

# Algorithms and Analysis

## Lesson 4: C++ 101



*C with classes, new, overloading, templates*

# Outline

1. **C with Classes**
2. New
3. Overloading
4. Templates



# C

- C was developed in the 1970s by Dennis Ritchie for writing UNIX tools
- It supported structural programming through functions
- It allowed run-time allocation of memory (through malloc and free)
- It allowed manipulation of memory through pointers
- This made it efficient

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- This made it efficient, but not safe **or easy to use**

# Keeping Things Together

- As soon as you start programming bigger systems you want to keep information together
- C facilitated this through C structures `struct`

```
struct MyStructure {    // Structure declaration
    int myNum;           // Member (int variable)
    char myLetter;        // Member (char variable)
}; // End the structure with a semicolon

int main() {
    struct MyStructure s1;

    s1.myNum = 13;
    s1.myLetter = 'B';

    printf("My_number:_%d\n", s1.myNum);
    printf("My_letter:_%c\n", s1.myLetter);
    return 0;
}
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# Estimated Errors in the Mean

- When working with empirical data,  $\{X_i, i = 1, 2, \dots, n\}$ , we want to compute the *mean* and *variance* (from which we can estimate the error in the mean)
- We can do this on the fly by storing

$$n, \quad \hat{\mu}_n = \frac{1}{n} \sum_{i=1}^n X_i, \quad Q_n = \sum_{i=1}^n (X_i - \hat{\mu}_n)^2$$

- Given  $X_{n+1}$  we can update our data using:  $\Delta = \frac{X_{n+1} - \hat{\mu}_n}{n+1}$

$$\hat{\mu}_{n+1} = \hat{\mu}_n + \Delta \quad Q_{n+1} = Q_n + n \Delta (X_{n+1} - \hat{\mu}_n)$$

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this requires the back of an envelop to verify

# Second Order Statistics in C

- In C we can use a struct to keep this data together

```
struct Sos {  
    unsigned n;  
    double mu;  
    double Q;  
};
```

- We can write functions that update the Sos structure

```
void add(struct Sos& sos, double x) {  
    double delta = (x - mu) / (n+1.0);  
    Q += n*delta*(x - mu);  
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- Classes are richer user defined datatype than structs
- C++ was developed by Bjarne Stroustrup and released in 1985 as “C with classes”
- It was syntactic sugar that compiled down to C (as such it was intended to be as fast as C)
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- C++ has grown since 1985, adding templates and a lot of nice functionality

# Classes by Example

- Define interface in header file `sos.h`

```
#ifndef __SOS_H__
#define __SOS_H__

class Sos {
private:                                // encapsulate
    int n;
    double mu;
    double Q;

public:                                // interface
    Sos();                                // constructor
    void add(double x);                // add data
    double mean();                   // return mean
    double var();                     // unbiased estimate of variance
    double error();                  // estimated error in mean
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# Implementation of sos.cc

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Sos::Sos() {n=0; mu=0.0; Q=0.0; }

void Sos::add(double x) {
    double delta = (x - mu) / (n+1.0);
    Q += n*delta*(x - mu);
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    n++;
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double Sos::mean() const {return mu; }

double Sos::var() const
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    assert(n>1.0);
    return Q/ (n-1.0);
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double error() const
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    return sqrt(var() /n);
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# Using Classes

- Classes are easy to use

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#include <iostream>
using namespace std;

void main() {
    Sos mean;
    for(int i=0; i<n; ++i) {
        // compute X
        mean.add(X);
    }
    cout << mean.mean() << ' ' << mean.error() << endl;
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# Libraries

- C++ comes with a lot of in built libraries

- You include libraries using include statements

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#include <iostream>
#include <vector>
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- Same as C, but the C++ built in libraries don't have ".h"
- These are known as the standard library or the standard template library (STL)
- There is a naming convention, that libraries built into the system are called `<library>` while libraries you write are called `"library.h"`

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# Namespaces

- When you are writing very large programmes (possibly involving other peoples code) you might accidentally use the same name for a class, function or variable used elsewhere
- If you are luck this won't compile, or crash. If you are unlucky you will have a weird bug that will be very difficult to find
- To prevent this, C++ invented a new scope called **namespaces**
- By default all the standard library classes and functions are in namespace `std`
- To call the library we write `std::vector<double>`
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# Print

- Rather than pesky `printf` statements C++ allows us to use the operator `<<`
- When you get used to it, you will love it

```
#include <iostream>           // header file the defines library
using namespace std;

void main() {
    int i = 5;
    double x = 3.3;

    cout << "hello_there" << i << '_' << x << endl;
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# Pointers

- In C and C++ we can access an object through its memory address

```
int a = 5;      // creates an object a with value 5
int* b = &a;    // b is the memory address of object a
*b = 6         // *b is now a pseudonym for a
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- b is called a pointer
- The *dereferencing* operator \* turns the pointer back into the object

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- The *dereferencing* operator \* turns the pointer back into the object

# Pointers

- In C and C++ we can access an object through its memory address

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int a = 5;      // creates an object a with value 5
int* b = &a;    // b is the memory address of object a
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# New Object

- The operator **new** will create an object and return a reference

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Widget w(arg);           // w is an instance of class Widget  
Widget* wpt = new Widget(args); // pointer to instance of class Widget
```

- To call a member function, `func()`, of class `w` you use

```
w.func()
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- To call a member function of `wpt` use either

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(*wpt).func(); // dereference object and call member function
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```
(*wpt).func(); // dereference object and call member function  
wpt->func(); // easy to type
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# Inheritance

- C++ allows classes to inherit from other classes
- Suppose `Square` and `Circle` inherits from `Shape`
- If `Shape` has a (virtual) member function `area` then `Square` and `Circle` can redefine this

```
class Square: public Shape {  
    private:  
        double l;  
  
    public:  
        Square(double len) {l=len;} // constructor  
        double area() {return l*l;} // define area  
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# Polymorphism

- Polymorphism is a way of using inheritance where we instantiate a parent pointer with a child class

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Shape* shape = new Square(2.5);  
  
cout << shape->area() << endl;
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- This provides a clean way of choosing a behaviour depending on the object type
- It is used in *iterators* which we will come to later in the course

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# Arrays

- C++ also uses **new** to return arrays (in place of malloc)

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int* pt = new int[20];
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creates a pointer to memory location where we can store 20 integers

- We can dereference the  $i^{th}$  element using `pt[i]`
- We can free this up with

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# References

- C and C++ also provides references

```
int a = 5;           // create a memory location called a
int& b = a;         // b is a pseudonym for a
b = 6               // both b and a are now 6
```

- References are like dereferenced pointers
- There are many uses of references, one is so we can make functions change the value of their arguments

```
void f(int x) {x += 6;} // define function f

void g(int& x) {x += 2;} // define function g

int a = 5;

f(a);                // does nothing a=5
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# Saving Copying

- When we declare a function `f(Widget w)` then widget `w` is copied to the function (this is known as passed by value)
- If widget is big, even if we don't want to change it we might **not** want to copy it

```
void f(const Widget& w);  
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- In both cases `w` is a Widget, but function `f` avoids copying its input

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# Outline

1. C with Classes
2. New
3. Overloading
4. Templates



# Overloading

- C and C++ allow you to define different functions with the same name but different arguments

```
void func(int a);      // called if argument is an int  
void func(double a); // called if argument is a double
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- Needs to be used sensibly, but provides flexibility

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# Example

- In the second order statistics class we could define a member function

```
void add(const Sos& rhs);
```

- With an implementation

```
void Sos::add(const Sos& rhs)
{
    double total = n + rhs.n;
    double diff = rhs.mu-mu;
    mu += rhs.n*diff/total;
    Q += rhs.Q + n*rhs.n*diff*diff/total;
    n = total;

    return rhs;
}
```

# Overloading Continued

- This allows us to add second order statistics

```
Sos total;
for(int i=0; i<10; ++i) {
    Sos local;
    for(int j=0; j<100; ++j) {
        // compute X
        cout << local.mean() << ',' << local.error() << endl;
        local.add()
    }
    total.add(local)
    cout << total.mean() << ',' << total.error() << endl;
}
```

# Operator Overloading

- C++ like python allows us to overload operators
- Rather than using add I might prefer to use

```
class Sos {  
    ...  
    double operator+=(double x) { add(x); return (x); }  
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- Then we can write

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Sos sos;  
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- To print an object of type Sos we define

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ostream& operator<<(ostream& out, const Sos& d)
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- I've made sos.h and sos.cc available on the web site

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2. New
3. Overloading
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# Templates

- Many algorithms and data structures can be applied to a wide range of types

```
vector<double> double_vec; // resizable array of doubles  
vector<int> int_vec; // resizable array of int  
map<string, int> mymap // map with string keys and int values
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- C++ allows us to define a template class

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template <typename T>  
class myclass {  
    private T data;  
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# Template Functions

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    for(int i=0; i<vec.size(); ++i) {
        sum += vec[i];
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    return sum
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- There are a lot of resources
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