

Programming in C++

<https://fan1x.github.io/cpp21.html>
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Programming in C++ - lab 12

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Reminder

- Two large homeworks in ReCodex (total 40 points)
 - Points are included in the final score from the course
 - Larger HW – 25 points, 29/11 → 23/12
- Software project
 - **Topic must be approved by 27/11/2022**
 - **POC: 05/03/2023 (postponed)**
 - First submission: 02/04/2023
 - Final submission: 28/05/2023

Feedback: Data Aggregation

- Memory leak when manual allocation – use smart pointers
- Problems with the large tests
 - `std::vector<vector<Base *>>` vs. `std::vector<BaseVector *>`

Exceptions

- Predefined types in `<stdexcept>`
 - Create your own type through inheritance
- Use RAII

```
template<typename T> class matrix {  
public:  
    T &get(size_t x, size_t y) {  
        if (!is_valid_range(x, y)) {  
            throw std::out_of_range("Invalid x or y value");  
        }  
    }  
};  
  
matrix<int> mi;  
try {  
    cout << mi.get(10, 10);  
} catch (const std::out_of_range &e) {  
    cerr << e.what() << endl;  
}
```

Regexp

- <regex>
- Regular expressions in C++

HW1: Problem With Large Tests

- `std::vector<vector<Base *>>`

Programming in C++ - lab 11

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Feedback: Data Aggregation

- -5 points: missed deadline
- -2 points
 - Not having virtual destructor with inheritance
 - Large tests not working
- -1 point
 - Using const function for read only methods
 - Using const references for large objects
 - Warnings
 - Large functions
 - procedural code
 - no classes/objects

Streams

- **<iostream>**
 - I/O
- **<fstream>**
 - Work with files
- **<sstream>**
 - Work with std::string

Homework – A Simple Text Editor

- Open/Edit/Save a file
- Print a directory
 - <filesystem>

Programming in C++ - lab 10

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2nd Large homework: Calculator

- Deadline: 23/12/2023 23:59
- 25 points
 - Functionality: 15 points
 - Tests & code culture: 10 points
 - 2/3 of points gained for functionality
- -10 points per each week (even if partial)

Piškvorky feedback

Templates



Template Functions

```
class complex {  
    int real_; int im_;  
public:  
    int &re() { return real_; }  
    int re() const { return real_; };  
    int &im() { return im_; };  
    int im() const { return im_; };  
};  
  
void print(int v) { cout << v; }  
void print(double v) { cout << v; }  
void print(const string &str) { cout << str; }  
  
int main() {  
    complex c;  
    print(c.re());  
}
```

```
template<typename T>  
class complex {  
    T real_; T im_;  
public:  
    T &re() { return real_; }  
    T re() const { return real_; };  
    T &im() { return im_; };  
    T im() const { return im_; };  
};  
  
template<class T>  
void print(const T &v) { cout << v; }  
  
int main() {  
    complex<int> c;  
    print(c.re());  
}
```

Template Classes

```
template<class Cont>
class container_wrapper {
    Cont cont;

public:
    void push_back(const typename Cont::value_type& val) {
        cont.push_back(val);
    }

    void push_back(typename Cont::value_type &&rval) {
        cont.push_back(std::move(rval));
    }
};

template<class Cont>
auto make_wrapper() {
    return container_holder<Cont>();
}

auto vector_wrapper = make_wrapper<std::vector<int>>();
vector_wrapper.push_back(3);
```

Homework – `vector<T>`

- Generic vector
- Mandatory operations
 - default ctor, ctor(`size_t`, `value_type`), copy/move ctor/assignment
 - `size()`, `capacity()`, `reserve()`, `push_back()`, `operator[]()`

Programming in C++ - lab 9

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Improvements And Feedback

- Online Feedback

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Iterators

- A class used for traversing and accessing containers (vector, map, ...)
- Act like pointers
 - Holds a position and points to an object inside the container
- Different types of iterators (input, forward, bidirection, random, ...)
 - Iterators on containers supports at least: *, ++, !=
- `begin()` – returns an iterator to the first element
- `end()` - returns an iterator pointing past the last element

Lambdas

- An unnamed function object ("in-place function")
- [capture](par1, par2, ...) { /* function body */ };
 - capture: things passed from outside function
 - Passing by reference (&), otherwise by copy
 - Can define a new variable
- ~Anonymous functor
 - Returning from function through templates/auto



Functors

- A special object behaving like a function
- Defines operator()
- Can hold its state

Algorithms

- `#include <algorithm>`
- A library defining functions for variety of purposes
 - sort, make_heap, set_intersection
- Define range through iterators
 - Anything iterator-like (iterators, pointers, ...)
- Define action through function/funcitor/lambda
 - Anything function-like (functions, functors, ...)
- 😊 ranges

Homeworks: Fix Previous Homeworks Using Algorithms

- Dictionary (exo6)
- Simple People Database (exo6, Recodex)
 - Add a function that can do multiple things through a single iteration
 - Use functors (or somethings similar)
 - Gather min, max, sum, avg, ...
- Sorting in Polymorphic Vector

Programming in C++ - lab 8

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Homework Discussion

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Data Aggregation - Hints

- Download example input+output and debug locally
 - PRG.exe < input_file.txt > output_file.txt
- Check logs what's wrong
- Write your own tests!
 - (get inspired by ReCodex's tests)
- Time & memory limits
 - Store necessary things once
 - Use observers (pointers, references) instead
 - Use proper types
 - Don't store numbers as string
 - Avoid copying – const &

Functions As Parameter - std::function

- `std::function<RET(PAR1, PAR2,...)>`

```
void for_each(const std::vector<int> &vi,
    const std::function<void(int)> &fn) {
    for (int x : vi) {
        fn(x);
    }
}

void print(int x) { cout << x << endl; }

int main(int argc, char* argv[]) {
    vector<int> vi{1, 2, 3, 4, 5, 6};
    for_each(vi, print);
}
```

Function As Parameter - Other Options

- Lambdas
- Templates
- Function pointers/references
 - ☹ C-style

Inheritance

- To inherit (=use) attributes and methods of the ancestor class

```
class container {  
public:  
    using size_type = size_t;  
  
    size_t size() const { return size_; }  
  
protected:  
    size_t size_t;  
};  
  
class vector_int : public container { ... };  
class list_int : public container { ... };  
  
int main() {  
    vector_int vi;  
    cout << vi.size();  
}
```

Inheritance Examples

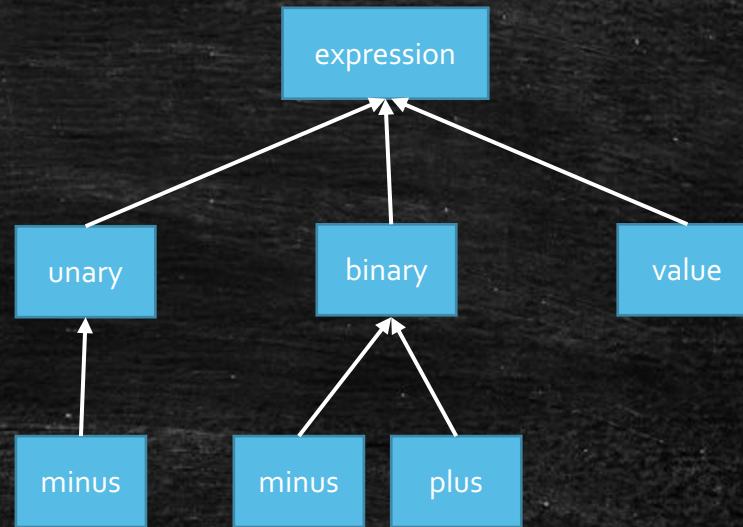
```
class car {};  
class volvo : public car {};  
class skoda : public car {};
```

```
class animal {};  
class dog : public animal {};  
class cat : public animal {};
```

```
class employee {};  
class accountant : public employee {};
```

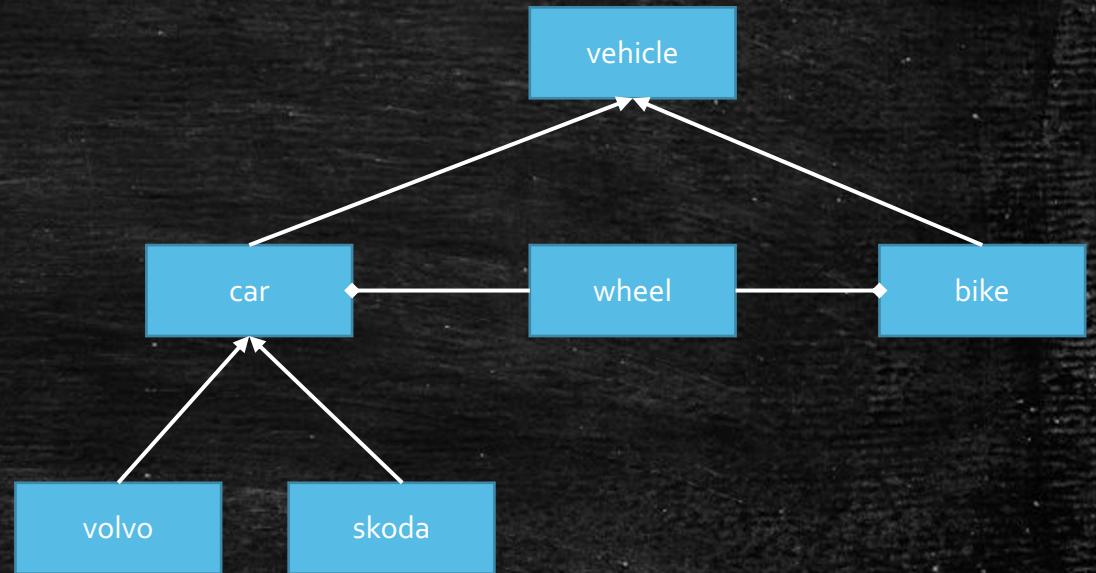
```
class expression {};  
class binary : public expression {};  
class plus : public binary {};
```

```
class object {} // JAVA  
class XYZ : public object {};
```



Inheritance Vs. Composition

- Inheritance – logical hierarchy
- Composition – no logical hierarchy
 - Can be implemented through inheritance



Inheritance Comments

- Think about the API
- Hide type specific things inside methods/functions
- `if-else` → bad design

Polymorphism

- Base class acts(=works) as the (internally stored) derived class
- Function must be **virtual** and gets **called via reference/pointer**

```
class base {  
protected:  
    int value = 0;  
public:  
    virtual ~base() = default;  
    virtual void print() const {  
        std::cout << "base: " << value;  
    }  
};  
  
class derived : public base {  
public:  
    void print() const override {  
        std::cout << "derived: " << value;  
    }  
};
```

```
int main() {  
    derived d;  
    d.print(); // derived: 0  
    base &b = d;  
    b.print(); // derived: 0  
    base *b_ptr = &d;  
    b_ptr->print(); // derived: 0  
    base b2 = d;  
    b2.print(); // base: 0  
}
```

Homework: Polymorphic Vector

- Create a vector which can store different types
 - int, double, string
- Use inheritance (no union, variant, ...)
 - Dynamic allocation

```
// API  
  
// insert a value  
push_back(value);  
// print the value of i-th element  
print(size_type i);  
// print all values inside the array  
print_all();
```

```
int main() {  
    my_vec v;  
    v.push_back(1);  
    v.push_back(2.3);  
    v.push_back("four");  
    v.print(0); // 1  
    v.print(2); // "four"  
    v.print_all(); // [1, 2.3, "four"]  
}
```

Programming in C++ - lab 6

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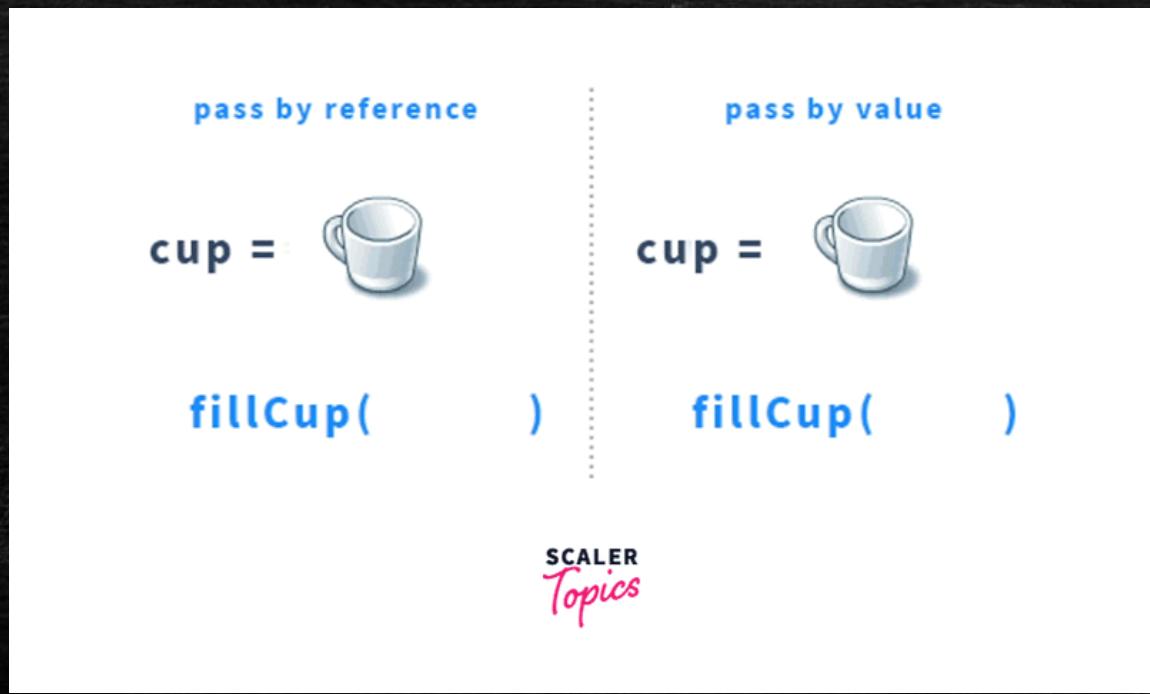
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 - Larger HW – 25 points, ~December
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Homework1 Solution

Returning A (Const) Reference

- To give an access to data inside an object
 - E.g., getters, operator=(), ...
- The returned data lives even after end of the function



Returning A (Const) Reference - Example

```
class complex_double {
    double im;
    double re;
public:
    explicit complex_double(double re, double im = 0.0) {
        this->im = im;
        this->re = re;
    }

    double &real_part() {
        return re;
    }
    double real_part() const {
        return re;
    }

    double &imaginary_part() {
        return im;
    }
    double imaginary_part() const {
        return im;
    }
};
```

```
int main() {
    complex_double cd(1, 2);
    cout << '{' << cd.real_part()
        << ',' << cd.imaginary_part() << '}' << endl;

    cd.imaginary_part() = 0;
    cout << '{' << cd.real_part()
        << ',' << cd.imaginary_part() << '}' << endl;
}
```

Containers

- **std::vector<Type>** - dynamic array
 - `my_vec[idx] = value, push_back(), ...`
- **std::array<Type, Size>** - fixed size array
 - `my_array[idx] = value, ...`
- **std::deque<Type>** - double ended dynamic queue/array
 - `push_back(), push_front(), back(), front(), ...`
- **std::list<Type>** - linked list
- **std::map<Key, Value>, std::unordered_map<Key, Value>** - map
 - `my_map[key] = value, find(), insert(), ...`
- **std::set<Key>, std::unordered_set<Key>** - set
 - `contains(), insert(), find(), ...`

Homework1: Dictionary

```
// An example of API
class Dictionary {

    // Insert a new language and returns its ID
    size_t add_language(const string &name);

    // Insert new words into a dictionary
    bool add_vocabulary(size_t words1_language_id, const string &word1,
        size_t words2_language_id, const string &word2);

    // Translate a given text with the given language into the output language
    string translate(size_t input_language_id, const string &text,
        size_t output_language_id) const;

    // Automatically translate a given text into a given language
    string translate(const string &text, size_t output_language_id) const;

    // Return all vocabularies for a given language
    const vector<string> &all_vocabulary(size_t language_id) const;
};
```

Homework2: Simple People Database

- In Recodex: <https://recodex.mff.cuni.cz/>
- Deadline: Monday 13:00
- **NOT** the official large homework
 - Just to test your knowledge and the access to the ReCodex

Programming in C++ - lab 7

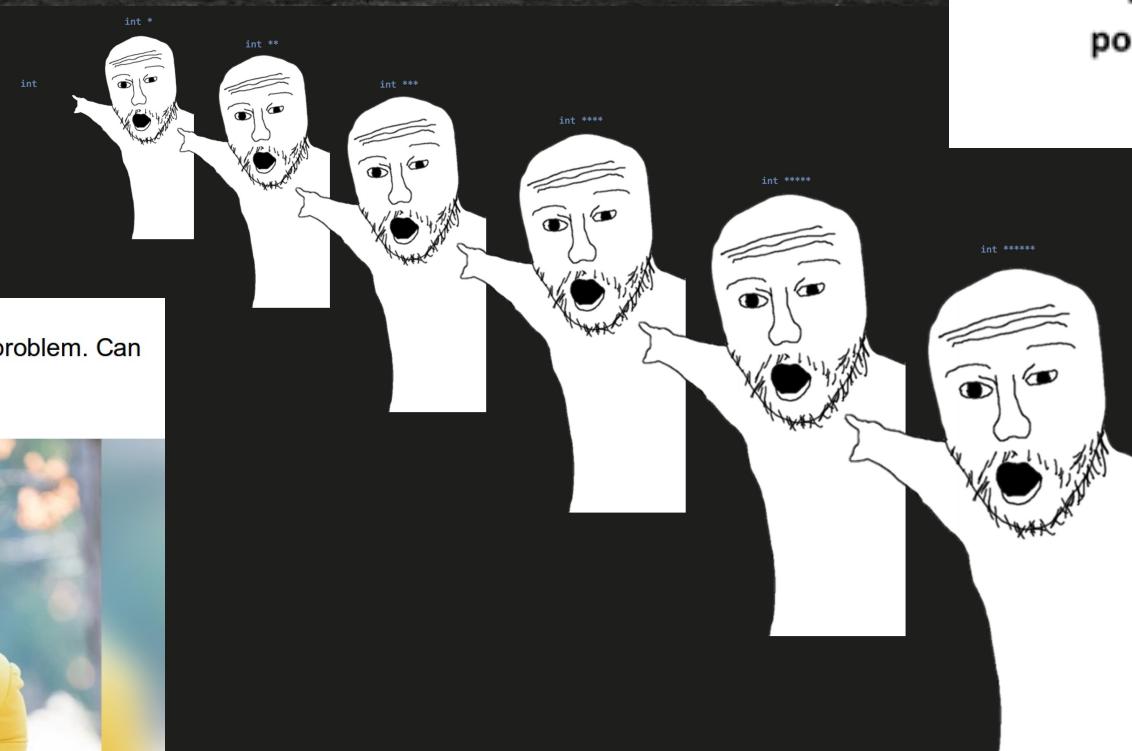
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Homework Discussion

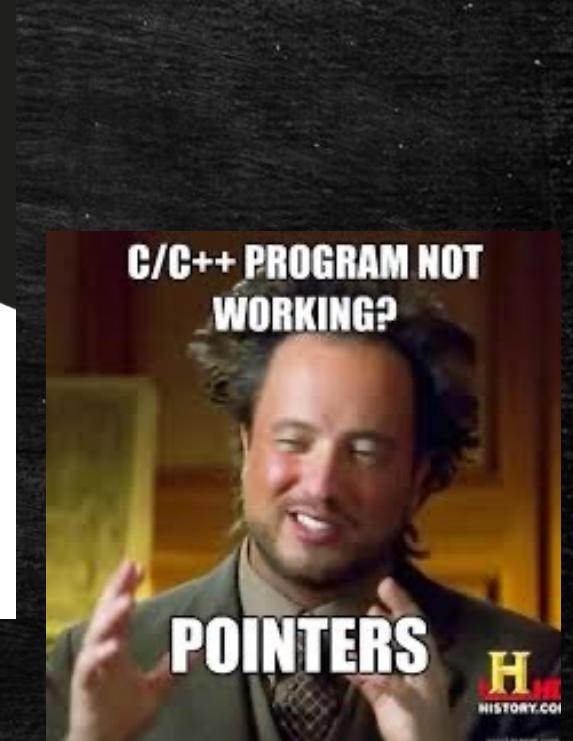
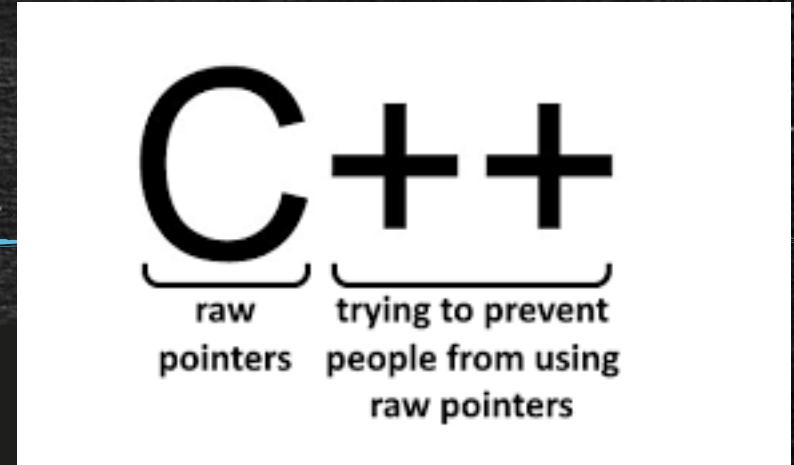
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Pointers

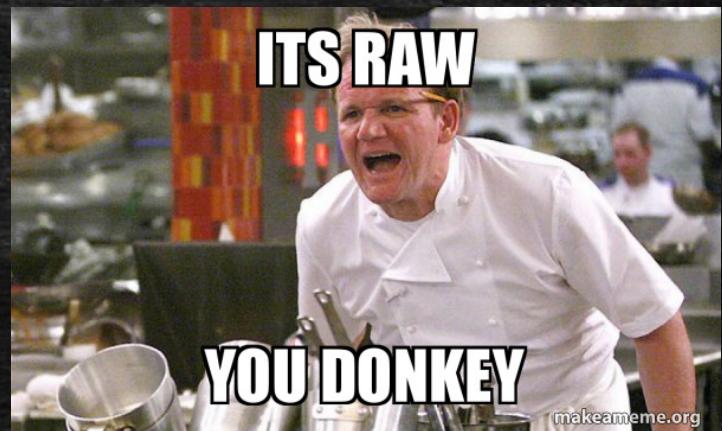


random dev: I got stuck with this problem. Can anyone give me some pointers?



Dynamic Allocation

- Use smart pointers (no raw pointers, i.e., **no new/new[]**)
- **Single owner**
 - Most common case
 - Passing the ownership - move only, no copy
 - `unique_ptr<T>`
- Shared ownership (multiple owners)
 - `shared_ptr<T>`
 - `weak_ptr<T>` // to break the cycle
- Creation: `make_unique<T>`, `make_shared<T>`
- Allocation of consecutive memory (~array)
 - `make_unique<int[10]>()`



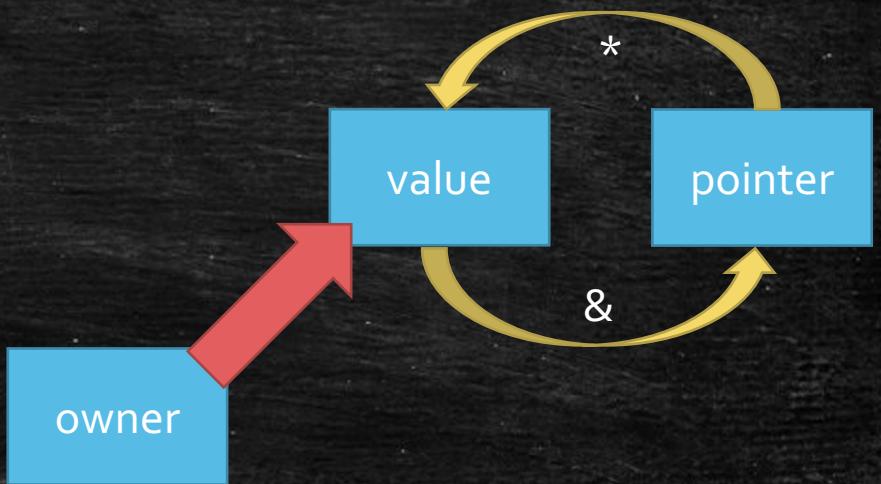
Observers

- Working with the pointer with **no changes to ownership**
- Returned type is a (const) pointer
 - Smart pointers - `get()`
 - Observer ~ Address
 - Getting an address: `&x`
- To access the values through a pointer
 - `operator*()`, `operator->()`



Owners And Observers: Quick Rules

- Owner → `unique_ptr<T>`, `shared_ptr<T>`
- Modifying observer → `T *` (pointer)
- Read-only observer → `const T *`
- Getting an observer
 - smart pointers → `get()`
 - otherwise → `&(observer ~ address)`
- Accessing the value
 - access the value directly → `*`
 - access member attribute → `->` (same as doing `(*var)`).
- Pointing to nothing → `nullptr`



Pointers In Memory

```
int main() {  
    int i = 2;  
    int *pi = &i;  
    int **ppi = &pi;  
    cout << i;      // 2  
    cout << pi;     // ..00  
    cout << *pi;    // 2  
    cout << ppi;    // ..04  
    cout << *ppi;   // ..00  
    cout << **ppi;  // 2  
}
```

| Address | Value | (Variable) | operator* |
|---------|-------|------------|-----------|
| | | | |
| ..00 | 2 | i | |
| ..02 | | | * |
| ..04 | ..00 | pi | |
| ..06 | | | * |
| ..08 | ..04 | ppi | |
| ..0a | | | * |
| | | | |



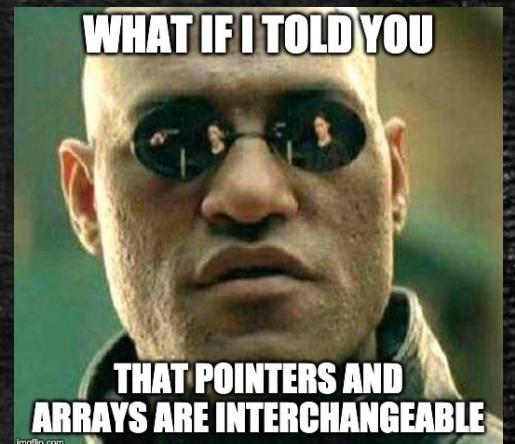
Q: What if we call `cout << *i?`

Q: Is there a difference between static and dynamic allocation?

Pointer Arithmetic

- Takes type into account

```
unique_ptr<int[]> int_arr = make_unique<int[]>(10);
for (size_t i = 0; i < 10; ++i) { int_arr[i] = 0; }
int *ptr = int_arr.get();
(*ptr) = 1;
*(ptr + 1) = 2;
cout << *ptr << ' ' << *(ptr + 1) << endl; // 1 2
ptr += 1;
cout << *ptr++ << endl; // 2
cout << *ptr << ' ' << *(ptr - 1) << endl; // 0 2
*ptr-- = 3;
cout << ptr[-1] << ' ' << ptr[0] << ' ' << ptr[1] << endl; // 1 2 3
```



Notes On Dynamic Allocation

- Prefer static/automatic storage
 - ☺ `complex c;`
 - ☹ `auto c = make_unique<complex>();`
- Prefer containers
 - ☺ `vector<int> vi(10);`
 - ☹ `auto ia = make_unique<int[]>(10);`
- Dynamic allocation is slow
- Use only when necessary
 - Object lifetime doesn't correspond to function invocations
 - Polymorphism

Linked List Example

```
struct node {
    unique_ptr<node> next;
    int value;

    node(int value, unique_ptr<node> &&next) :
        value(value), next(std::move(next)) {}

};

class linked_list {
    unique_ptr<node> first_node;
public:
    node *front() {
        return first_node.get(); // Observer
    }

    const node *back() const {
        node *ptr = first_node.get(); // Observer
        if (ptr != nullptr) {
            while (ptr->next != nullptr) {
                ptr = (*ptr).next.get(); // Equivalent to ->
            }
        }
        return ptr;
    }

    void push_front(int value) {
        auto new_node = std::make_unique<node>(value, std::move(first_node));
        first_node = std::move(new_node);
    }

    void pop_front() {
        auto first = std::move(first_node);
        first_node = std::move(first->next);
    } // automatic deallocation of first
}
```

Operator overloading

- Implement your own operators
 - +, -, ->, /, [], ...
- Keep the semantic!
- <https://en.cppreference.com/w/cpp/language/operators>

Homework1: Finish the LL

- size(), print(), push_back(), pop_back()
- ctor(), ctor(init_size, default_value), dtor
- operator[]

Homework2: int vector

- Implement your own integer vector
- Mandatory operations
 - default ctor, ctor(size_t, value_type), copy/move ctor/assignment
 - size(), capacity(), reserve(), push_back(), operator[]()
- Use array allocation, no LL
- Q: How many owners does it need?

Large homework - Data Aggregation

- In ReCodex
- Deadline: 5/12 (Monday) 23:59
- 15 points (10p + 5p)
 - Functionality: max 10 points
 - Code culture: max 5 points
 - $\sim \text{points_for_functionality}/2$
 - -5 points per each week

Programming in C++ - lab 5

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Homework1 Solution

Declaration/Definition

```
// file: my_class.hpp

#ifndef MY_CLASS_HPP
#define MY_CLASS_HPP

void fn(int x);

class my_class {
public:
    my_class();
    int exec(int x);

private:
    double d;
    static size_t i;
};

#endif // MY_CLASS_HPP
```

```
// file: my_class.cpp

#include "my_class.hpp"
#include <iostream>

void fn(int x) {
    cout << "fn()";
}

my_class::my_class() : d(1.0) {
    cout << "ctor";
}

int my_class::exec(int x) {
    for(int i=0; i < x; ++i) { ... }
}

size_t my_class::i = 0;
```

Declaration/Definition

```
// file: my_class.hpp
```

```
#ifndef MY_CLASS_HPP
#define MY_CLASS_HPP

void fn(int x);

class my_class {
public:
    my_class();
    int exec(int x);

private:           declarations
    double d;
    static size_t i;
};

#endif // MY_CLASS_HPP
```

guards

```
// file: my_class.cpp
```

```
#include "my_class.hpp"
#include <iostream>

void fn(int x) {
    cout << "fn()";
}

my_class::my_class() : d(1.0) {
    cout << "ctor";
}

int my_class::exec(int x) {
    for(int i=0; i < x; ++i) { ... }
}

size_t my_class::i = 0;
```

#include header

definitions

Homework1: Summing Program

- Implement special methods only
 - ctors, dtor, operators, ...
- You can add $O(1)$ attributes into C
 - E.g., cannot add a vector
- Use C::print() for printing
 - Cannot use anything else for printing
- Example (
 - Input: 5 7
 - Output: Summing numbers:
5
6
7

Preparing...
Sum of the numbers:

18

```
class C {  
    /* CAN ADD MORE ATTRIBUTES */  
    const int value;  
    /* USE THIS FUNCTION FOR PRINTING */  
    void print() const {  
        cout << value << "\n";  
    }  
  
public:  
    /* IMPLEMENT SPECIAL METHODS ONLY */  
};  
  
class D {  
    std::vector<C> cs;  
    /* CANNOT ADD MORE ATTRIBUTES */  
public:  
    /* IMPLEMENT SPECIAL METHODS ONLY */  
};  
  
int main(int argc, char *argv[]) {  
    int first, last;  
    cin >> first >> last;  
    cout << "Summing numbers:\n";  
    D d(first, last); // prints number first, first+1, ..., last  
    cout << "Preparing...\n";  
    D d2 = d;  
    cout << "Sum of the numbers:\n";  
    d2 = d; // prints sum of numbers first..last  
}
```

Homework2: Piškvorky for 2 players

- For 2 players only
 - Set the names at the beginning
- Game ends when one of the player has 5 in a row
 - Write who is the winner
- Validate user inputs

Programming in C++ - lab 4

<https://fan1x.github.io/cpp21.html>
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Homework Feedback

- Use `const` functions for read-only functions
 - `print()` `const`, `get_matrix()` `const`, `get_vector()` `const`
- Use `class` or `using` to create new types
 - Decomposition!
 - `using` can be anywhere (inside the class as well)

Argument Passing - Recap

- By copy/value
 - `int max(int x, int y);`
- By const-reference:
 - `Matrix sum(const Matrix &m1, const Matrix &m2);`
- By reference
 - `void find_zero_matrix(const vector<Matrix> &ms,
 Matrix &zero_matrix);`

Argument Passing – By R-value Reference (&&)

- To transfer an ownership
- **Moves** the object into a function
 - the object no longer lives outside the function
- Typical usage
 - a single owner (`std::unique_ptr`)
 - moving large objects
- Use `std::move()` on the caller side

```
vector<unique_ptr<int>>::push_back(unique_ptr<int> &&new_obj);  
vector<unique_ptr<int>> vector_of_ints;  
vector_of_ints.push_back(move(make_unique<int>(x));
```

Static With Classes

- Attribute/method belongs to a class (not an object-instance)
- Need to share attribute/method among the objects/instances
- Most things belong to an object

```
class Verbose {} // class

int main()
{
    Verbose v1; // object-instance
    Verbose v2(2); // object-instance
}
```

Static With Class

```
class CountingClass {
    static size_t num_instances;

    static void inc_num_instances() {
        ++num_instances;
    }

    static void dec_num_instances() {
        --num_instances;
    }

public:
    static bool has_instance() {
        return num_instances > 0;
    }

    static size_t get_num_instances() {
        return num_instances;
    }

    CountingClass() { inc_num_instances(); }

    CountingClass(const CountingClass &)
        inc_num_instances();
    }

    ~CountingClass() { dec_num_instances(); }
};
```

```
size_t CountingClass::num_instances = 0;

void f() {
    cout << CountingClass::get_num_instances() << endl; // 0
    CountingClass cc1;
    cout << CountingClass::get_num_instances() << endl; // 1
    CountingClass cc2 = cc1;
    cout << CountingClass::get_num_instances() << endl; // 2
    std::vector<CountingClass> ccs(10);
    cout << CountingClass::get_num_instances() << endl; // 12
}

int main() {
    cout << CountingClass::get_num_instances() << endl; // 0
    f();
    cout << CountingClass::get_num_instances() << endl; // 0
}
```

Special Methods In Classes

```
class Verbose {
    int x;
public:
    Verbose() {
        cout << "default ctor\n";
        this->x = 1;
    }

    Verbose(const Verbose &v) {
        cout << "copy ctor\n";
        this->x = v.x;
    }

    Verbose(Verbose &&v) {
        cout << "move ctor\n";
        this->x = v.x;
        v.x = 0;
    }

    ~Verbose() {
        cout << "dtor\n";
    }

    Verbose(int x) {
        cout << "user ctor\n";
        this->x = x;
    }
}
```

```
Verbose &operator=(const Verbose &v) {
    cout << "copy assignment\n";
    this->x = v.x;
    return *this;
}

Verbose &operator=(Verbose &&v) {
    cout << "move assignment\n";
    this->x = v.x;
    return *this;
};

int main()
{
    Verbose v1; // default ctor
    Verbose v2(2); // user ctor
    Verbose v3{3}; // user ctor
    Verbose v4(v2); // copy ctor
    Verbose v5 = v3; // copy ctor
    Verbose v6(std::move(v1)); // move ctor
    Verbose v7 = std::move(v4); // move ctor
    v1 = v2; // copy assignment
    v2 = std::move(v3); // move assignment
} // Calls destructors
```

Homework1: Implement class C

- Finish program so it writes: 1, 2, 3, ..., 16
- Touch **only** class C, nothing else
 - Nothing can be into main() or fn_XXX()
- Don't use exit(), break, goto, ...
- Hint: which methods are called?

```
class C { /* implement me */ };

// Don't touch anything below!!!
void fn_copy(C) {}
void fn_cref(const C&) {}
void fn_rref(C&&) {}

int main(int argc, char* argv[])
{
    cout << "1\n";
    C c1;
    cout << "3\n";
    C c2(c1);
    cout << "5\n";
    C c3 = c2;
    cout << "7\n";
    fn_copy(c1);
    cout << "9\n";
    fn_cref(c1);
    fn_copy(std::move(c1));
    fn_rref(std::move(c2));
    cout << "11\n";
    c3 = c2;
    cout << "13\n";
    c2 = std::move(c1);
    cout << "15\n";
}
```

Homework2: Finish 3DMatrix For Integers

- Correct all issues in the previous HW
- Implement correctly all special methods
- Show usage/test

Programming in C++ - lab 3

<https://fan1x.github.io/cpp21.html>
tomas.faltin@matfyz.cuni.cz

Down to operator

```
void op_downto(int x) {  
    while (x --> 0) {  
        cout << x;  
    }  
}  
  
op_downto(10); // prints 9,8,7,...,1,0
```

Homework Feedback

- Use `const &` for large objects
- Only source codes and project/config files to GIT
 - No binaries (they can be compiled from the source codes)
- Use STL functions
 - `isdigit()`, `stoi()`, ...
- Prefer C++ strings to C-style strings
 - `std::string`, `std::string_view`

Class/Struct - Recap

- Put all related things (data, functions) together
- No real difference except for default visibility, inheritance, ...
 - `class` – by default everything **private**
 - `struct` – by default everything **public**
- Internal things → **private**
 - **protected** if need access from a child
- Read-only functions → **const**
 - const-correctness
- Special methods (**constructor**, destructor, ...)

Defining your own types - using

- Use `using` (or `typedef` in old C/C++)
- Can be used together with templates (later)

```
using my_int = int;
using int_pair_t = std::pair<my_int, my_int>;
using my_string = std::vector<char>;
using int_vector_t = std::vector<int>;  
  
my_int x = 3;
int_pair_t p{10, 20};
my_string str = {'a', 'b', 'c'};
int_vector_t vi(10, 0);
```

Constant values – constexpr/const

- Read only value that cannot be changed
- Naming values in code
 - ~ Every number in the code should be a named constant
- **constexpr** – constant value (potentially) evaluated in the compile time
 - Can be used as arguments to templates
- **const** – constant value
- Both can be used together with **static** (later)

```
constexpr double PI = 3.14;  
constexpr size_t MAX_SIZE = 16 * 1024 * 1024;
```

Coding: 3D Matrix for Integers - API

- `ctor()`, `ctor(width, length, height)`
- `set(x, y, z, value)`, `get(x, y, z)`, `print()`
- `set_width()`, `set_length()`, `set_height()`, `get_width()`,
`get_length()`, `get_height()`
- `get_matrix(x)`, `get_matrix(y)`, `get_matrix(z)`
- `get_vector(x, y)`, `get_vector(y, z)`, `get_vector(x, z)`
- `clear()` - set all values to 0 (zero)
- `fill_with_value(value)` - set all values to a given value
- `num_zeros()`, `num_negatives()`, `num_positives()`;

Coding: 3D Matrix for Integers - Hints

- Think about the design
 - array → matrix → 3D matrix → 4D matrix → ... → XD matrix
 - Design simple first, then continue to the next level
- No need to focus too much on performance yet
- Focus:
 - Passing arguments: const-references, references, ...
 - const functions
 - class design
 - Decomposition into functions
 - Function reusing
 - private/public

Coding: 3D Matrix - Improvements

- `print()`
- `sort_vector(x, y)`
 - Use `std::sort()`
- change underlying matrix container - `std::deque`, `std::list`
 - the change to different container must be only few lines of change
 - Hint: use `using`
- change underlying matrix container - `std::array`
 - Use large enough array
 - ! Use constants
 - Report error in case of overflow

Programming in C++ - lab 2

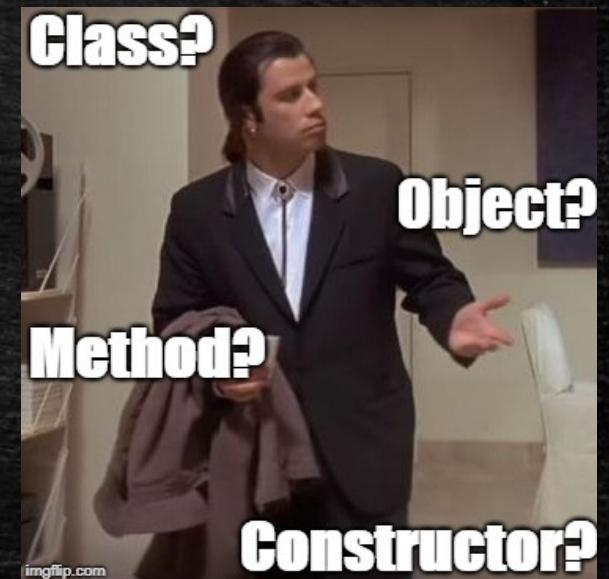
<https://fan1x.github.io/cpp21.html>
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Recap

Homework Example

Class/Struct

- Put all related things (data, functions) together
 - Represents objects in OOP
 - almost everything should belong to a class
- No real difference except for default visibility, inheritance, ...
 - `class` – by default everything **private**
 - `struct` – by default everything **public**
- Internal things → **private**
 - **protected** if need access from a child
- Read-only functions → **const**
 - const-correctness
- Special methods (**constructor**, destructor, ...)



Class Example

```
class calculator {  
    // by default everything is private  
    void sum();  
    void subtract();  
  
public:  
    calculator() { /* default ctor */ }  
    calculator(const std::string &str) () {  
        /* ctor */  
    }  
    void calc(const std::string &str);  
    void print_result() const;  
  
private:  
    void multiply();  
  
protected:  
    void init();  
  
private:  
};
```

can be used
multiple
times

semicolon
at the end!

```
calculator c; // no need for new!  
c.calc("1+2-3");  
c.print_result();  
  
// calling non-default ctor  
calculator c2("1+2-3");  
c2.print_result();  
  
// creating a vector  
std::vector<calculator> calcs;
```

Class vs. Struct

- Use class if the class has an invariant; use struct if the data members can vary independently

```
struct coordinate {  
    int x;  
    int y;  
    int z;  
  
    coordinate();  
    coordinate(int x);  
    coordinate(int x, int y);  
    coordinate(int x, int y, int z);  
  
    void set(int x, int y, int z);  
};
```

Dynamic Array - std::vector<T>

- Beware of time complexity
- `vector<bool>` optimization

```
#include <vector>
int main() {
    std::vector<int> vi{1, 2, 3, 4, 5, 6}; // [1, 2, 3, 4, 5, 6]
    std::vector<float> vf(5, 0.0f); // [0.0, 0.0, 0.0, 0.0, 0.0]
    std::cout << vi[3] << " " << vf.at(3) << std::endl; // access the 4th! element
    std::cout << vi.size();
    vi[3] = 100; vi.at(6) = 600; // access the 4th and 7th element
    vf.push_back(100.0f); vf.emplace_back(200.0f); // insert at the end
    vf.emplace_back(200.0f); // create element at the end
    vf.insert(3, 300.0f); vf.emplace(3, 300.0f); // insert at the specific place
    vf.emplace(3, 300.0f); // create element at the specific place
    vi.pop_back(); // erase the last element
    vf.erase(2); // erase the 3rd element
    vi.clear(); // clear whole container
    vi.reserve(10); // reserve space(=memory) for 10 elements
    vi.resize(10); // actually create 10 elements using default ctor
}
```

3D Matrix for Integers - minimal API

- `ctor()`, `ctor(x, y, z)`
- `set(x, y, z, value)`, `get(x, y, z)`, `print()`
- `set_width()`, `set_length()`, `set_height()`, `get_width()`,
`get_length()`, `get_height()`
- `get_matrix(x)`, `get_matrix(y)`, `get_matrix(z)`
- `get_vector(x, y)`, `get_vector(y, z)`, `get_vector(x, z)`
- `clear()` - set all values to 0 (zero)
- `fill_with_value(value)` - set all values to a given value
- `num_zeros()`, `num_negatives()`, `num_positives()`;

3D Matrix for Integers - Hints

- Think about the design
 - array → matrix → 3D matrix → 4D matrix → ... → XD matrix
 - Design simple first, then continue to the next level
- No need to focus too much on performance yet
- Focus:
 - Passing arguments: const-references, references, ...
 - const functions
 - class design
 - Decomposition into functions
 - Function reusing
 - private/public

Programming in C++ - lab 1

<https://fan1x.github.io/cpp21.html>
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Basic information

- Email: tomas.faltin@matfyz.cuni.cz
- Labs web: <https://fan1x.github.io/cpp22.html>
- Lecture web: <https://www.ksi.mff.cuni.cz/teaching/nprgo41-web/>
- Mattermost
 - Invite link in [SIS/Notice-board](#)
 - Channel: `nprgo41-cpp-faltin`
- Gitlab
 - <https://gitlab.mff.cuni.cz/>
 - <https://gitlab.mff.cuni.cz/teaching/nprgo41/2022-23/faltin>

Communication is the key

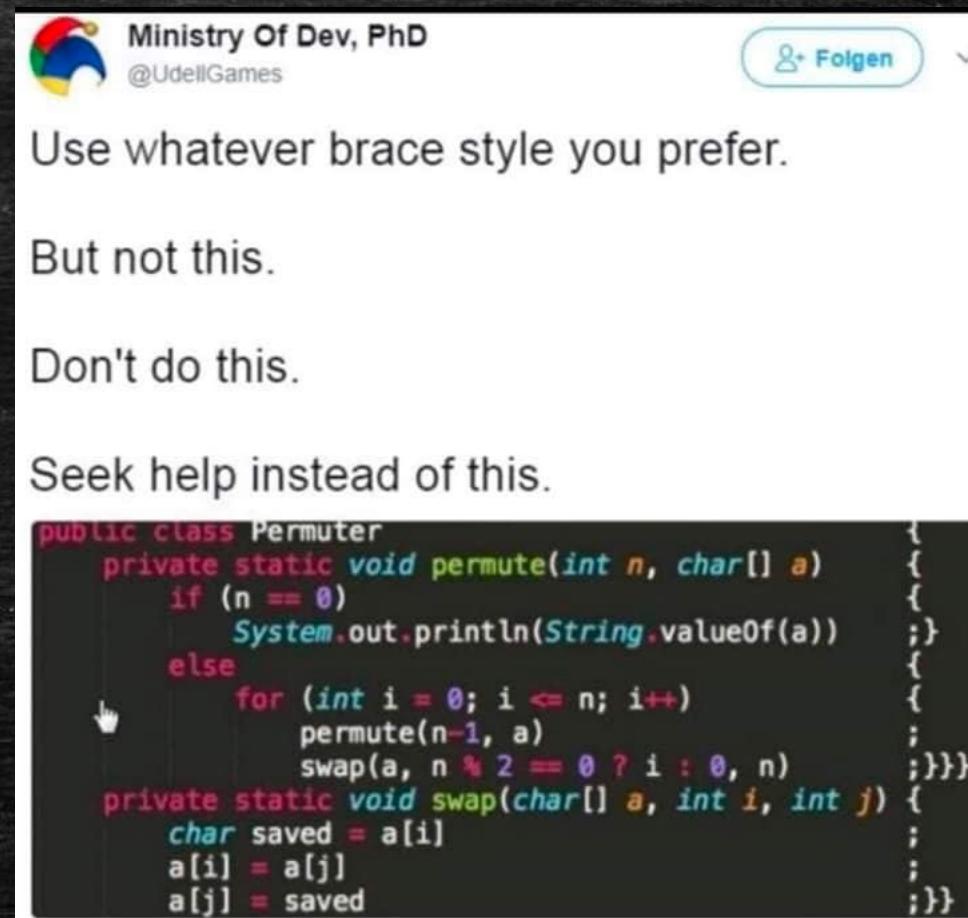
- Don't be afraid to ask
- Be proactive
 - via email
 - on Mattermost (instant)
 - DM if related to you only
 - Into a channel if others can benefit from it
- If you struggle with something
- If you feel like you might miss a deadline

Labs credit

- Submitted homeworks before Sunday midnight (Sunday 23:59)
 - to Gitlab
 - Even if not attending!
 - Won't be graded, for feedback only
- Two large homeworks in ReCodex (total 40 points)
 - Points are included in the final score from the course
 - Smaller HW – 15 points, ~November
 - Larger HW – 25 points, ~December
- Software project
 - Topic must be approved by 27/11/2022
 - POC: 18/12/2022
 - First submission: 02/04/2023
 - Final submission: 28/05/2023
 - **All the steps typically mean multiple iterations within multiple days. If you wait for the last minute, there is a chance you won't make it**

Code Requirements - Consistency

- Consistency
 - Be consistent within the code
 - keep a single code style



Ministry Of Dev, PhD
@UdellGames

Use whatever brace style you prefer.

But not this.

Don't do this.

Seek help instead of this.

```
public class Permuter
    private static void permute(int n, char[] a) {
        if (n == 0)
            System.out.println(String.valueOf(a));
        else
            for (int i = 0; i <= n; i++)
                permute(n-1, a)
                swap(a, n % 2 == 0 ? i : 0, n);
    }
    private static void swap(char[] a, int i, int j) {
        char saved = a[i];
        a[i] = a[j];
        a[j] = saved;
    }
}
```

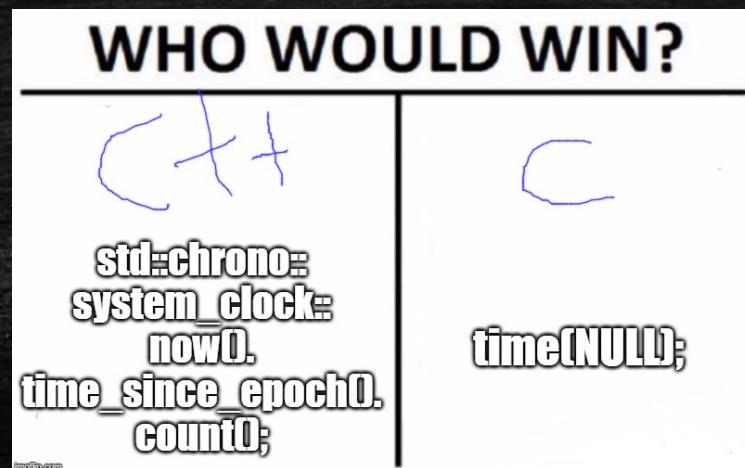
Code Requirements - Readability

- Code doesn't contain commented/dead parts
- Code should be readable on its own
- Comment complicated code

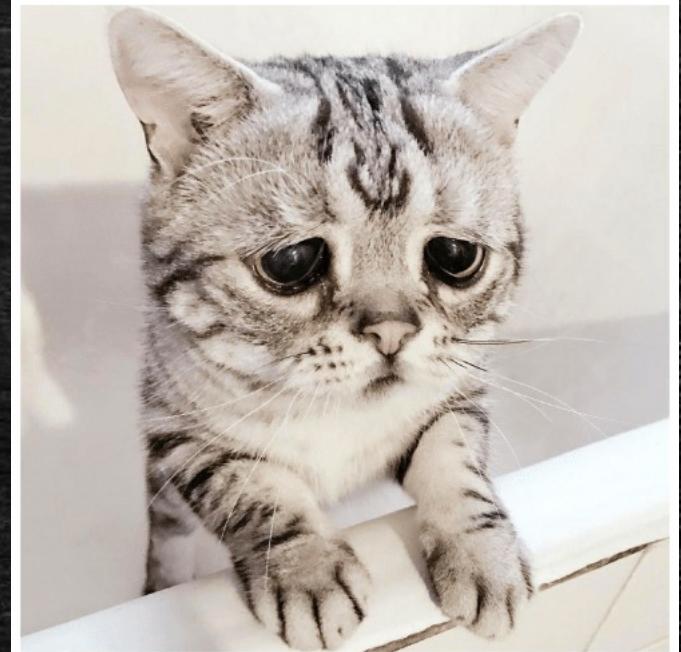


Code Requirements - Safe, Modern

- Prefer using modern constructs
- Additional safety
- Maybe performance
- E.g., prefer `std::vector<int>` to `new int[]`



Me when I realized that I can't pass 2D arrays to functions in C/C++ as int a[][]:



"Pointers are a nuisance"

Code Requirements - Working

- OFC, if the code is not working, all the above points are not that important
- they will help you with debugging at least ☺



Why C++

"C makes it easy to shoot yourself in the foot. C++ makes it harder, but when you do, it blows away your whole leg."

-- Bjarne Stroustrup

"It was only supposed to be a joke, I never thought people would take the book seriously. Anyone with half a brain can see that object-oriented programming is counter-intuitive, illogical and inefficient."

-- Stroustrup C++ 'interview' (<https://www-users.cs.york.ac.uk/susan/joke/cpp.htm>)



Working Environment

- Use anything you like ☺
- IDEs
 - Visual Studio
 - License for students at [https://portal.azure.com/...](https://portal.azure.com/)
 - VS Code
 - Clion
 - Code::Blocks
 - Eclipse
 - ...
- Compilers
 - MSVC, GCC, Clang+LLVM, ICC, ...

C++ (interesting) links

- Reddit, Slack, ...
- <https://en.cppreference.com/w/>
- <http://www.cplusplus.com/>
- <http://isocpp.github.io/CppCoreGuidelines/CppCoreGuidelines>
- <https://www.youtube.com/user/CppCon>
- <https://isocpp.org/>
- <http://www.open-std.org/jtc1/sc22/wg21/docs/papers/>
- <https://godbolt.org/>
- ...

Learning C++

- C++ in 100 seconds: <https://youtu.be/MNeX4EGtR5Y>
- C++ in 31h: https://youtu.be/8jLOx1hD3_o

Hello World

```
#include <iostream>
#include <string>

int main() {
    std::string name;
    std::cin >> name;
    std::cout << "Greetings from " << name << std::endl;
    return 0;
}
```

Hello World

```
#include <iostream>
#include <string>

int main() {
    std::string name;
    std::cin >> name;
    std::cout << "Greetings from " << name << std::endl;
    return 0;
}
```

Include the libraries which implements the used STL constructs (`string, cin, cout`)

The main entry point/function for all programs. The execution starts here

Declare a variable of type string

Read from standard input (keyboard)

Write to standard output (screen)

All the STL constructs live inside 'std' namespace

Compilation

- `c++ --version`
 - `c++` is a compiler, here GCC
- `c++ hello_world.cpp -o hello_world`
 - Compile program into `hello_world` executable (using default settings)
- `c++ -Wall -Wextra -Werror -O3 -std=c++2b hello_world.cpp -o hello_world`
 - `Wall`: Show all warnings
 - `Wextra`: Show additional extra warnings
 - `Werror`: Thread all warnings as errors
 - `O3`: level of optimizations
 - `std=c++2b`: Used C++ standard
- Or use IDE ☺

More Complex Program

```
#include <iostream>
#include <string>
#include <vector>

using namespace std;

void pretty_print(const vector<string>& args) {
    // ... args[i]
}

int main(int argc, char** argv) {
    vector<string> args(argv, argv+argc);
    pretty_print(args);
    return 0;
}
```

More Complex Program

```
#include <iostream>
#include <string>
#include <vector>

using namespace std;

void pretty_print(const vector<string>& args) {
    // ... args[i]
}

int main(int argc, char** argv) {
    vector<string> args(argv, argv+argc); // Wrap arguments
    pretty_print(args);
    return 0;
}
```

Include the whole
std namespace

Passing the
argument by
(const) reference

Number of
arguments

Arguments of the
program on the
command line

Transform
“magically” the
arguments into C++
array of strings

Functions And Parameters

```
int get_max(int v1, int v2) {
    return v1 > v2 ? v1 : v2;
}

int get_max1(const vector<int> &ints) {
    int max = std::numeric_limits<int>::min();
    for (int x : ints) {
        max = get_max(x, max);
    }
    return max;
}
```

```
bool get_max2(const vector<int> &ints, int &max) {
    max = std::numeric_limits<int>::min();
    for (int x : ints) {
        max = get_max(x, max);
    }
    return !ints.empty();
}

std::tuple<bool, int> get_max3(const vector<int> &ints) {
    int max = std::numeric_limits<int>::min();
    for (int x : ints) {
        max = get_max(x, max);
    }
    return { !ints.empty(), max };
}
```

Functions And Parameters

- read-only input parameter
 - Most of the types (string, vector, ...) → use const-reference - **const &**
 - `int get_max(const vector<int> &ints)`
 - For small numeric types (int, float, double, ...) → use **direct parameter**
 - `int get_max(int v1, int v2)`
- output parameters
 - Single output parameter → use **return** value
 - `int get_max(const vector<int> &ints)`
 - Few output parameters → use **tuple/pair/structure**
 - `std::tuple<bool, int> get_max(const vector<int> &ints)`
 - Many output parameters → use reference - **&**
 - `bool get_max(const vector<int> &ints, int &max)`

Homeworks

1. Hello World
2. A greeting program (use names from arguments)
 - `hello.exe Adam Eve` → `Hello to Adam and Eve`
 - What is inside args[0]?
3. Summation of numbers from arguments
 - `sum.exe 1 2 3 4 5` → `15`
 - `stoi(), stod(), stoX()`
 - Functions for transformation from string **to** <something>
4. A simple calculator (only for operations +-)
 - `calc.exe 1+2+3-4` → `2`
 - to Gitlab
 - The previous programs are not needed, they should give you a lead