

# Programming in C++

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<https://fan1x.github.io/cpp21.html>  
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# Programming in C++ - lab 5

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# Reminder

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- 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



# Homework1 Solution

---



# 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

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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 {};
```

```
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

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# 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 desing
  - array  $\rightarrow$  matrix  $\rightarrow$  3D matrix  $\rightarrow$  4D matrix  $\rightarrow$  ...  $\rightarrow$  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

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# Recap

---



# Homework Example

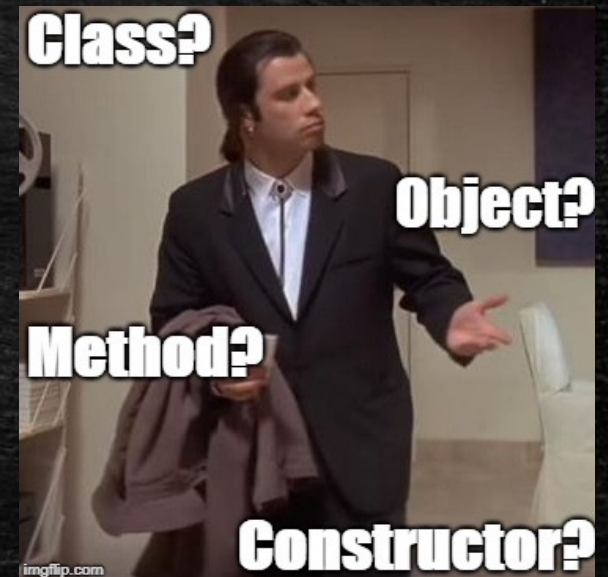
---



# 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();
```

can be used  
multiple  
times

```
protected:  
    void init();
```

```
private:  
};
```

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 desing
  - array  $\rightarrow$  matrix  $\rightarrow$  3D matrix  $\rightarrow$  4D matrix  $\rightarrow$  ...  $\rightarrow$  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

---

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# Basic information

---

- Email: [tomas.faltin@matfyz.cuni.cz](mailto: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

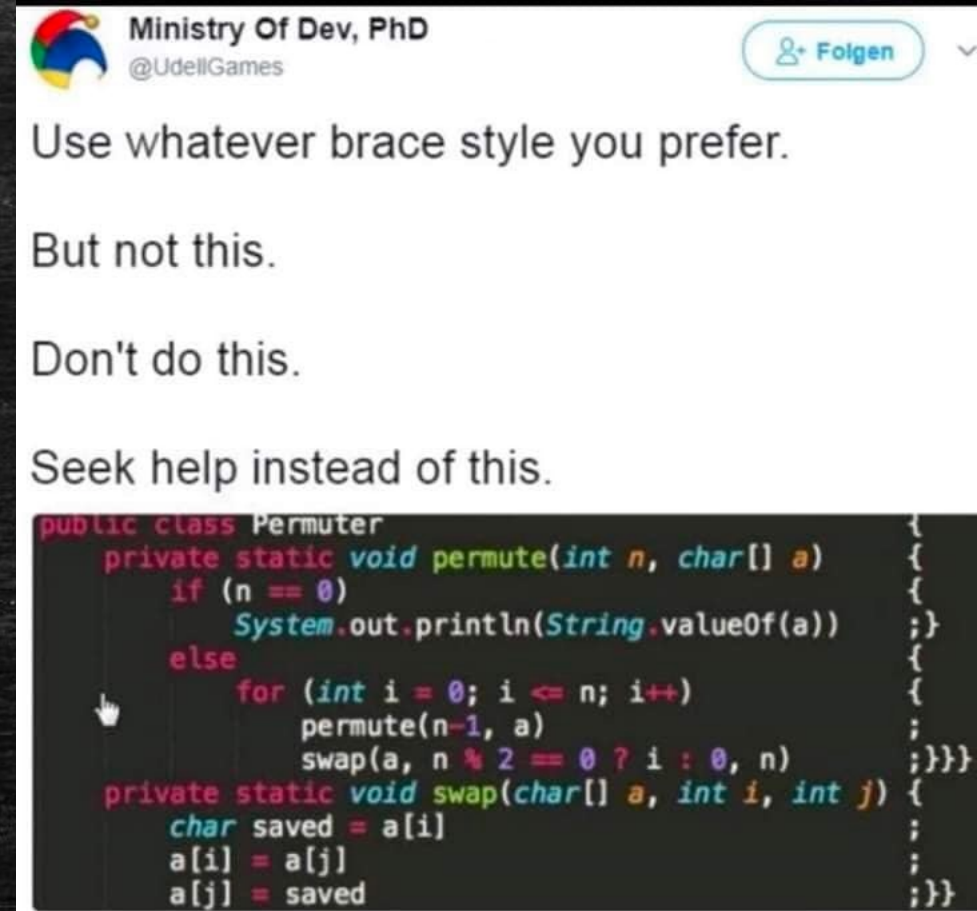
---

- 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





# Code Requirements – Readability

---

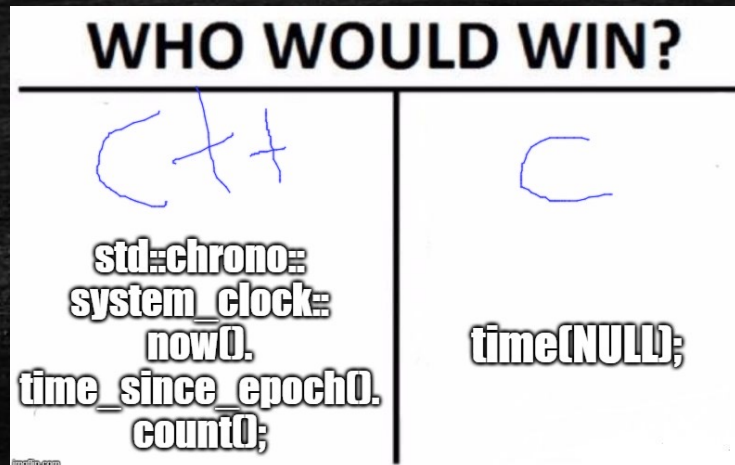
- Code doesn't contain commented/dead parts
- Code should be readable on its own
- Comment complicated code





# 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/...>
  - VS Code
  - Clion
  - Code::Blocks
  - Eclipse
  - ...
- Compilers
  - MSVC, GCC, Clang+LLVM, ICC, ...



# C++ (interesting) links

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- 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](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

All the STL  
constructs live  
inside 'std'  
namespace

Write to  
standard output  
(screen)

Read from  
standard input  
(keyboard)



# 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>
```

Include the whole  
std namespace

```
using namespace std;
```

Passing the  
argument by  
(const) reference

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

Number of  
arguments

Arguments of the  
program on the  
command line

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

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