



中国科学技术大学

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Topic: OOP Object Oriented Programming

1. 历史 { 命令式
函数式
面向对象

2. oop:

复数 complex

struct complex_t {

};

complex_new (*);

complex_add (...);

..... $\frac{C_1, C_2}{*}$

使用 OOP 重新
实现

class Complex {

double x;

double y;

Complex (...) { ... } 构造函数

add (C2) { ... }

print () { ... }

distance () { ... }

}

x
y
add
print
distance

C 语言特性:

数据表示透明

客户端代码: $C_1 = \text{new Complex}(\dots)$.

$C_2 = \dots$

$C_1.\text{add}(C_2)$

$C_1.\text{print}()$

$C_2.\text{distance}()$.

用 C 语言实现面向对象编程



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complex.h

```
typedef struct complex-t *complex-t;  
struct complex-t {  
    double x;  
    double y;  
    complex-t (*add)(complex-t, complex-t); // 函数指针, 中缀  
    void (*print)(complex-t);  
    double (*distance)(complex-t);  
}
```

complex.c

```
#include "complex.h"  
complex-t new complex_new(double x, double y) {  
    complex-t tmp ...
```

客户端代码:

```
#define CALL(obj, f) obj->f(obj)  
double d = CALL(c, distance);
```

元编程

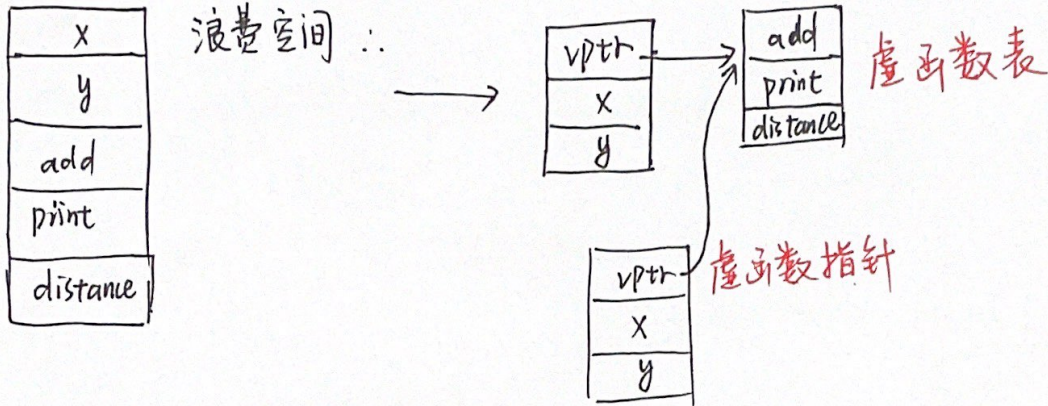
作业: 使用可变参数宏定义编写
客户端代码.



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↓ 如何实现? (How to implement?)

complex.h

```
typedef struct complex_vtable *complex_vtable;
```

```
struct complex_vtable {
```

```
    complex_t (*add) (...)
```

```
    ...
```

```
};
```

```
struct complex_t {
```

```
    complex_vtable vptr;
```

```
    double x;
```

```
    double y;
```

```
};
```

complex.c

```
struct complex_vtable vtable {
```

```
    .add = add,
```

```
    .print = ...
```

```
    .distance = distance
```

```
};
```

main.c

```
#define CALL(obj, f) obj->vptr->f(obj)
```




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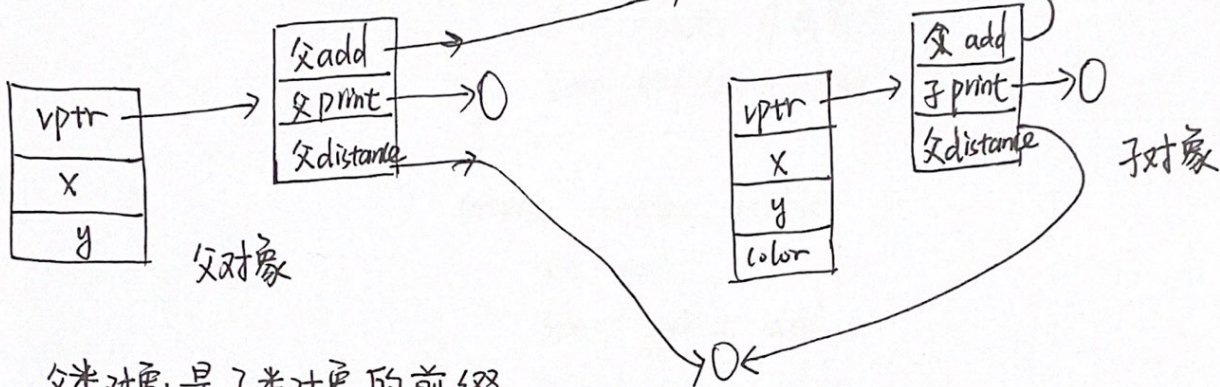
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继承:

```
class ComplexColor extends Complex {  
    char *color;  
    print() { ... } // 重写 print  
}
```

子类.



父类对象是子类对象的前缀.

代码实现:

complex-color.h:

```
typedef struct complex_color_t *complex_color_t;
```

```
struct complex_t {  
    complex_vtable vptr;  
    double x;  
    double y;  
    char *color;  
}
```

complex-color.c



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反射和接口.

运行时获得代码的信息. eg: 虚函数表中函数的个数.

获取每个函数的名字.

```
struct pair_t {  
    char *num; // 函数名  
    void (*f)(); // 指针  
}
```

```
struct complex_vtable {  
    int num;  
    struct pair_t add;  
    struct pair_t print;  
    ....  
}
```

```
struct complex_vtable vtable = {  
    .num = 3,  
    .add = { .name = "add", .f = add },  
    ....  
}
```