

# CSC 211: Computer Programming

## Copy Constructors and Operator Overloading

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## More on constructors ...

- So far ...
  - ✓ default constructors, overloaded constructors
- C++ also defines **copy constructors**
  - ✓ used to create an object as a copy of an existing object
  - ✓ if you don't define your own, C++ will synthesize one copy constructor for you

```
Point2D obj1;           // default constructor
Point2D obj2(4.5, 3.2); // overloaded constructor
Point2D obj3(obj2);      // copy constructor
Point2D obj4 = obj3;     // copy constructor
```

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## When are copy constructors invoked?

```
Point2D myfunc(Point2D obj) {
    Point2D newobj;
    // ...
    return newobj;
}

int main () {
    // copy constructor is invoked when an object is initialized from
    // another object of the same type
    Point2D obj2(4.5, 3.2);    // overloaded constructor
    Point2D obj3(obj2);        // copy constructor
    Point2D obj4 = obj3;       // copy constructor

    // copy constructor is invoked when a non-reference object is
    // passed to a function (to initialize parameter)
    myfunc(obj4);              // copy constructor

    // copy constructor is invoked when a non-reference object is
    // returned from a function
    Point2D obj5 = myfunc(obj2);
}
```

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## Shallow vs deep copies

- Synthesized copy constructors perform **shallow copies**
    - ✓ a shallow copy is a byte-to-byte copy of all data members (works fine most of the cases, except when pointers are used)
- ```
Point2D::Point2D(const Point2D& obj) {
    x = obj.x;
    y = obj.y;
    // ...
}
```
- Sometimes a **deep copy** is necessary (can handle more complex objects)
    - ✓ must define your own copy constructor

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```

class Array {
public:
    Array(int cap);
    ~Array();
private:
    int size;
    int capacity;
    int *ptr;
};

Array::Array(int cap) {
    size = 0;
    capacity = cap;
    ptr = new int[cap];
}

Array::~~Array() {
    delete [] ptr;
}

int main () {
    Array obj1(10);
    Array obj2(obj1);
    Array obj3 = obj2;
}

```

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```

Array::Array(int cap) {
    size = 0;
    capacity = cap;
    ptr = new int[cap];
}

Array::Array(Array& obj) {
    size = obj.size;
    capacity = obj.capacity;
    ptr = new int[capacity];
    for (int i = 0 ; i < size ; i++) {
        ptr[i] = obj.ptr[i];
    }
}

Array::~~Array() {
    delete [] ptr;
}

int main () {
    Array obj1(10);
    Array obj2(obj1);
    Array obj3 = obj2;
}

```

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## The assignment operator =

- Assignment is not construction
- The assignment operator '=' assigns an object to an existing object (already constructed)

```

Point2D obj1;           // default constructor
Point2D obj2(4.5, 3.2); // overloaded constructor
Point2D obj3(obj2);     // copy constructor
Point2D obj4 = obj3;    // copy constructor
obj1 = obj4;            // assignment operator

```

- If you don't define your own, C++ will synthesize one assignment operator for you (performs **shallow copy**)

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## The **this** pointer

- Pointer accessible only within member functions of a class
  - it points to the object for which the member function is called
  - static member functions** do not have this pointer

```

void Date::set_year(int y) {
    // statements below are equivalent
    year = y;
    this->year = y;
    (*this).year = y;
}

```

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# Overloading Operators

## How to overload the '=' operator?

```
Point2D& Point2D::operator=(const Point2D &obj) {  
    // always check against self-assignment  
    // especially when performing deep copies  
    if (this != &obj) {  
        this->x = obj.x;  
        this->y = obj.y;  
    }  
    // always return *this, necessary for  
    // cascade assignments (a = b = c)  
    return *this;  
}
```

Modify the self object reference and return it

can perform either shallow or deep copies

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## How many copy constructor calls?

```
Point2D myfunc(const Point2D& obj) {  
    Point2D newobj;  
    newobj = obj;  
    // ...  
    return newobj;  
}  
  
int main () {  
    Point2D obj2(4.3, 1.1);  
    Point2D obj3(obj2);  
    Point2D obj4 = myfunc(obj3);  
    Point2D obj5;  
    obj5 = obj4 = obj2;  
}
```

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## Static Data Members

- We can define static class members using **static** keyword
- When we declare a member of a class as static it means **no matter how many objects of the class are created, there is only one copy of the static member**
- A static member is **shared by all objects** of the class

[https://www.tutorialspoint.com/cplusplus/cpp\\_static\\_members.htm](https://www.tutorialspoint.com/cplusplus/cpp_static_members.htm)Source:

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## Static Data Members

- All static data is initialized to zero when the first object is created, if no other initialization is present
- We can't initialize static members in the class definition
- Need to be initialized outside the class

[https://www.tutorialspoint.com/cplusplus/cpp\\_static\\_members.htm](https://www.tutorialspoint.com/cplusplus/cpp_static_members.htm)Source:

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## Static Data Members

```
#include <iostream>

using namespace std;

class Box {
public:
    static int objectCount;

    // Constructor definition
    Box(double l = 2.0, double w = 2.0, double h = 2.0) {
        cout << "Constructor called." << endl;
        length = l;
        width = w;
        height = h;

        // Increase every time object is created
        objectCount++;
    }

    double Volume() {
        return length * width * height;
    }

private:
    double length;    // Length of a box
    double width;     // width of a box
    double height;    // Height of a box
};
```

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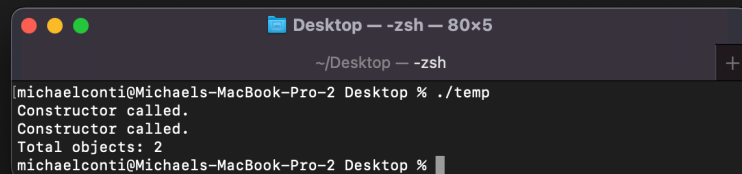
## Static Data Members

```
// Initialize static member of class Box
int Box::objectCount = 0;

int main() {
    Box Box1(3.3, 1.2, 1.5);    // Construct box1
    Box Box2(8.5, 6.0, 2.0);    // Construct box2

    // Print total number of objects.
    cout << "Total objects: " << Box::objectCount << endl;

    return 0;
}
```



```
Desktop -- zsh -- 80x5
~/Desktop -- zsh
michaelconti@Michaels-MacBook-Pro-2 Desktop % ./temp
Constructor called.
Constructor called.
Total objects: 2
michaelconti@Michaels-MacBook-Pro-2 Desktop %
```

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## Static Member Functions

- By declaring a function member as static, you make it independent of any particular object of the class
- A static member function can be called even if no objects of the class exist
- Static functions are accessed using only the class name and the scope resolution operator ::

[https://www.tutorialspoint.com/cplusplus/cpp\\_static\\_members.htm](https://www.tutorialspoint.com/cplusplus/cpp_static_members.htm)Source:

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## Static Member Functions

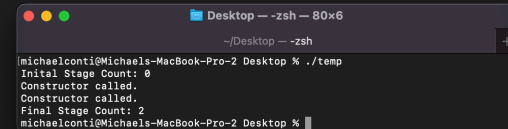
- A static member function can only access:
  - static data member
  - other static member functions
  - any other functions from outside the class
- You could use a static member function to determine whether some objects of the class have been created or not

[https://www.tutorialspoint.com/cplusplus/cpp\\_static\\_members.htm](https://www.tutorialspoint.com/cplusplus/cpp_static_members.htm)Source:

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## Static Member Functions

```
static int Box::getCount() {  
    return objectCount;  
}  
  
int main() {  
    // Print total number of objects before creating object.  
    cout << "Initial Stage Count: " << Box::getCount() << endl;  
  
    Box Box1(3.3, 1.2, 1.5);    // Construct box1  
    Box Box2(8.5, 6.0, 2.0);    // Construct box2  
  
    // Print total number of objects after creating object.  
    cout << "Final Stage Count: " << Box::getCount() << endl;  
  
    return 0;  
}
```



```
Desktop -- -zsh -- 80x6  
~/Desktop -- -zsh  
michaelconti@Michaels-MacBook-Pro-2 Desktop % ./temp  
Initial Stage Count: 0  
Constructor called.  
Constructor called.  
Final Stage Count: 2  
michaelconti@Michaels-MacBook-Pro-2 Desktop %
```

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## Lets try it

- Overload the ++ (post increment) operator for the Date class we build in a previous lecture to increment the year for any object of type Date
  - Hint: 

```
void operator++(int);  
Date someDay(12, 30, 1993);  
someDay++;
```
- Write a (shallow) copy constructor for objects of type Date
- Include a static member that counts the number of date objects

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