `union` is a type name
- References allow "call-by-reference" parameter modes
- New type-secure extensible *iostreams* I/O mechanism
- "Function call"-style cast notation
- Several different commenting styles
- New `mutable` type qualifier
- New `bool` boolean type

Questionable Enhancements

- Default values for function parameters
- Operator and function overloading
- Variable declarations may occur anywhere statements may appear within a block
- Allows user-defined conversion operators
- Static data initializers may be arbitrary expressions

Language Features Not Part of C++

1. *Concurrency*
   - “Concurrent C” by Gehani
   - Actor++ model by Lavender and Kafura
2. *Persistence*
   - Object Store, Versant, Objectivity
   - Exodus system and E programming language
3. *Garbage Collection*
   - USENIX C++ 1994 paper by Ellis and Detlefs
   - GNU g++
4. *Distribution*
   - CORBA, RMI, COM+, SOAP, etc.

Strategies for Learning C++

- Focus on concepts and programming techniques
  - Don’t get lost in language features
- Learn C++ to become a better programmer
  - More effective at designing and implementing
  - Design Patterns
- C++ supports many different programming styles
- Learn C++ gradually
  - Don’t have to know every detail of C++ to write a good C++ program

Stack Example

- The following slides examine several alterative methods of implementing a Stack
  - Begin with C and evolve up to various C++ implementations
- First, consider the “bare-bones” implementation:

```
typedef int T;
#define MAX_STACK 100 /* const int MAX_STACK = 100; */
T stack[MAX_STACK];
int top = 0;
T item = 10;
stack[top++] = item; // push
...
item = stack[--top]; // pop
```

- Obviously not very abstract...

Data Hiding Implementation in C

- Define the interface to a Stack of integers in C in Stack.h:

```
/* Type of Stack element. */
typedef int T;

/* Stack interface. */
int create (int size);
int destroy (void);
void push (T new_item);
void pop (T *old_top);
void top (T *cur_top);
int is_empty (void);
int is_full (void);
```

Data Hiding Implementation in C (cont'd)

- /* File stack.c */

```
#include "stack.h"
static int top_, size_; /* Hidden within this file. */
static T *stack_;
int create (int size) {
  top_ = 0; size_ = size;
  stack_ = malloc (size * sizeof (T));
  return stack_ == 0 ? -1 : 0;
}
void destroy (void) { free ((void *) stack_); }
void push (T item) { stack_[top_++] = item;}
void pop (T *item) { *item = stack_[--top_]; }
void top (T *item) { *item = stack_[top_ - 1]; }
int is_empty (void) { return top_ == 0; }
int is_full (void) { return top_ == size_; }
```


Data Hiding Implementation in C (cont'd)

- Use case

```
#include "stack.h"
void foo (void) {
  T i;
  push (10); /* Oops, forgot to call create! */
  push (20);
  pop (&i);
  destroy ();
}
```

- Main problems:

1. The programmer must call `create()` first and `destroy()` last!
2. There is only *one* stack and only *one* type of stack
3. Name space pollution...
4. Non-reentrant

Data Abstraction Implementation in C

- An ADT Stack interface in C:

```
typedef int T;
typedef struct { size_t top_, size_; T *stack_; } Stack;

int Stack_create (Stack *s, size_t size);
void Stack_destroy (Stack *s);
void Stack_push (Stack *s, T item);
void Stack_pop (Stack *, T *item);
/* Must call before pop'ing */
int Stack_is_empty (Stack *);
/* Must call before push'ing */
int Stack_is_full (Stack *);
/* ... */
```


Data Abstraction Implementation in C (cont'd)

- An ADT Stack implementation in C:

```
#include "stack.h"
int Stack_create (Stack *s, size_t size) {
  s->top_ = 0; s->size_ = size;
  s->stack_ = malloc (size * sizeof (T));
  return s->stack_ == 0 ? -1 : 0;
}
void Stack_destroy (Stack *s) {
  free ((void *) s->stack_);
  s->top_ = 0; s->size_ = 0; s->stack_ = 0;
}
void Stack_push (Stack *s, T item)
{ s->stack_[s->top_++] = item; }
void Stack_pop (Stack *s, T *item)
{ *item = s->stack_[--s->top__]; }
int Stack_is_empty (Stack *s) { return s->top_ == 0; }
```

Data Abstraction Implementation in C (cont'd)

- Use case

```
void foo (void) {
  Stack s1, s2, s3; /* Multiple stacks! */
  T item;

  Stack_pop (&s2, &item); /* Pop'd empty stack */

  /* Forgot to call Stack_create! */
  Stack_push (&s3, 10);

  s2 = s3; /* Disaster due to aliasing!!! */

  /* Destroy uninitialized stacks! */
  Stack_destroy (&s1); Stack_destroy (&s2);
}
```


Main problems with Data Abstraction in C

1. No guaranteed initialization, termination, or assignment
2. Still only one type of stack supported
3. Too much overhead due to function calls
4. No generalized error handling...
5. The C compiler does not enforce information hiding *e.g.*,

```
s1.top_ = s2.stack_[0]; /* Violate abstraction */
s2.size_ = s3.top_; /* Violate abstraction */
```


Data Abstraction Implementation in C++

- We can get encapsulation *and* more than one stack:

```
typedef int T;
class Stack {
public:
  Stack (size_t size);
  Stack (const Stack &s);
  void operator= (const Stack &);
  ˜Stack (void);
  void push (const T &item);
  void pop (T &item);
  int is_empty (void) const;
  int is_full (void) const;
private:
  size_t top_, size_;
  T *stack_;
};
```


Data Abstraction Implementation in C++ (cont'd)

- Manager operations

```
Stack::Stack (size_t s): top_ (0), size_ (s), stack_ (new T[s]) {}

Stack::Stack (const Stack &s):
  : top_ (s.top_), size_ (s.size_), stack_ (new T[s.size_]) {
  for (size_t i = 0; i < s.size_; i++) stack_[i] = s.stack_[i];
}

void Stack::operator = (const Stack &s) {
  if (this == &s) return;
  delete [] stack_;
  stack_ = new T[s.size_]; top_ = s.top_; size_ = s.size_;
  for (size_t i = 0; i < s.size_; i++) stack_[i] = s.stack_[i];
}

Stack::˜Stack (void) { delete [] stack_; }
```

Data Abstraction Implementation in C++ (cont'd)

- Accessor and worker operations

```
int Stack::is_empty (void) const { return top_ == 0; }

int Stack::is_full (void) const { return top_ == size_; }

void Stack::push (const T &item) { stack_[top_++] = item; }

void Stack::pop (T &item) { item = stack_[--top_]; }
```


Data Abstraction Implementation in C++ (cont'd)

- Use case

```
#include "Stack.h"
void foo (void) {
  Stack s1 (1), s2 (100);
  T item;
  if (!s1.is_full ())
    s1.push (473);
  if (!s2.is_full ())
    s2.push (2112);
  if (!s2.is_empty ())
    s2.pop (item);
  // Access violation caught at compile-time!
  s2.top_ = 10;
  // Termination is handled automatically.
}
```


Benefits of C++ Data Abstraction Implemenation

1. Data hiding and data abstraction, *e.g.*,

```
Stack s1 (200);
s1.top_ = 10 // Error flagged by compiler!
```

2. The ability to declare multiple stack objects

```
Stack s1 (10), s2 (20), s3 (30);
```

3. Automatic initialization and termination

```
{
  Stack s1 (1000); // constructor called automatically.
  // ...
  // Destructor called automatically
}
```


Drawbacks with C++ Data Abstraction Implementation

1. Error handling is obtrusive
   - Use exception handling to solve this
2. The example is limited to a single type of stack element (int in this case)
   - We can use C++ "parameterized types" to remove this limitation
3. Function call overhead
   - We can use C++ inline functions to remove this overhead

Exception Handling Implementation in C++ (cont'd)

- C++ exceptions separate error handling from normal processing

```
typedef int T;
class Stack {
public:
  class Underflow { /* ... */ };
  class Overflow { /* ... */ };
  Stack (size_t size);
  ˜Stack (void);
  void push (const T &item) throw (Overflow);
  void pop (T &item) throw (Underflow);
private:
  size_t top_, size_;
  T *stack_;
};
```


Exception Handling Implementation in C++ (cont'd)

- Stack.cpp

```
void Stack::push (const T &item) throw (Stack::Overflow)
{
  if (is_full ())
    throw Stack::Overflow ();
  stack_[top_++] = item;
}

void Stack::pop (T &item) throw (Stack::Underflow)
{
  if (is_empty ())
    throw Stack::Underflow ();
  item = stack_[--top_];
}
```


Exception Handling Implementation in C++ (cont'd)

- Use case

```
#include "Stack.h"
void foo (void) {
  Stack s1 (1), s2 (100);
  try {
    T item;
    s1.push (473);
    s1.push (42); // Exception, push'd full stack!
    s2.pop (item); // Exception, pop'd empty stack!
    s2.top_ = 10; // Access violation caught!
  } catch (Stack::Underflow) { /* Handle underflow... */ }
  catch (Stack::Overflow) { /* Handle overflow... */ }
  catch (...) { /* Catch anything else... */ throw; }
  }
  // Termination is handled automatically.
}
```


Template Implementation in C++

- A parameterized type Stack class interface using C++

```
template <typename T> class Stack {
public:
  Stack (size_t size);
  ˜Stack (void)
  void push (const T &item);
  void pop (T &item);
  int is_empty (void);
  int is_full (void);
private:
  size_t top_, size_;
  T *stack_;
};
```

- To simplify the following examples we'll omit exception handling...

Template Implementation in C++ (cont'd)

- A parameterized type Stack class implementation using C++

```
template <typename T> inline
Stack<T>::Stack (size_t size)
  : top_ (0), size_ (size), stack_ (new T[size]) { }

template <typename T> inline
Stack<T>::~Stack (void) { delete [] stack_; }

template <typename T> inline void
Stack<T>::push (const T &item) { stack_[top_++] = item; }

template <typename T> inline void
Stack<T>::pop (T &item) { item = stack_[--top_]; }
```


Template Implementation in C++ (cont'd)

- Note minor changes to accommodate parameterized types

```
#include "Stack.h"

void foo (void) {
  Stack<int> s1 (1000);
  Stack<float> s2;
  Stack< Stack <Activation_Record> *> s3;

  s1.push (-291);
  s2.top_ = 3.1416; // Access violation caught!
  s3.push (new Stack<Activation_Record>);
  Stack <Activation_Record> *sar;
  s3.pop (sar);
  delete sar;
  // Termination is handled automatically
}
```


Template Implementation in C++ (cont'd)

- Another parameterized type Stack class

```
template <typename T, size_t SIZE> class Stack {
public:
  Stack (void);
  ~Stack (void)
  void push (const T &item);
  void pop (T &item);
private:
  size_t top_, size_;
  T stack_[SIZE];
};
```

- Note, there's no longer any need for dynamic memory, *e.g.*,

```
Stack<int, 200> s1;
```


Object-Oriented Implementation in C++

- Problems with previous examples:
  - Changes to the implementation will require recompilation and relinking of clients
  - Extensions will require access to the source code
- Solutions
  - Combine inheritance with dynamic binding to *completely* decouple interface from implementation and binding time
  - This requires the use of C++ *abstract base classes*

Object-Oriented Implementation in C++ (cont'd)

- Defining an abstract base class in C++

```
template <typename T>
class Stack {
public:
  virtual void push (const T &item) = 0;
  virtual void pop (T &item) = 0;
  virtual int is_empty (void) const = 0;
  virtual int is_full (void) const = 0;
  void top (T &item) { // Template Method
    pop (item); push (item);
  }
};
```

- By using "pure virtual methods," we can guarantee that the compiler won't allow instantiation!

Object-Oriented Implementation in C++ (cont'd)

- Inherit to create a specialized "bounded" stack:

```
#include "Stack.h"
#include "vector"

template <typename T> class B_Stack : public Stack<T> {
public:
  enum { DEFAULT_SIZE = 100 };
  B_Stack (size_t size = DEFAULT_SIZE);
  virtual void push (const T &item);
  virtual void pop (T &item);
  virtual int is_empty (void) const;
  virtual int is_full (void) const;
private:
  size_t top_; // built-in
  std::vector<T> stack_; // user-defined
};
```


Object-Oriented Implementation in C++ (cont'd)

- class B_Stack implementation

```
template <typename T>
B_Stack<T>::B_Stack (size_t size): top_ (0), stack_ (size) {}

template <typename T> void
B_Stack<T>::push (const T &item) { stack_[top_++] = item; }

template <typename T> void
B_Stack<T>::pop (T &item) { item = stack_[--top_]; }

template <typename T> int
B_Stack<T>::is_full (void) const { return top_ >= stack_.size (
```


Object-Oriented Implementation in C++ (cont'd)

- Inheritance can also create an "unbounded" stack:

```
template <typename T> class Node; // forward declaration.
template <typename T> class UB_Stack : public Stack<T> {
public:
  enum { DEFAULT_SIZE = 100 };
  UB_Stack (size_t hint = DEFAULT_SIZE);
  ~UB_Stack (void);
  virtual void push (const T &new_item);
  virtual void pop (T &top_item);
  virtual int is_empty (void) const { return head_ == 0; }
  virtual int is_full (void) const { return 0; }
private:
  // Head of linked list of Node<T>'s.
  Node<T> *head_;
};
```

Object-Oriented Implementation in C++ (cont'd)

- class Node implementation

```
template <typename T> class Node {
friend template <typename T> class UB_Stack;
public:
  Node (T i, Node<T> *n = 0): item_ (i), next_ (n) {}
private:
  T item_;
  Node<T> *next_;
};
```

- Note that the use of the “Cheshire cat” idiom allows the library writer to completely hide the representation of class `UB_Stack`...

Object-Oriented Implementation in C++ (cont'd)

- class `UB_Stack` implementation:

```
template <typename T> UB_Stack<T>::UB_Stack (size_t): head_ (0)

template <typename T> void UB_Stack<T>::push (const T &item) {
  Node<T> *t = new Node<T> (item, head_); head_ = t;
}

template <typename T> void UB_Stack<T>::pop (T &top_item) {
  top_item = head_->item_;
  Node<T> *t = head_; head_ = head_->next_;
  delete t;
}

template <typename T> UB_Stack<T>::~UB_Stack (void)
{ for (T t; head_ != 0; pop (t)) continue; }
```


Object-Oriented Implementation in C++ (cont'd)

- Using our abstract base class, it is possible to write code that does not depend on the stack implementation, *e.g.*,

```
template <typename T> Stack<T> *make_stack (int use_B_Stack) {
  if (use_B_Stack) return new B_Stack<T>;
  else return new UB_Stack<T>;
}

void foo (Stack<int> *stack) {
  int i;
  stack->push (100);
  stack->pop (i);
  // ...
}

foo (make_stack<int> (0));
```


Object-Oriented Implementation in C++ (cont'd)

- Moreover, we can make changes at run-time without modifying, recompiling, or relinking existing code
  - *i.e.*, can use “dynamic linking” to select stack representation at run-time, *e.g.*,

```
char stack_symbol[MAXNAMLEN];
char stack_file[MAXNAMLEN];
cin >> stack_file >> stack_symbol;
void *handle = ACE_OS::dlopen (stack_file);
void *sym = ACE_OS::dlsym (handle, stack_symbol);
if (Stack<int> *sp = // Note use of RTTI
  dynamic_cast <Stack<int> *> (sym)) foo (sp);
```

- Note, no need to stop, modify, and restart an executing application!
  - Naturally, this requires careful configuration management...

Summary

- A major contribution of C++ is its support for defining abstract data types (ADTs) and for generic programming
  - *e.g.*, *classes*, *parameterized types*, and *exception handling*
- For some systems, C++'s ADT support is more important than using the OO features of the language
- For other systems, the use of C++'s OO features is essential to build highly flexible and extensible software
  - *e.g.*, *inheritance*, *dynamic binding*, and *RTTI*