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C++面向对象高级编程

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C++面向對象程序設計

(Object Oriented Programming, OOP)

侯捷

你應具備的基礎

- 曾經學過某種 procedural language (C 語言最佳)
  - 變量 (variables)
  - 類型 (types) : int, float, char, struct …
  - 作用域 (scope)
  - 循環 (loops) : while, for,
  - 流程控制 : if-else, switch-case
- 知道一個程序需要編譯、連結才能被執行
- 知道如何編譯和連結
  (如何建立一個可運行程序)

我們的目標

- 培養正規的、大氣的編程習慣

- 以良好的方式編寫 C++ class
  - class without pointer members
    - Complex
  - class with pointer members
    - String

Object Based
(基於對象)

- 學習 Classes 之間的關係
  - 繼承 (inheritance)
  - 複合 (composition)
  - 委託 (delegation)

Object Oriented
(面向對象)

你將獲得的代碼

complex.h
complex-test.cpp

string.h
string-test.cpp

C++ 的歷史

- B 語言 (1969)
- C 語言 (1972)
- C++ 語言 (1983)
  (new C ➔ C with Class ➔ C++)

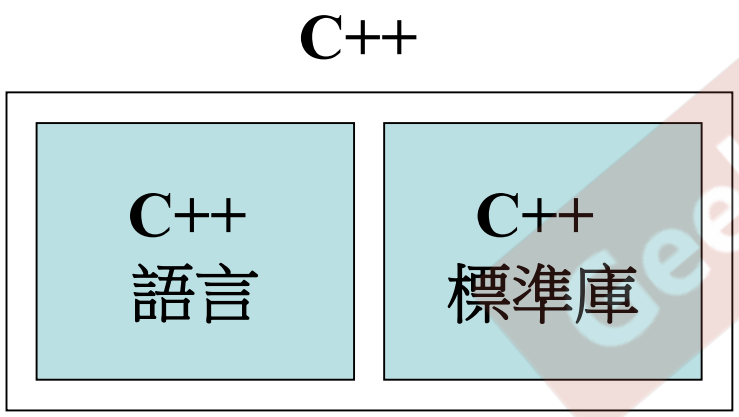
- Java 語言
- C# 語言

精神一样，关键字也差不多

C++ 演化

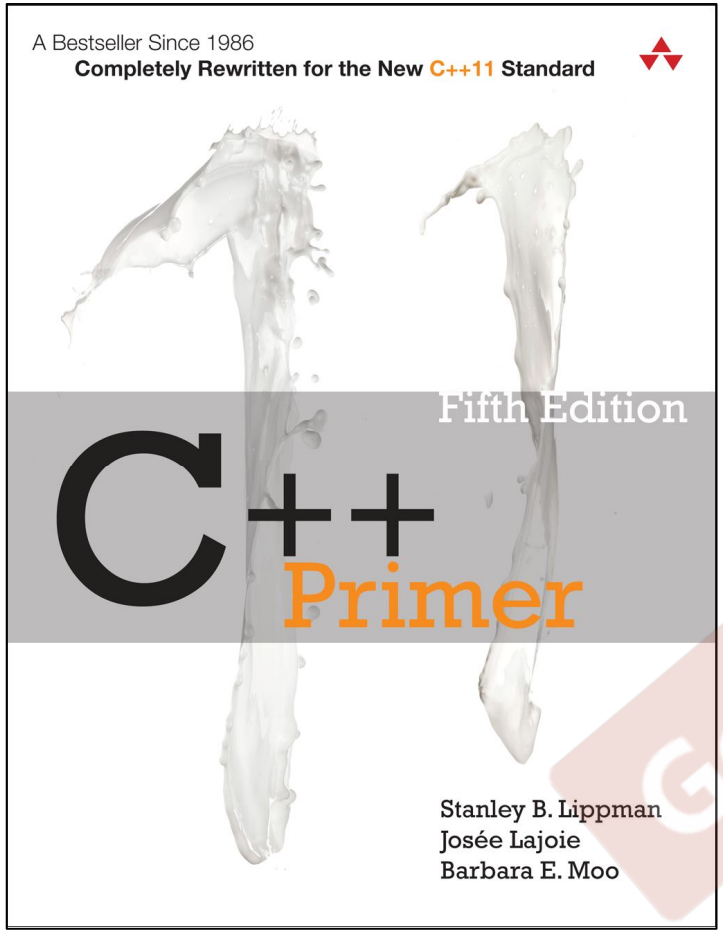
- C++ 98 (1.0) 1998
- C++ 03 (TR1, Technical Report 1) 2003年
- C++ 11 (2.0)
- C++ 14

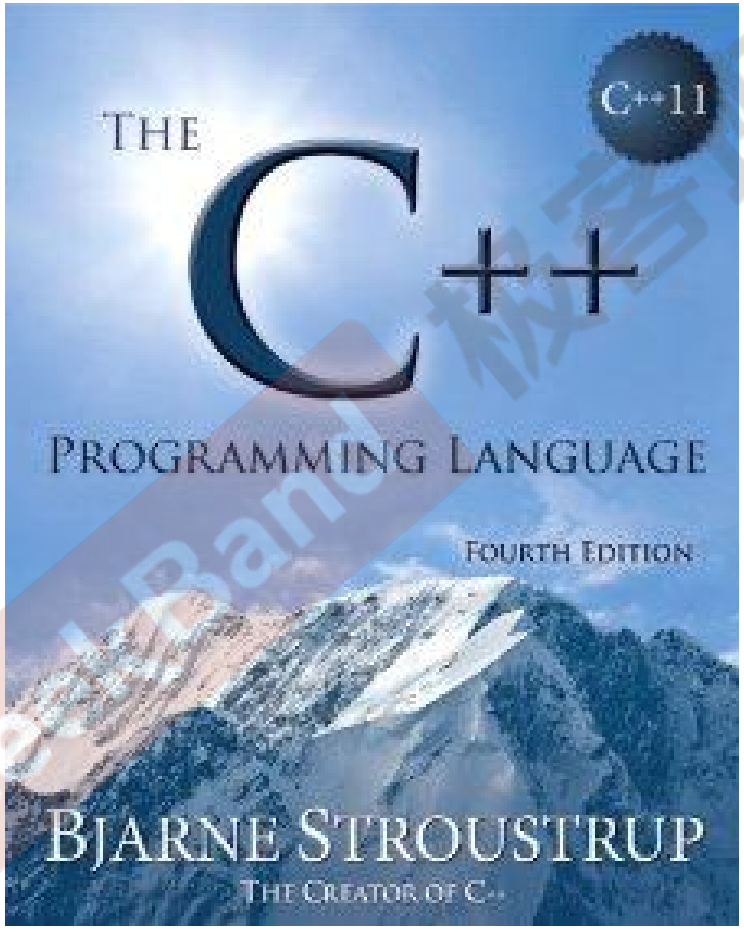
大部分程序员都是慢慢更新迭代，最新的的东西一般是用前5年的标准；



使用标准库是非常有用的，有生产力的一定是使用标准库的。

Bibliography (書目誌)





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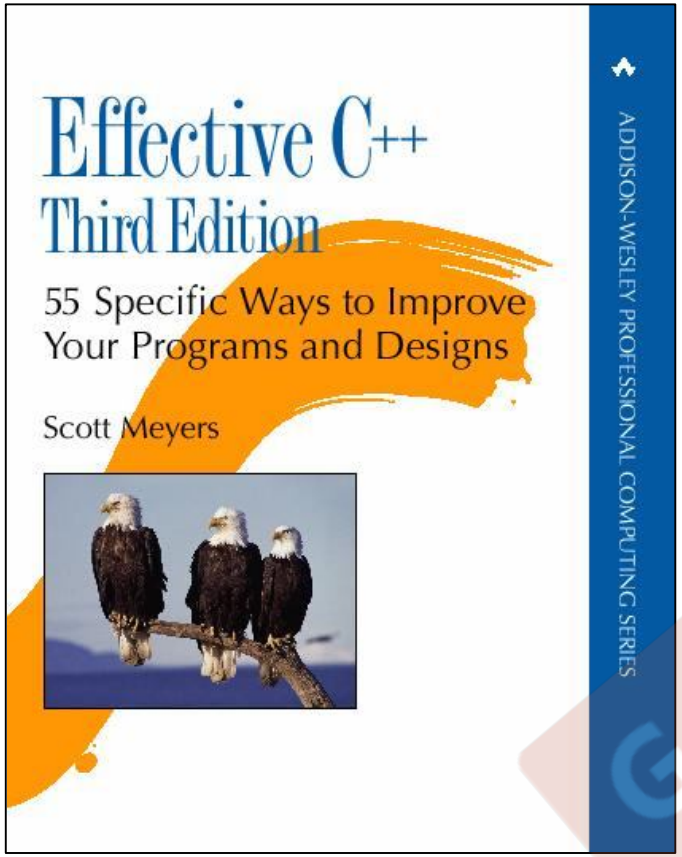
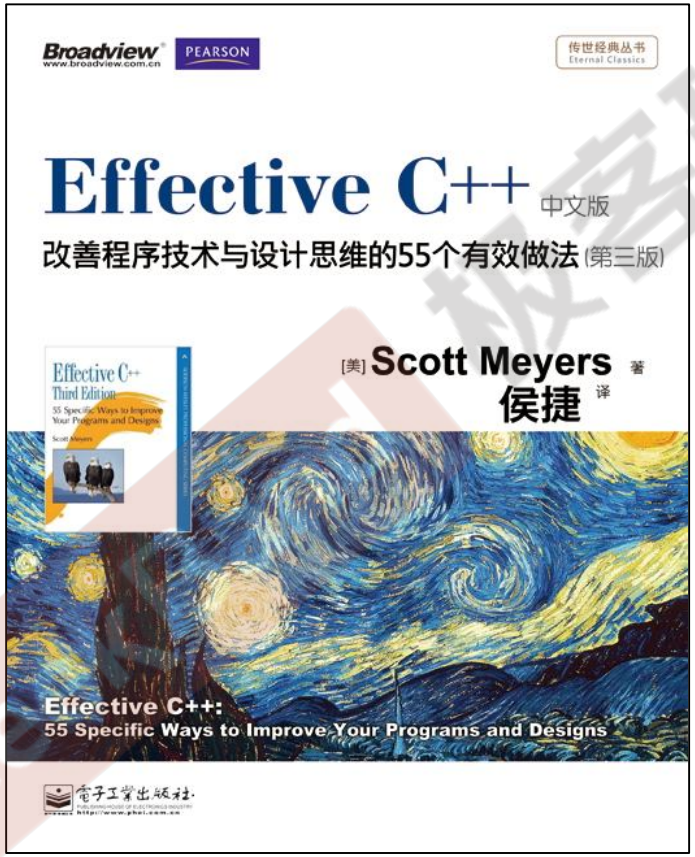
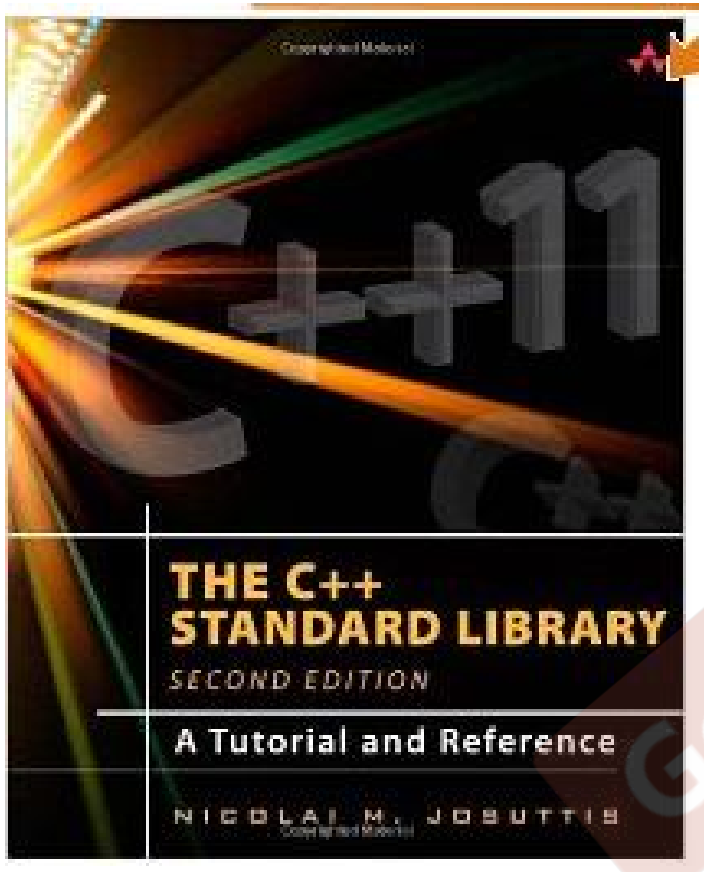
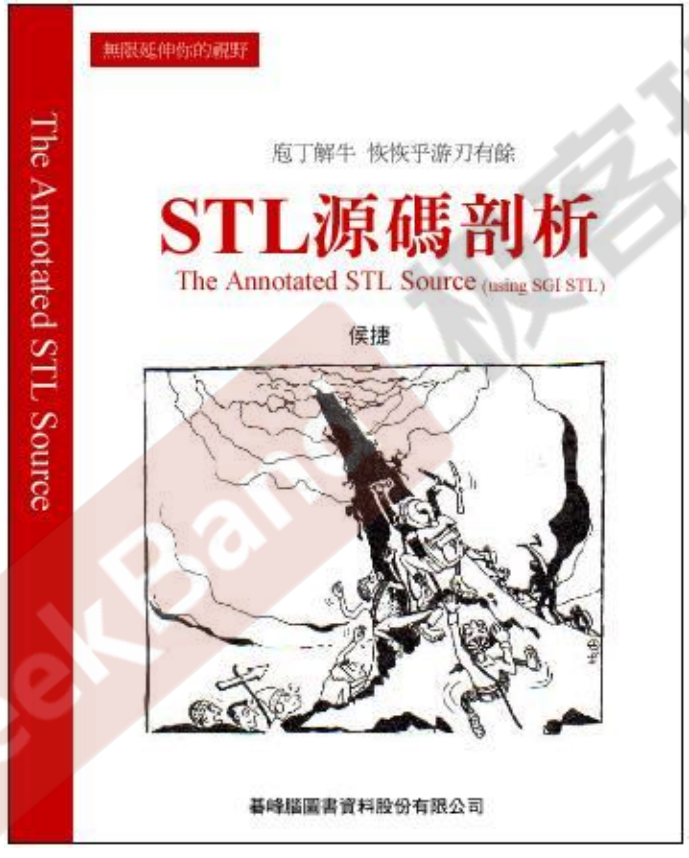




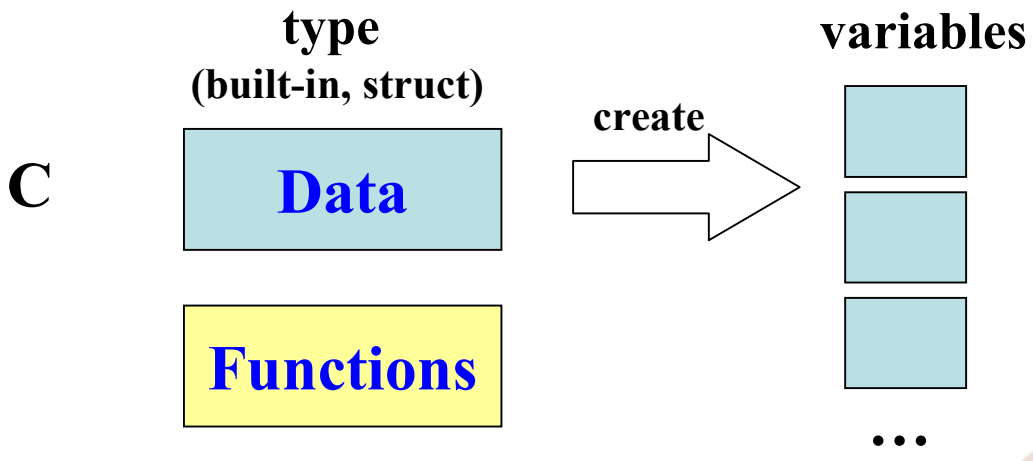
专家的建议，可以带来很好的帮助；

Bibliography (書目誌)

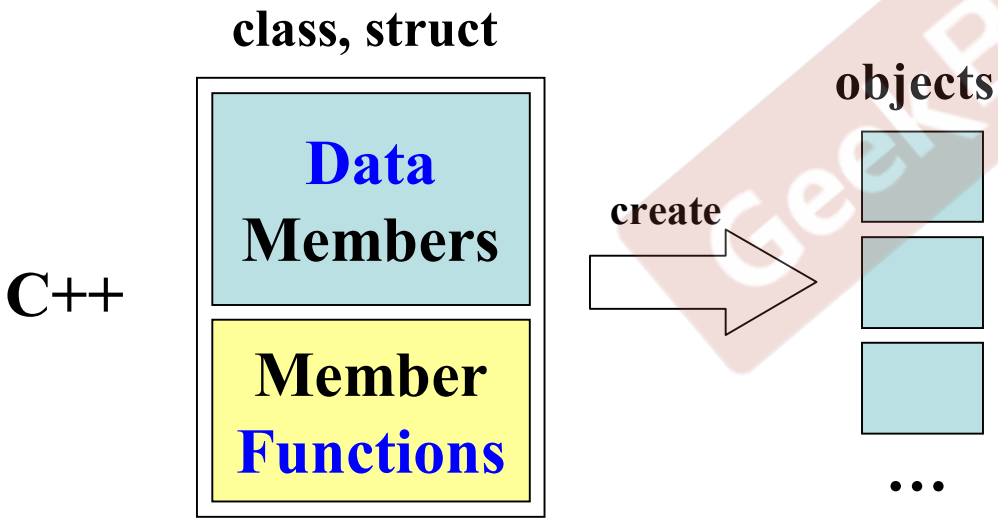




C vs. C++, 關於數據和函數



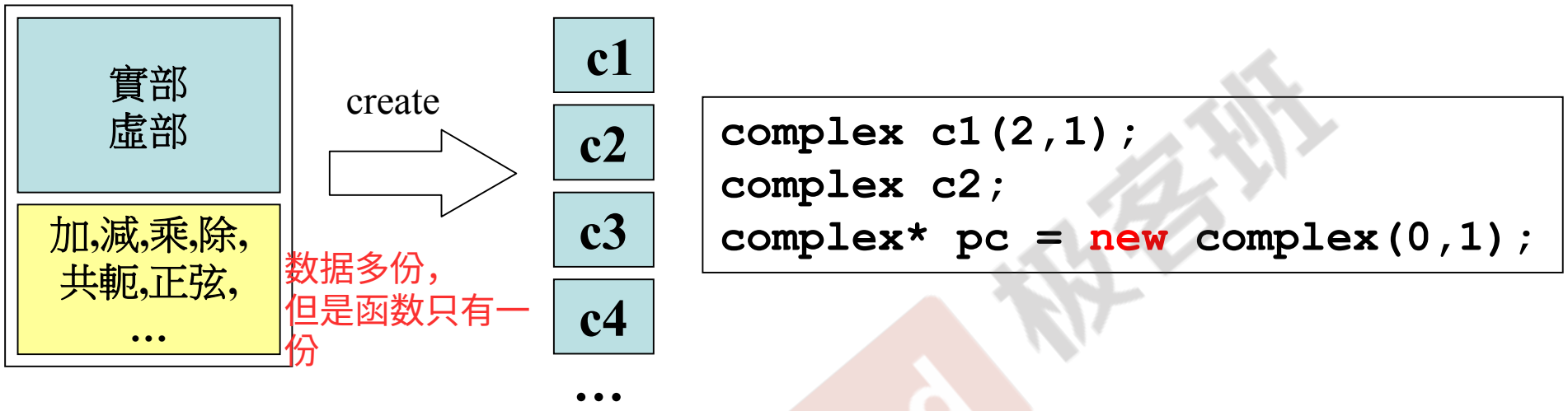
缺点是全局的数据都可以使用



数据和函数抱在一起，生成对象，这样程序就可以把数据和处理数据的方法在一起使用了。

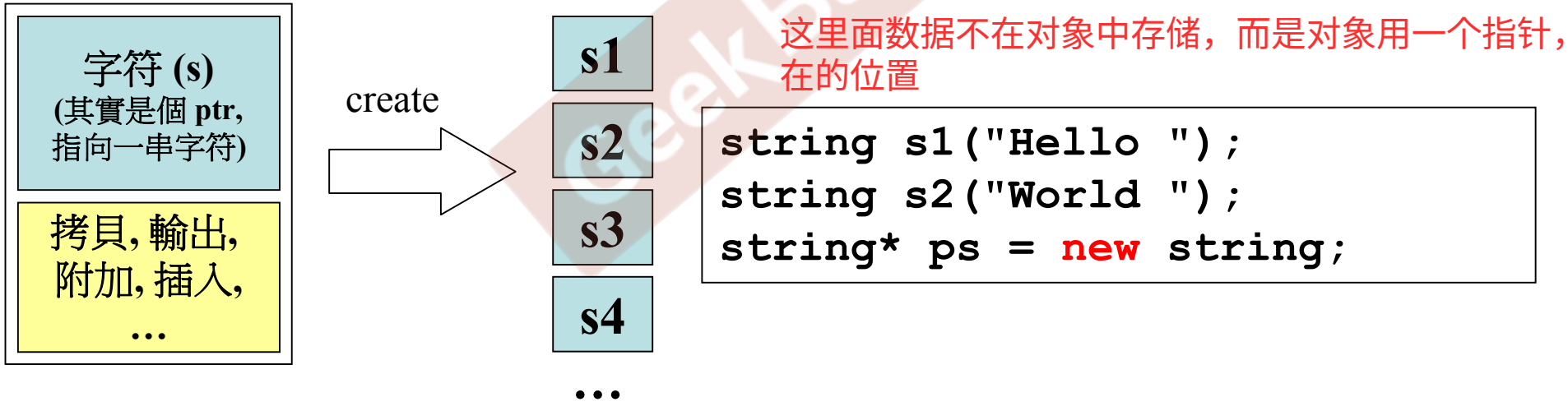
C++, 關於數據和函數

complex




```
complex c1(2,1);
complex c2;
complex* pc = new complex(0,1);
```

string



这里面数据不在对象中存储，而是对象用一个指针，指向数据所在的位置

```
string s1("Hello ");
string s2("World ");
string* ps = new string;
```

Object Based (基於對象) vs. Object Oriented (面向對象)

Object Based : 面對的是單一 class 的設計

Object Oriented : 面對的是多重 classes 的設計，
classes 和 classes 之間的關係。

我們的第一個 C++ 程序

Classes 的兩個經典分類：

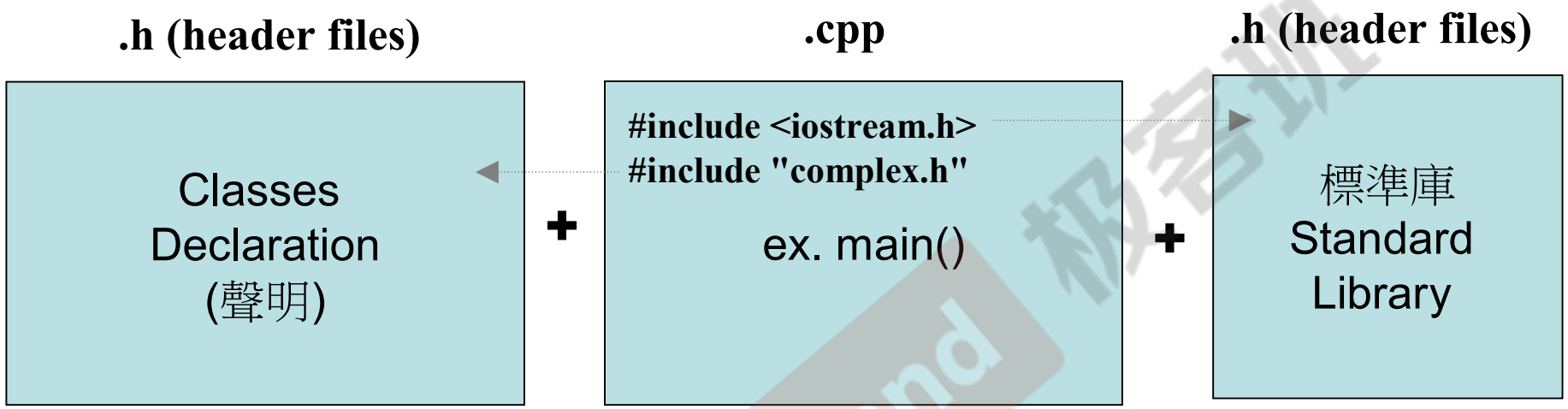
- **Class without pointer member(s)**

  complex

- **Class with pointer member(s)**

  string

C++ programs 代碼基本形式



延伸文件名 (extension file name) 不一定是 .h 或 .cpp，
也可能是 .hpp 或其他或甚至無延伸名。

Output, C++ vs. C

C++

```
#include <iostream>
using namespace std;

int main()
{
  int i = 7;
  cout << "i=" << i << endl;

  return 0;
}
```

C

```
#include <cstdio>
#include <stdio.h>

int main()
{
  int i = 7;
  printf("i=%d \n", i);

  return 0;
}
```

Header (頭文件) 中的防衛式聲明

complex.h

```
#ifndef __COMPLEX__
#define __COMPLEX__

...

#endif
```

guard
(防衛式聲明)

complex-test.h

```
#include <iostream>
#include "complex.h"
using namespace std;

int main()
{
  complex c1(2,1);
  complex c2;
  cout << c1 << endl;
  cout << c2 << endl;

  c2 = c1 + 5;
  c2 = 7 + c1;
  c2 = c1 + c2;
  c2 += c1;
  c2 += 3;
  c2 = -c1;

  cout << (c1 == c2) << endl;
  cout << (c1 != c2) << endl;
  cout << conj(c1) << endl;
  return 0;
}
```

Header (頭文件) 的佈局

```
#ifndef __COMPLEX__
#define __COMPLEX__

#include <cmath>

class ostream;
class complex;

complex&
  __doapl (complex* ths, const complex& r);

class complex
{
...
};

complex::function ...

#endif
```

0 forward declarations (前置聲明)

1 class declarations (類 - 聲明)

2 class definition (類 - 定義)

class 的聲明 (declaration)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

class head

class body

有些函數在此直接定義，
另一些在 body 之外定義

```
{
  complex c1(2,1);
  complex c2;
  ...
}
```

class template (模板) 簡介

1

```
template<typename T>
class complex
{
public:
  complex (T r = 0, T i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  T real () const { return re; }
  T imag () const { return im; }
private:
  T re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

```
{
  complex<double> c1(2.5,1.5);
  complex<int> c2(2,6);
  ...
}
```

inline (內聯) 函數

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

函數若在 **class body** 內定義完成，便自動成為 **inline** 候選人

2-2

```
inline double
imag(const complex& x)
{
  return x.imag ();
}
```

类内的函数，编译器可能会自动编程内联的形式加速函数执行。

但是如果函数太复杂，那就不会是inline，还是由编译器决定。

access level (訪問級別)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

这种权限是可以交叉的，并不是必须要形成两段；

如果要放在外边被使用那就为public，如果想要内部处理那就private

X

```
{
  complex c1(2,1);
  cout << c1.re;
  cout << c1.im;
}
```

O

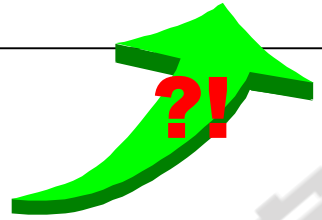
```
{
  complex c1(2,1);
  cout << c1.real();
  cout << c1.imag();
}
```

constructor (ctor, 構造函數)

```
complex (double r = 0, double i = 0)
{ re = r; im = i; }
```

assignments
(賦值)

default argument
(默認實參)



1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

initialization list
(初值列, 初始列)

初始化列表，推荐使用这种初始化方式；

```
{
  complex c1(2,1);
  complex c2;
  complex* p = new complex(4);
  ...
}
```

创建对象要调用构造函数，可以有不同的形式；
构造函数没有返回类型，也不需要有，就是用来创建某种类型对象的。

ctor (構造函數) 可以有很多個 – overloading (重載)

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex () : re(0), im(0) { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

?!

```
{
  complex c1;
  complex c2();
  ...
}
```

```
void real(double r) const {  re = r;  }
```

real 函數編譯後的實際名稱可能是：

```
?real@Complex@@QBENXZ
?real@Complex@@QAENABN@Z
```

取決於編譯器

constructor (ctor, 構造函數) 被放在 private 區

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

X

```
{
  complex c1(2,1);
  complex c2;
  ...
}
```

ctors 放在 private 區

Singleton

```
class A {
public:
  static A& getInstance();
  setup() { ... }
private:
  A();
  A(const A& rhs);
  ...
};

A& A::getInstance()
{
  static A a;
  return a;
}
```

```
A::getInstance().setup();
```

const member functions (常量成員函數)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

函数分为：
会改变数据的
不会改变数据的，这要加const，注意位置；

这是正规的写法，写函数的时候就要考虑清楚。是不是会改变数据？

o

```
{
  complex c1(2,1);
  cout << c1.real();
  cout << c1.imag();
}
```

?!

```
{
  const complex c1(2,1);
  cout << c1.real();
  cout << c1.imag();
}
```

參數傳遞：pass by value vs. pass by reference (to const)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

Tips：

尽量不要使用by value；

建议by reference ；

这里的const也是不能修改数据；

2-7

```
ostream&
operator << (ostream& os, const complex& x)
{
  return os << '(' << real (x) << ','
            << imag (x) << ')';
}
```

```
{
  complex c1(2,1);
  complex c2;

  c2 += c1;
  cout << c2;
}
```

返回值傳遞：return by value vs. return by reference (to const)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

2-7

```
ostream&
operator << (ostream& os, const complex& x)
{
  return os << '(' << real (x) << ','
            << imag (x) << ')';
}
```

```
{
  complex c1(2,1);
  complex c2;

  cout << c1;
  cout << c2 << c1;
}
```

friend (友元)

1

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

可以直接拿数据，如果不是友元函数就得通过函数来拿

2-1

```
inline complex&
__doapl (complex* ths, const complex& r)
{
  ths->re += r.re;
  ths->im += r.im;
  return *ths;
}
```

自由取得 friend 的 private 成員

相同 class 的各個 objects 互為 friends (友元)

```
class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }

  int func(const complex& param)
  { return param.re + param.im; }

private:
  double re, im;
};
```

```
{
  complex c1(2,1);
  complex c2;

  c2.func(c1);
}
```

class body 外的各種定義 (definitions)

什麼情況下可以 **pass by reference**

什麼情況下可以 **return by reference** 临时对象不能作为reference返回

do assignment plus

2-1

```
inline complex&
__doapl(complex* ths, const complex& r)
{
  ths->re += r.re;
  ths->im += r.im;
  return *ths;
}

inline complex&
complex::operator += (const complex& r)
{
  return __doapl (this, r);
}
```

第一參數將會被改動
第二參數不會被改動

operator overloading (操作符重載-1, 成員函數) this

2-1

```
inline complex&
__doapl(complex* ths, const complex& r)
{   do assignment plus
  ths->re += r.re;
  ths->im += r.im;
  return *ths;
}

inline complex&
complex::operator += (const complex& r)
{
  return __doapl (this, r);
}
```

标准库中的复数的代码

```
{
  complex c1(2,1);
  complex c2(5);

  c2 += c1;
}
```

```
inline complex&
complex::operator += (this, const complex& r)
{
  return __doapl (this, r);
}
```

重载操作符的两个参数，
左边代表第一个参数，
右边代表第二个参数

return by reference 語法分析

傳遞者無需知道接收者是以 reference 形式接收

链式传递，要求返回值为引用，可以作为参数被函数接受

2-1

```
inline complex&
__doapl(complex* ths, const complex& r)
{
  ...
  return *ths;
}

inline complex&
complex::operator += (const complex& r)
{
  return __doapl(this,r);
}
```

```
c3 += c2 += c1;
```

```
{
  complex c1(2,1);
  complex c2(5);

  c2 += c1;
}
```

class body 之外的各種定義 (definitions)

2-2

```
inline double
imag(const complex& x)
{
  return x.imag ();
}

inline double
real(const complex& x)
{
  return x.real ();
}
```

```
{
  complex c1(2,1);

  cout << imag(c1);
  cout << real(c1);
}
```

operator overloading (操作符重載-2, 非成員函數) (無 this)

2-3 為了對付 client 的三種可能用法，這兒對應開發三個函數

```
inline complex
operator + (const complex& x, const complex& y)
{
  return complex (real (x) + real (y),
                  imag (x) + imag (y));
}

inline complex
operator + (const complex& x, double y)
{
  return complex (real (x) + y, imag (x));
}

inline complex
operator + (double x, const complex& y)
{
  return complex (x + real (y), imag (y));
}
```

创建临时对象：typaname(arg)

```
{
  complex c1(2,1);
  complex c2;

  c2 = c1 + c2;
  c2 = c1 + 5;
  c2 = 7 + c1;
}
```

考虑不同的参数形式，组合后产生不同的函数版本；

temp object (臨時對象)　*typename* ();

2-3

下面這些函數絕不可 **return by reference**，
因為，它們返回的必定是個 **local object.**

```
inline complex
operator + (const complex& x, const complex& y)
{
  return complex (real (x) + real (y),
                  imag (x) + imag (y));
}

inline complex
operator + (const complex& x, double y)
{
  return complex (real (x) + y, imag (x));
}

inline complex
operator + (double x, const complex& y)
{
  return complex (x + real (y), imag (y));
}
```

也是一系列函数

```
{
  int(7);

  complex c1(2,1);
  complex c2;
  complex();
  complex(4,5);

  cout << complex(2);
}
```

生命周期到下一行

class body 之外的各種定義 (definitions)

非成员函数

2-4

```
inline complex
operator + (const complex& x)
{
  return x;
}

inline complex
operator - (const complex& x)
{
  return complex (-real (x), -imag (x));
}
```

negate 反相 (取反)

這個函數絕不可 **return by reference**，因為其返回的必定是個 **local object**。

```
{
  complex c1(2,1);
  complex c2;
  cout << -c1;
  cout << +c1;
}
```

operator overloading (操作符重載), 非成員函數

2-5

```
inline bool
operator == (const complex& x,
             const complex& y)
{
  return real (x) == real (y)
      && imag (x) == imag (y);
}

inline bool
operator == (const complex& x, double y)
{
  return real (x) == y && imag (x) == 0;
}

inline bool
operator == (double x, const complex& y)
{
  return x == real (y) && imag (y) == 0;
}
```

```
{
  complex c1(2,1);
  complex c2;

  cout << (c1 == c2);
  cout << (c1 == 2);
  cout << (0 == c2);
}
```

operator overloading (操作符重載), 非成員函數

2-6

```
inline bool
operator != (const complex& x,
             const complex& y)
{
  return real (x) != real (y)
      || imag (x) != imag (y);
}

inline bool
operator != (const complex& x, double y)
{
  return real (x) != y || imag (x) != 0;
}

inline bool
operator != (double x, const complex& y)
{
  return x != real (y) || imag (y) != 0;
}
```

```
{
  complex c1(2,1);
  complex c2;

  cout << (c1 != c2);
  cout << (c1 != 2);
  cout << (0 != c2);
}
```

operator overloading (操作符重載), 非成員函數

```
inline complex
conj (const complex& x)
{
  return complex (real (x), -imag (x));
}
```

共軛複數

2-7

```
#include <iostream.h>
ostream&
operator << (ostream& os, const complex& x)
{
  return os << '(' << real (x) << ','
            << imag (x) << ')';
}
```

左边参数，　右边参数

?!

这里提供的一个思路，就是如果操作符两个操作数不是*this类型就只能定义为非成员函数；

并且参数还是优先传引用；

因为要修改os，所以不加const；

```
void
operator << (ostream& os,
             const complex& x)
{
  return os << '(' << real (x) << ','
            << imag (x) << ')';
}
```

```
{
  complex c1(2,1);
  cout << conj(c1);
  cout << c1 << conj(c1);
}
```

(2,-1)
(2,1)(2,-1)

```
{
  complex c1(2,1);
  cout << conj(c1);
  cout << c1 << conj(c1);
}
```

編程示例

```
#ifndef __COMPLEX__
#define __COMPLEX__

class complex
{
public:
  complex (double r = 0, double i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  double real () const { return re; }
  double imag () const { return im; }
private:
  double re, im;

  friend complex& __doapl (complex*,
                           const complex&);
};

#endif
```

編程-動畫

1、数据成员，放private中

2、构造函数，使用初始化列表

3、成员函数和非成员函数

4、成员函数的传值方式和返回值类型，

5、是否const，是否by reference

6、这里考虑的操作符重载，需要考虑传入的类型，复杂情况就当全局函数来定义；

```
inline complex&
__doapl(complex* ths, const complex& r)
{
  ths->re += r.re;
  ths->im += r.im;
  return *ths;
}

inline complex&
complex::operator += (const complex& r)
{
  return __doapl (this, r);
}
```

```
inline complex
operator + (const complex& x, const complex& y)
{
  return complex ( real (x) + real (y),
                   imag (x) + imag (y)  );
}

inline complex
operator + (const complex& x, double y)
{
  return complex (real (x) + y, imag (x));
}

inline complex
operator + (double x, const complex& y)
{
  return complex (x + real (y), imag (y));
}
```

```
#include <iostream.h>
ostream&
operator << (ostream& os,
             const complex& x)
{
  return os << '(' << real (x) << ','
            << imag (x) << ')';
}
```

?!

```
complex c1(9,8);
cout << c1;
c1 << cout;

cout << c1 << endl;
```

你將獲得的代碼

complex.h
complex-test.cpp

string.h
string-test.cpp

Classes 的兩個經典分類

- Class without pointer member(s)

  complex

- Class with pointer member(s)

  string

String class

string.h

```
#ifndef __MYSTRING__
#define __MYSTRING__


1 class String
  {
  ...
  };

2 String::function(...) ...

  Global-function(...) ...


#endif
```

string-test.cpp

```
int main()
{
  String s1(),
  String s2("hello");

  String s3(s1);
  cout << s3 << endl;
  s3 = s2;

  cout << s3 << endl;
}
```

拷贝构造、

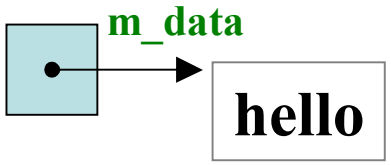
拷贝赋值

Big Three, 三個特殊函數

1

```
class String
{
public:
   String(const char* cstr = 0);
   String(const String& str);
   String& operator=(const String& str);
   ~String();
   char* get_c_str() const { return m_data; }
private:
   char* m_data;
};
```

只要类带着指针，一定要写这两个函数

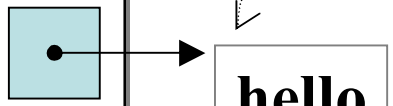


ctor 和 dtor (構造函數 和 析構函數)

2-1

```
inline
String::String(const char* cstr = 0)
{
    if (cstr) {
        m_data = new char[strlen(cstr)+1];
        strcpy(m_data, cstr);
    }
    else {   // 未指定初值
        m_data = new char[1];
        *m_data = '\0';
    }
}

inline
String::~String()
{
    delete[] m_data;
}
```

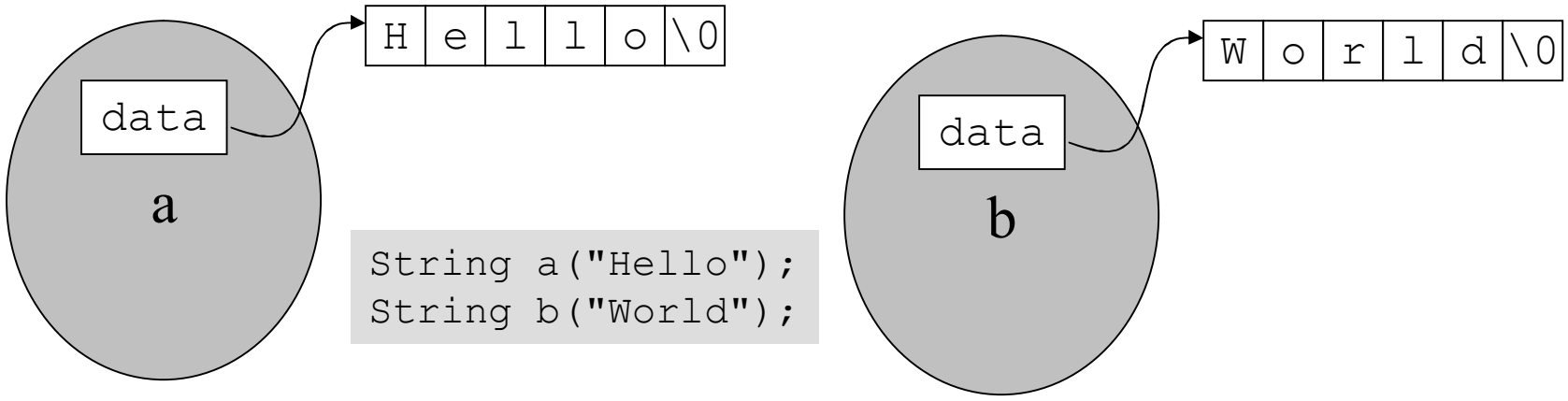
拷贝构造，并且最后释放需要调用析构函数，释放创建的空间；



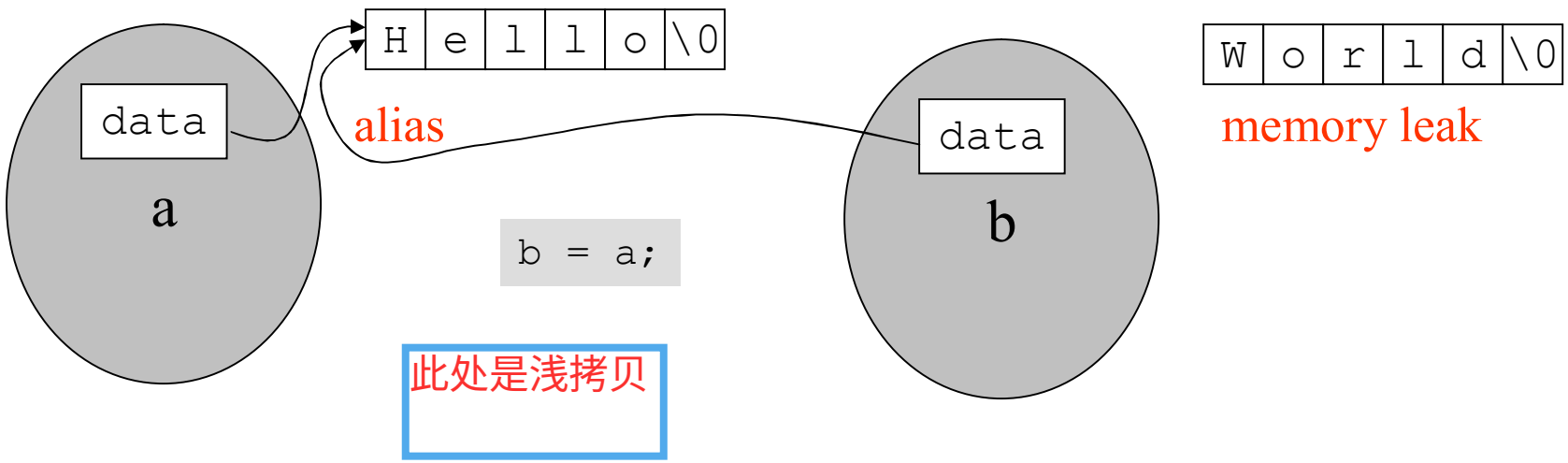
hello

```
{
  String s1(),
  String s2("hello");

  String* p = new String("hello");
  delete p;
}
```

class with pointer members 必須有 copy ctor 和 copy op=



使用 default copy ctor 或 default op= 就會形成以下局面



copy ctor (拷貝構造函數)

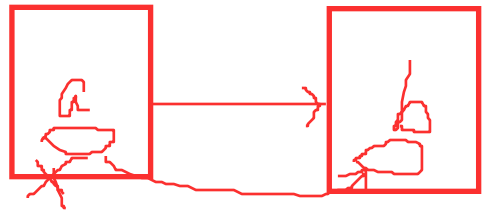
2-2

```
inline
String::String(const String& str)
{
   m_data = new char[ strlen(str.m_data) + 1 ];
   strcpy(m_data, str.m_data);
}
```

```
{
   String s1("hello ");
   String s2(s1);
// String s2 = s1;
}
```

直接取另一個 object 的 private data.
(兄弟之間互為 friend)

copy assignment operator (拷貝賦值函數)

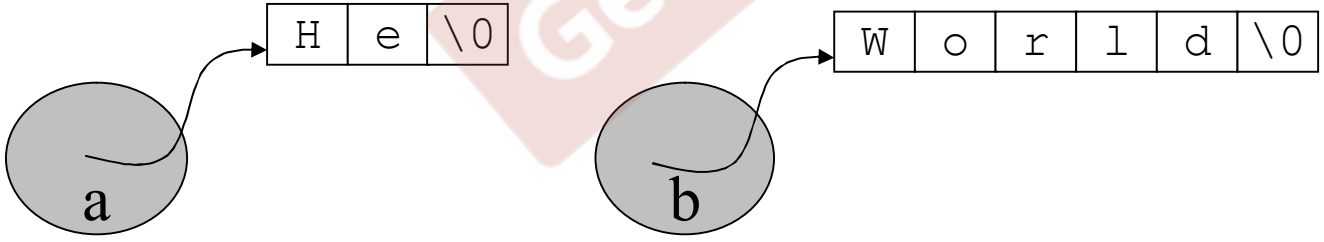


2-3

```
inline
String& String::operator=(const String& str)
{
    if (this == &str)
        return *this;

1   delete[] m_data;
2   m_data = new char[ strlen(str.m_data) + 1 ];
3   strcpy(m_data, str.m_data);
    return *this;
}
```

檢測自我賦值
(self assignment)

```
{
    String s1("hello ");
    String s2(s1);
    s2 = s1;
}
```



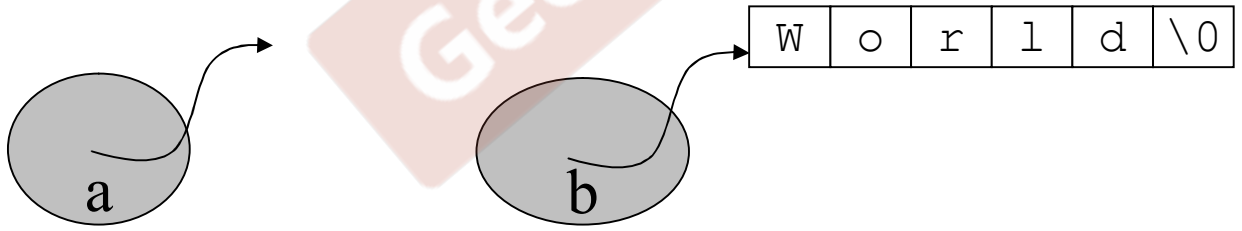
copy assignment operator (拷貝賦值函數)

2-3

```
inline
String& String::operator=(const String& str)
{
    if (this == &str)
        return *this;

1   delete[] m_data;
2   m_data = new char[ strlen(str.m_data) + 1 ];
3   strcpy(m_data, str.m_data);
    return *this;
}
```

檢測自我賦值
(self assignment)

1



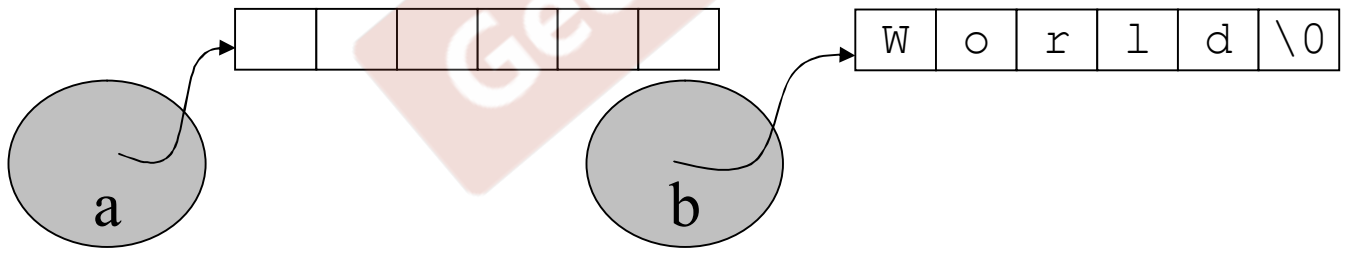
copy assignment operator (拷貝賦值函數)

2-3

```
inline
String& String::operator=(const String& str)
{
    if (this == &str)
        return *this;

1   delete[] m_data;
2   m_data = new char[ strlen(str.m_data) + 1 ];
3   strcpy(m_data, str.m_data);
    return *this;
}
```

檢測自我賦值
(self assignment)

2



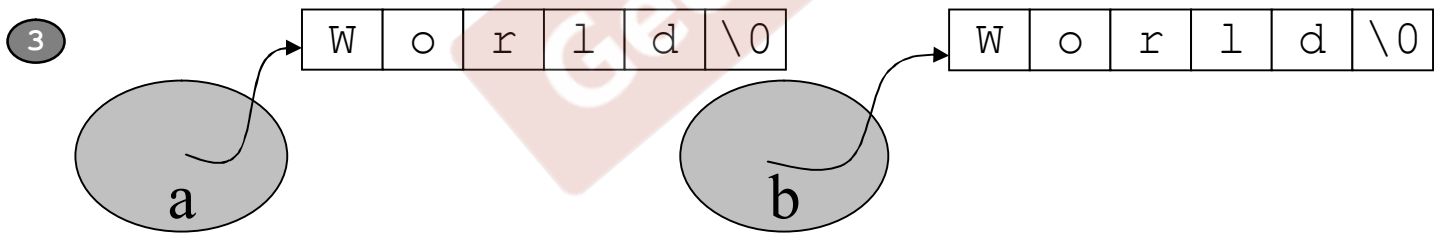
copy assignment operator (拷貝賦值函數)

2-3

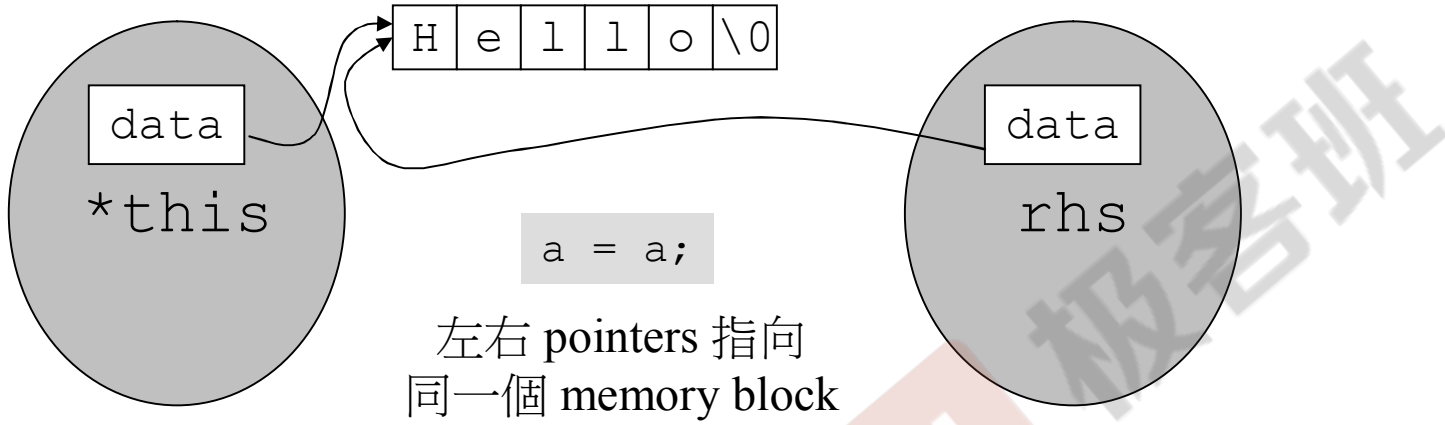
```
inline
String& String::operator=(const String& str)
{
    if (this == &str)
        return *this;

1   delete[] m_data;
2   m_data = new char[ strlen(str.m_data) + 1 ];
3   strcpy(m_data, str.m_data);
    return *this;
}
```

檢測自我賦值
(self assignment)

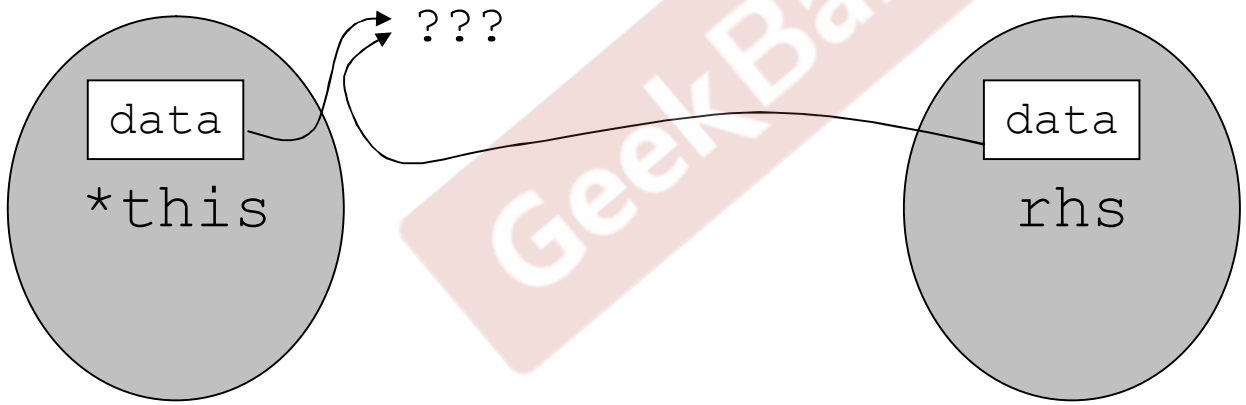
3



一定要在 operator= 中檢查是否 self assignment



前述 operator= 的第一件事情就是 `delete`，造成這般結果：



然後，當企圖存取 (訪問) *rhs*，產生不確定行為 (undefined behavior)

output 函數

2-4

```
#include <iostream.h>
ostream& operator<<(ostream& os, const String& str)
{
    os << str.get_c_str();返回一个指针
    return os;
}
```

```
{
    String s1("hello ");
    cout << s1;
}
```

所謂 stack (棧), 所謂 heap (堆)

Stack，是存在於某作用域 **(scope)** 的一塊內存空間 **(memory space)**。例如當你調用函數，函數本身即會形成一個 **stack** 用來放置它所接收的參數，以及返回地址。

在函數本體 **(function body)** 內聲明的任何變量，其所使用的內存塊都取自上述 **stack**。

Heap，或謂 **system heap**，是指由操作系統提供的一塊 **global** 內存空間，程序可動態分配 **(dynamic allocated)** 從某中獲得若干區塊 **(blocks)**。

```
class Complex { … };
...
{
  Complex c1(1,2);
  Complex* p = new Complex(3);
}
```

`c1` 所佔用的空間來自 stack

Complex(3) 是個臨時對象，其所佔用的空間乃是以 `new` 自 heap 動態分配而得，並由 `p` 指向。

stack objects 的生命期

```
class Complex { ... };
...

{
  Complex c1(1,2);
}
```

c1 便是所謂 stack object，其生命在作用域 (scope) 結束之際結束。
這種作用域內的 object，又稱為 auto object，因為它會被「自動」清理。

static local objects 的生命期

```
class Complex { … };
...

{
  static Complex c2(1,2);
}
```

c2 便是所謂 static object，其生命在作用域 (scope) 結束之後仍然存在，直到整個程序結束。

global objects 的生命期

```
class Complex { … };
...
Complex c3(1,2);

int main()
{
   ...
}
```

c3 便是所謂 global object，其生命在整個程序結束之後才結束。你也可以把它視為一種 static object，其作用域是「整個程序」。

heap objects 的生命期

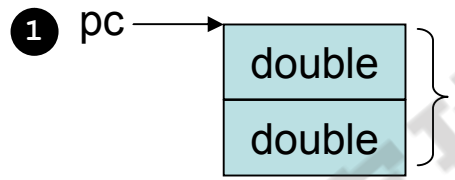
```
class Complex { … };
...

{
  Complex* p = new Complex;
  ...
  delete p;
}
```

p 所指的便是 heap object，其生命在它被 deleted 之際結束。

```
class Complex { … };
...

{
  Complex* p = new Complex;
}
```

以上出現內存洩漏 (memory leak)，因為當作用域結束，p 所指的 heap object 仍然存在，但指針 p 的生命卻結束了，作用域之外再也看不到 p (也就沒機會 delete p）

new：先分配 memory, 再調用 ctor



設初值

```
class Complex
{
public:
  Complex(...) {...}
...
private:
  double m_real;
  double m_imag;
};
```

```
Complex* pc = new Complex(1,2);
```

編譯器轉化為

其內部調用 malloc(n)

```
Complex *pc;

1 void* mem = operator new( sizeof(Complex) ); //分配內存
2 pc = static_cast<Complex*>(mem);             //轉型
3 pc->Complex::Complex(1,2);                   //構造函數
```

```
Complex::Complex(pc,1,2);
```

this

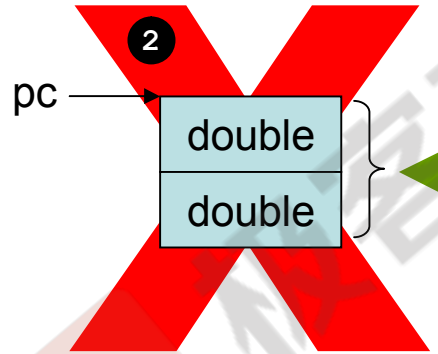
delete：先調用 dtor, 再釋放 memory

```
Complex* pc = new Complex(1,2);
...
delete pc;
```

編譯器轉化為

```
1 Complex::~Complex(pc);  // 析構函數
2 operator delete(pc);    // 釋放內存
```

其內部調用 free(pc)



清理

```
class Complex
{
public:
  ~Complex() {...}
...
private:
  double m_real;
  double m_imag;
};
```

new：先分配 memory, 再調用 ctor

```
String* ps = new String("Hello");
```

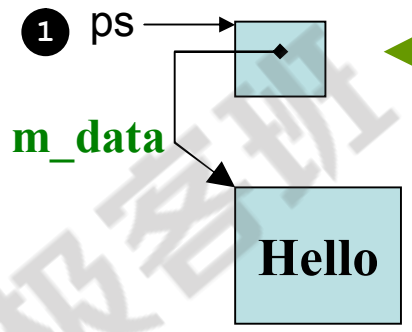
編譯器轉化為

```
String* ps;

1 void* mem = operator new( sizeof(String) ); //分配內存
2 ps = static_cast<String*>(mem);             //轉型
3 ps->String::String("Hello");                //構造函數
```

其內部調用 malloc(*n*)

```
String::String(ps,"Hello");
```

this




```
class String
{
public:
  String(...)
  {...
   m_data =
   new char[n];
   ...
  }
private:
  char* m_data;
};
```

3

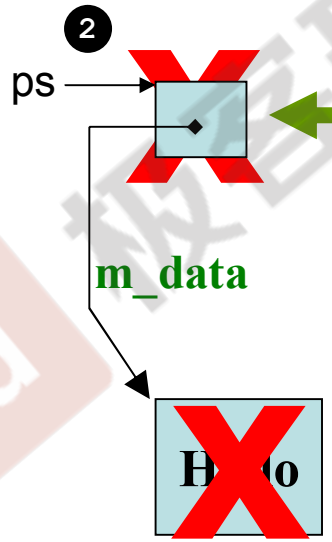
delete：先調用 dtor, 再釋放 memory

```
String* ps = new String("Hello");
...
delete ps;
```

編譯器轉化為

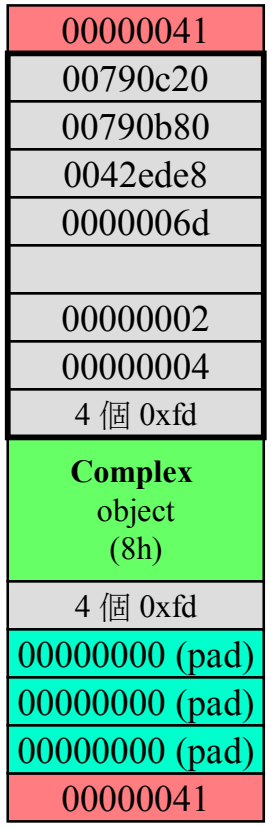
```
1 String::~String(ps);     // 析構函數
2 operator delete(ps);     // 釋放內存
```

其內部調用 free(ps)

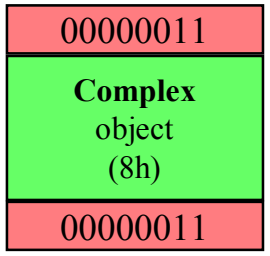



```
class String
{
public:
  ~String()
  { delete[] m_data; }
  ...
private:
  char* m_data;
};
```

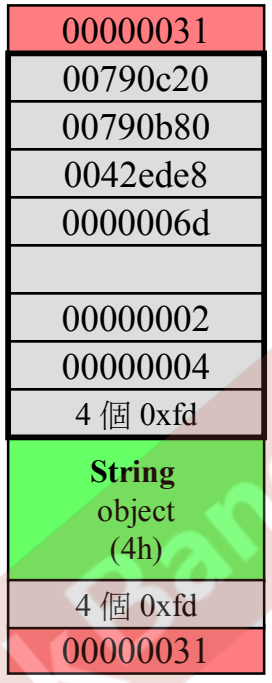
動態分配所得的內存塊 (memory block), in VC



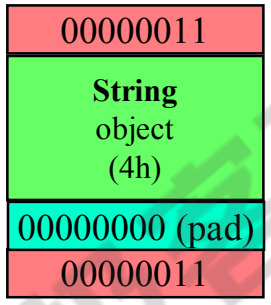
8+(32+4)+(4*2)
➔52
➔64



8+(4*2)
➔16



4+(32+4)+(4*2)
➔48

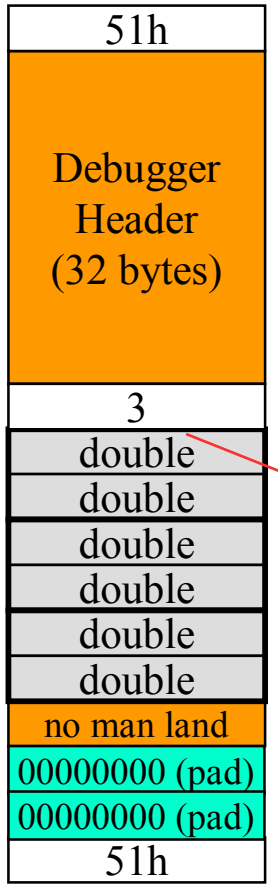


4+(4*2)
➔12
➔16

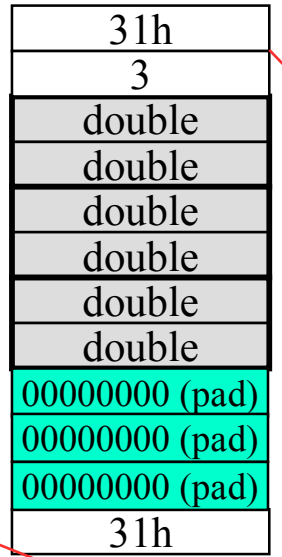
vc下內存是16的倍数

動態分配所得的 array

Complex* p = new Complex[3];

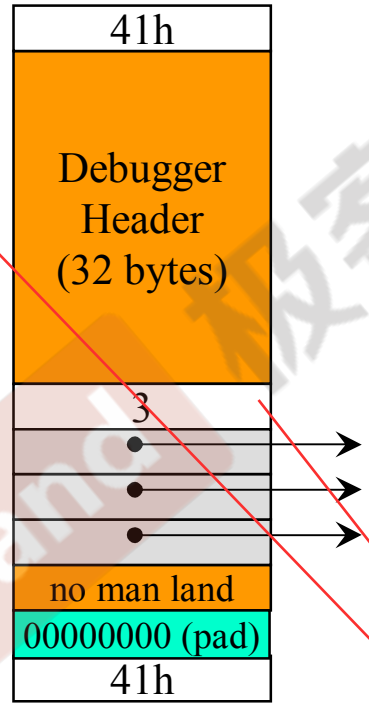


(8*3)+(32+4)+(4*2)+4
➔72
➔80

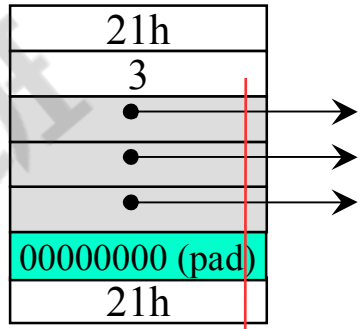


(8*3)+(4*2)+4
➔36
➔48

String* p = new String[3];



(4*3)+(32+4)+(4*2)+4
➔60
➔64

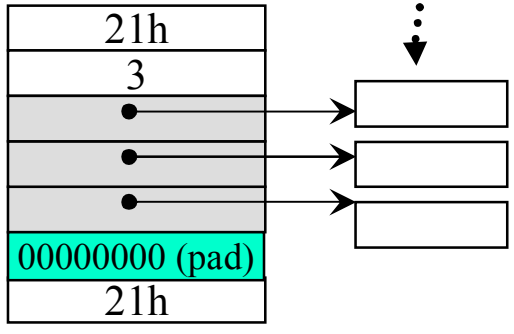


(4*3)+(4*2)+4
➔24
➔32

记录分配的元素个数==对应调用析构函数的次数

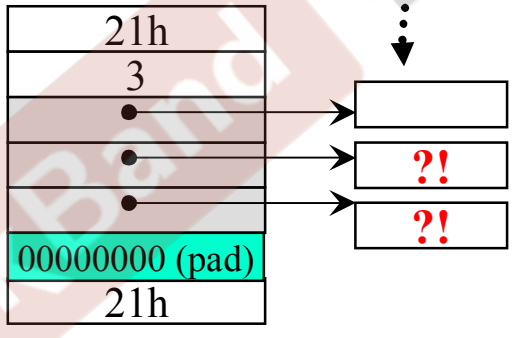
array new 一定要搭配 array delete

```
String* p = new String[3];
...
delete[] p; //喚起3次dtor
```




```
String* p = new String[3];
...
delete p; //喚起1次dtor
```

不正確的用法
少了 []



編程示例

```
class String
{
public:
    String(const char* cstr = 0);
    String(const String& str);
    String& operator=(const String& str);
    ~String();
    char* get_c_str() const { return m_data; }
private:
    char* m_data;
};
```

```
inline
String::String(const char* cstr = 0)
{
   if (cstr) {
      m_data = new char[strlen(cstr)+1];
      strcpy(m_data, cstr);
   }
   else {   // 未指定初值
      m_data = new char[1];
      *m_data = '\0';
   }
}

inline
String::~String()
{
   delete[] m_data;
}
```

```
inline
String::String(const String& str)
{
    m_data = new char[ strlen(str.m_data) + 1 ];
    strcpy(m_data, str.m_data);
}
```

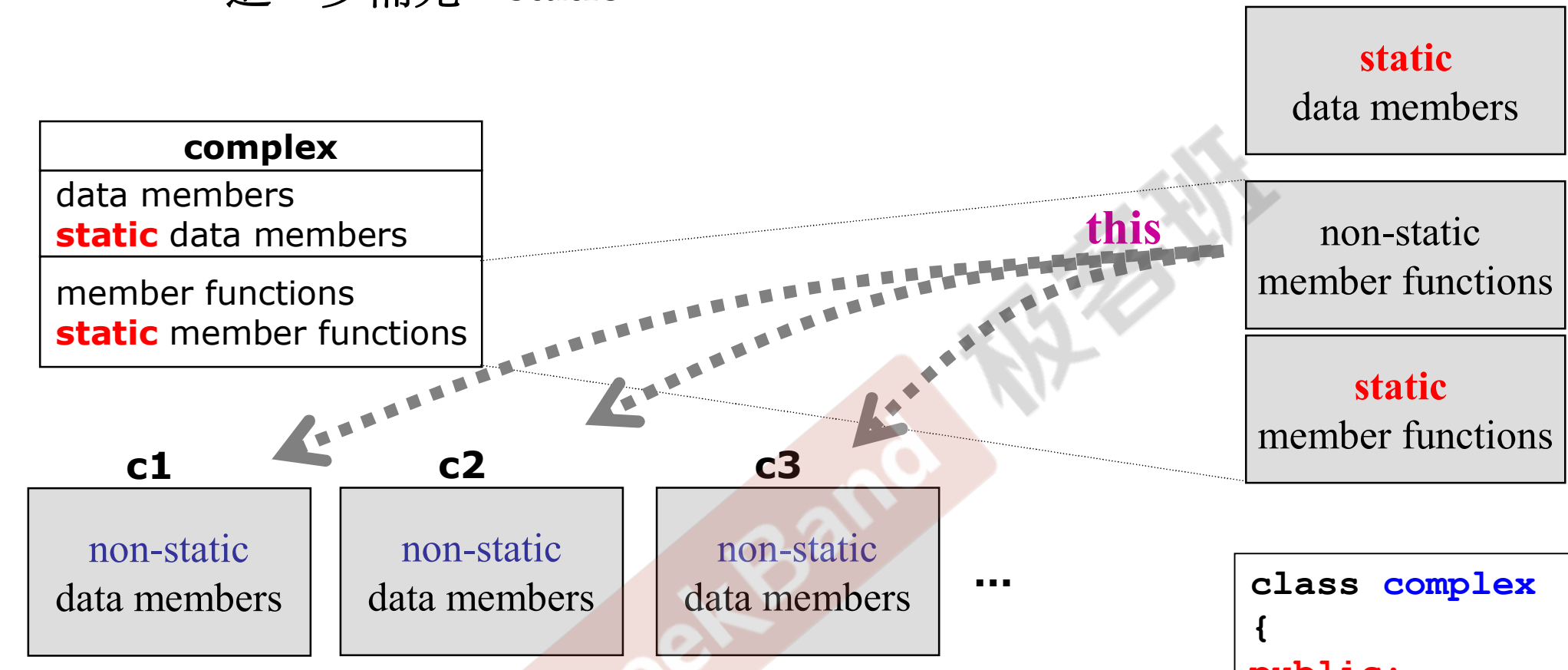
```
inline
String& String::operator=(const String& str)
{
    if (this == &str)
        return *this;

    delete[] m_data;
    m_data = new char[ strlen(str.m_data) + 1 ];
    strcpy(m_data, str.m_data);
    return *this;
}
```

你將獲得的代碼

complex.h
complex-test.cpp

string.h
string-test.cpp

進一步補充：static




```
complex c1,c2,c3;
cout << c1.real();
cout << c2.real();
```

```
complex c1,c2,c3;
cout << complex::real(&c1);
cout << complex::real(&c2);
```

this

```
class complex
{
public:
  double real () const
      { return this->re; }
private:
  double re, im;
};
```

進一步補充：static

```
class Account {
public:
    static double m_rate;
    static void set_rate(const double& x) { m_rate = x; }
};
double Account::m_rate = 8.0;

int main() {
  Account::set_rate(5.0);

  Account a;
  a.set_rate(7.0);
}
```

調用 static 函數的方式有二：
(1) 通過 object 調用
(2) 通過 class name 調用

進一步補充： 把 ctors 放在 private 區

Meyers Singleton

```
class A {
public:
  static A& getInstance();
  setup() { ... }
private:
  A();
  A(const A& rhs);
  ...
};

A& A::getInstance()
{
  static A a;
  return a;
}
```

```
A::getInstance().setup();
```

進一步補充：把 ctors 放在 private 區

Singleton

```
class A {
public:
  static A& getInstance( return a; );
  setup() { ... }
private:
  A();
  A(const A& rhs);
  static A a;
  ...
};
```

```
A::getInstance().setup();
```

進一步補充：cout

```
class _IO_ostream_withassign
  : public ostream {
...
};

extern _IO_ostream_withassign cout;
```

```
class ostream : virtual public ios
{
  public:
    ostream& operator<<(char c);
    ostream& operator<<(unsigned char c) { return (*this) << (char)c; }
    ostream& operator<<(signed char c) { return (*this) << (char)c; }
    ostream& operator<<(const char *s);
    ostream& operator<<(const unsigned char *s)
      { return (*this) << (const char*)s; }
    ostream& operator<<(const signed char *s)
      { return (*this) << (const char*)s; }
    ostream& operator<<(const void *p);
    ostream& operator<<(int n);
    ostream& operator<<(unsigned int n);
    ostream& operator<<(long n);
    ostream& operator<<(unsigned long n);
    ...
}
```

進一步補充：class template, 類模板

```
template<typename T>
class complex
{
public:
  complex (T r = 0, T i = 0)
    : re (r), im (i)
  { }
  complex& operator += (const complex&);
  T real () const { return re; }
  T imag () const { return im; }
private:
  T re, im;

  friend complex& __doapl (complex*, const complex&);
};
```

```
{
  complex<double> c1(2.5,1.5);
  complex<int> c2(2,6);
  ...
}
```

進一步補充：function template, 函數模板

```
stone r1(2,3), r2(3,3), r3;
r3 = min(r1, r2);
```

編譯器會對 function template 進行**引數推導（argument deduction）**

```
template <class T>
inline
const T& min(const T& a, const T& b)
{
  return b < a ? b : a;
}
```

```
class stone
{
public:
  stone(int w, int h, int we)
    : _w(w), _h(h), _weight(we)
      {   }
  bool operator< (const stone& rhs) const
      { return _weight < rhs._weight; }
private:
  int _w, _h, _weight;
};
```

引數推導的結果，T 為 stone，於是調用 stone::operator<

進一步補充：namespace

```
namespace std
{
   ...
}
```

using directive

```
#include <iostream.h>
using namespace std;

int main()
{
  cin << ...;
  cout << ...;

  return 0;
}
```

using declaration

```
#include <iostream.h>
using std::cout;

int main()
{
  std::cin << ...;
  cout << ...;

  return 0;
}
```

```
#include <iostream.h>


int main()
{
  std::cin << ;
  std::cout << ...;

  return 0;
}
```

- operator *type*() const;
- explicit complex(…) : *initialization list* { }
- pointer-like object
- function-like object
- Namespace
- template specialization
- Standard Library
- variadic template (since C++11)
- move ctor (since C++11)
- Rvalue reference (since C++11)
- auto (since C++11)
- lambda (since C++11)
- range-base for loop (since C++11)
- unordered containers (Since C++)
- …

革命尚未成功

同志仍需努力

OOP, OOD

- **Inheritance (繼承)**
- **Composition (複合)**
- **Delegation (委託)**

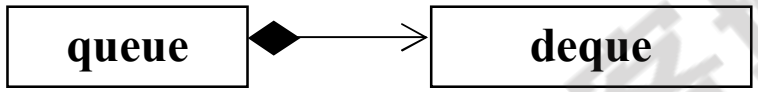
Composition (複合), 表示 has-a

```
template <class T, class Sequence = deque<T> >
class queue {
  ...
protected:
  Sequence c;     // 底層容器
public:
  // 以下完全利用 c 的操作函數完成
  bool empty() const { return c.empty(); }
  size_type size() const { return c.size(); }
  reference front() { return c.front(); }
  reference back() { return c.back(); }
  // deque 是兩端可進出，queue 是末端進前端出（先進先出）
  void push(const value_type& x) { c.push_back(x); }
  void pop() { c.pop_front(); }
};
```

Composition (複合), 表示 has-a

Adapter

```
template <class T>
class queue {
  ...
protected:
  deque<T> c;      // 底層容器
public:
  // 以下完全利用 c 的操作函數完成
  bool empty() const { return c.empty(); }
  size_type size() const { return c.size(); }
  reference front() { return c.front(); }
  reference back() { return c.back(); }
  //
  void push(const value_type& x) { c.push_back(x); }
  void pop() { c.pop_front(); }
};
```



Composition (複合), 表示 has-a

Sizeof : 40

```
template <class T>
class queue {
protected:
 deque<T> c;
...
};
```

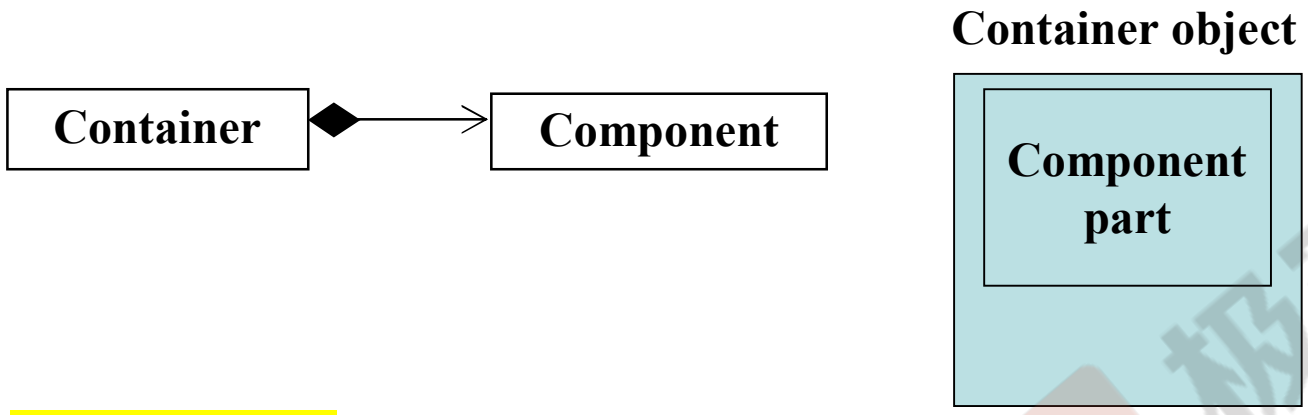
Sizeof : 16 * 2 + 4 + 4

```
template <class T>
class deque {
protected:
  Itr<T> start;
  Itr<T> finish;
  T**    map;
  unsigned int map_size;
};
```

Sizeof : 4 * 4

```
template <class T>
struct Itr {
  T*  cur;
  T*  first;
  T*  last;
  T** node;
...
};
```

Composition (複合) 關係下的構造和析構



構造由內而外

Container 的構造函數首先調用 Component 的 default 構造函數，然後才執行自己。

```
Container::Container(…): Component() { … };
```

析構由外而內

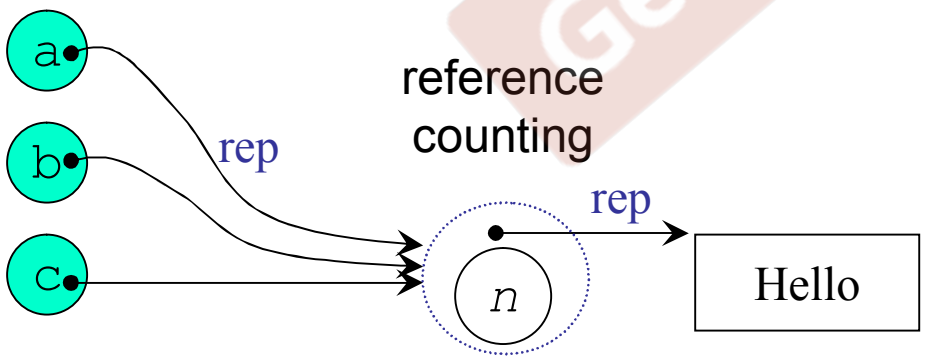
Container 的析構函數首先執行自己，然後才調用 Component 的析構函數。

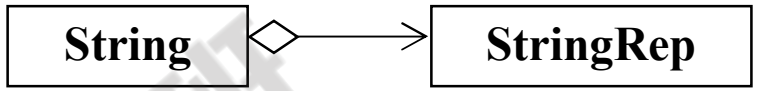
```
Container::~Container(…){ … ~Component() };
```

Delegation (委託). Composition by reference.

Handle / Body (pImpl)

```
// file String.hpp
class StringRep;
class String {
public:
    String();
    String(const char* s);
    String(const String& s);
    String &operator=(const String& s);
    ~String();
. . . .
private:
    StringRep* rep; // pimpl
};
```

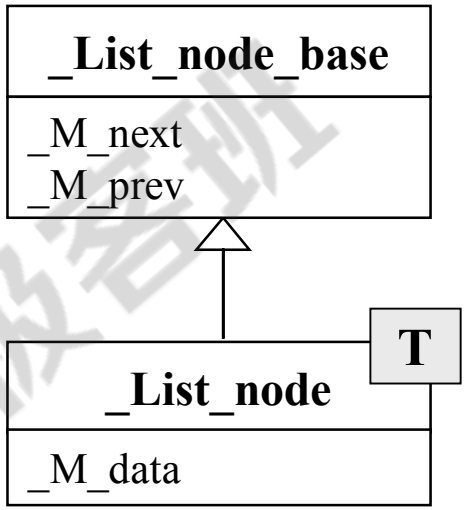




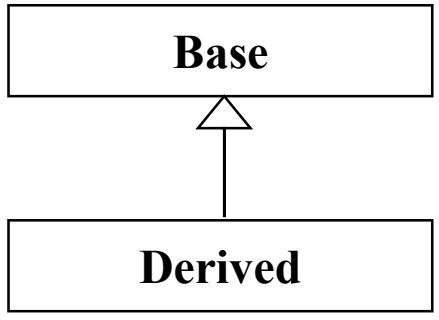

```
// file String.cpp
#include "String.hpp"
namespace {
class StringRep {
friend class String;
    StringRep(const char* s);
    ~StringRep();
    int count;
    char* rep;
};
}

String::String(){ ... }
...
```

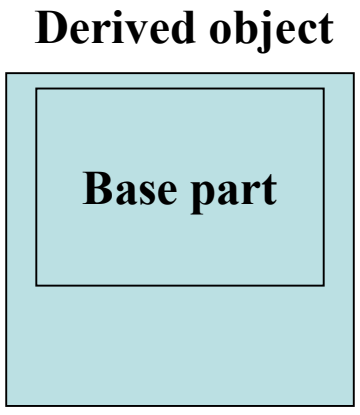
Inheritance (繼承), 表示 is-a

```
struct _List_node_base
{
  _List_node_base* _M_next;
  _List_node_base* _M_prev;
};

template<typename _Tp>
struct _List_node
  : public _List_node_base
{
  _Tp _M_data;
};
```



Inheritance (繼承) 關係下的構造和析構





base class 的 dtor 必須是 virtual，否則會出現 undefined behavior

構造由內而外

Derived 的構造函數首先調用 Base 的 default 構造函數，然後才執行自己。

```
Derived::Derived(…): Base() { … };
```

析構由外而內

Derived 的析構函數首先執行自己，然後才調用 Base 的析構函數。

```
Derived::~Derived(…){ … ~Base() };
```

Inheritance (繼承) with virtual functions (虛函數)

non-virtual 函數：你不希望 derived class 重新定義 (override, 覆寫) 它.

virtual 函數：你希望 derived class 重新定義 (override, 覆寫) 它，且你對它已有默認定義。

pure virtual 函數：你希望 derived class 一定要重新定義 (override 覆寫) 它，你對它沒有默認定義。

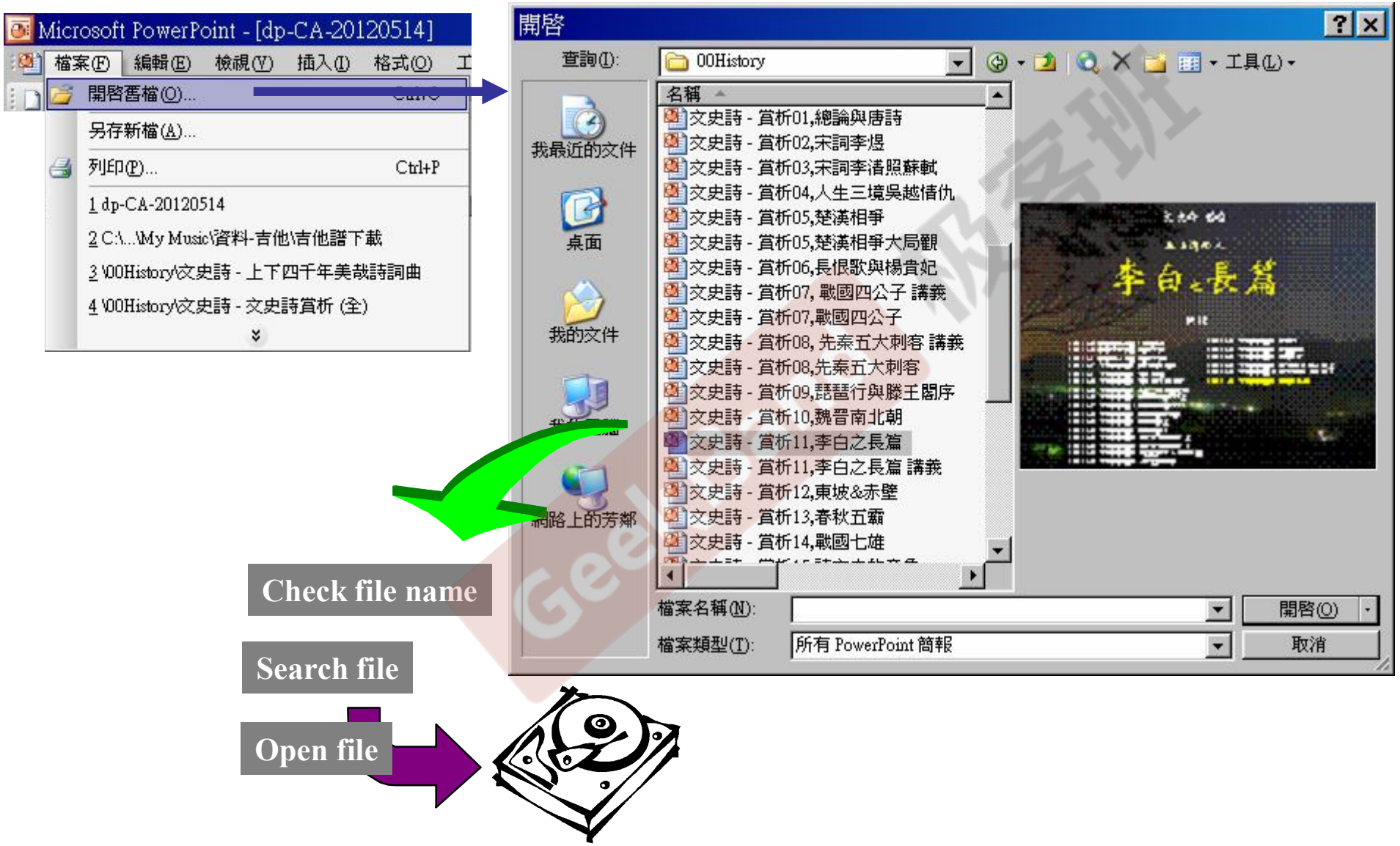
```
class Shape {
public:
    virtual void draw( ) const = 0;
    virtual void error(const std::string& msg);
    int objectID( ) const;
   ...
};

class Rectangle: public Shape { ... };
class Ellipse: public Shape { ... };
```

pure virtual

impure virtual

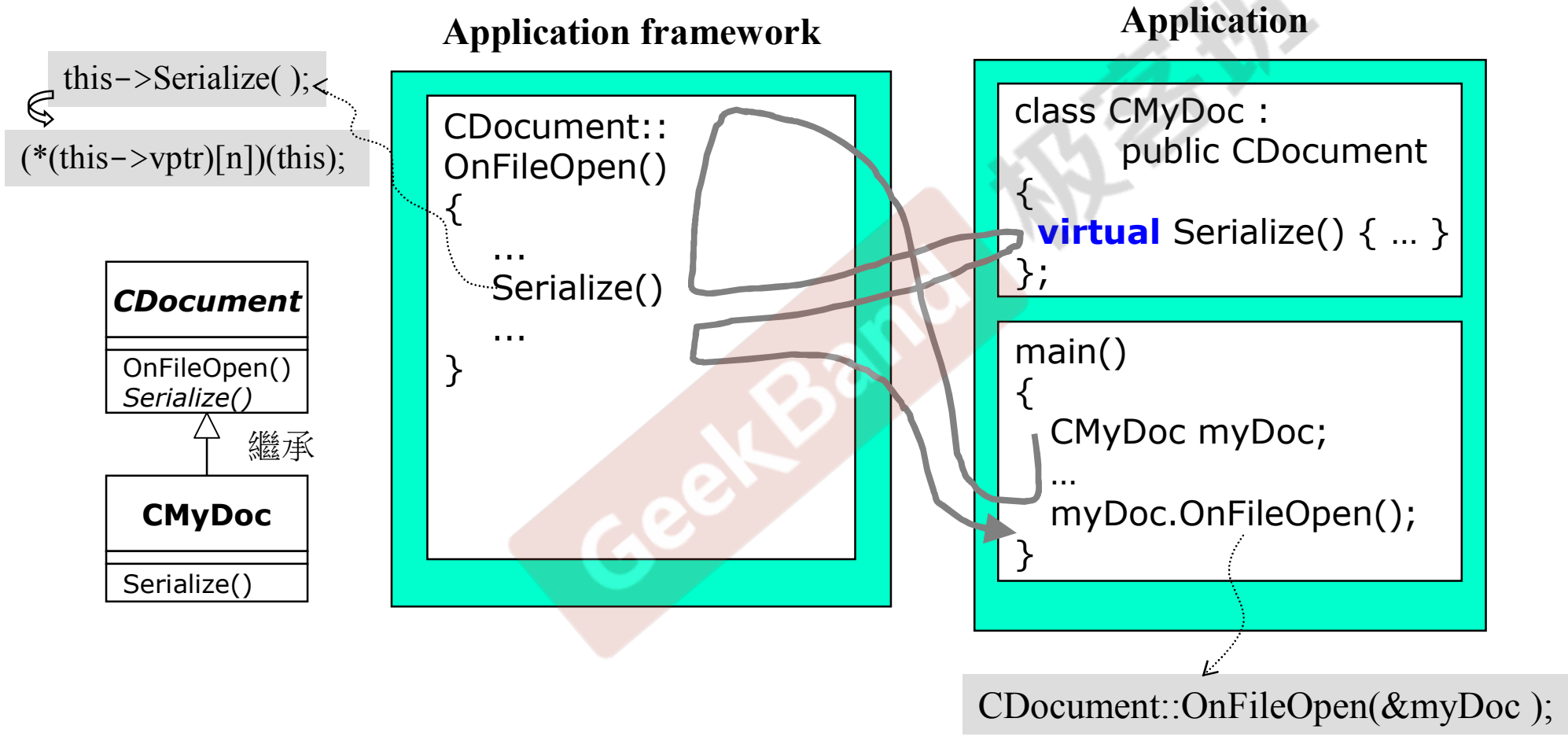
non-virtual

Inheritance (繼承) with virtual



Inheritance (繼承) with virtual

Template Method



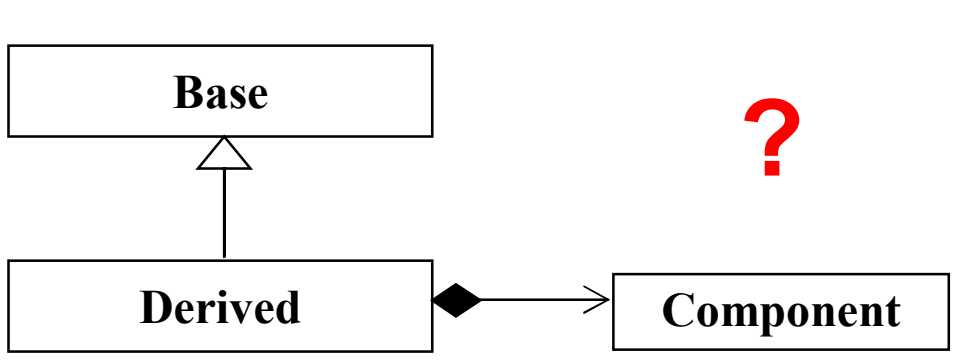
Inheritance (繼承), 表示 is-a

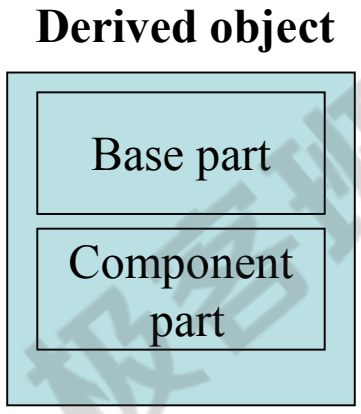
```
01 #include <iostream>
02 using namespace std;
03
04
05 class CDocument
06 {
07 public:
08     void OnFileOpen()
09     {
10       // 這是個算法，每個 cout 輸出代表一個實際動作
11       cout << "dialog..." << endl;
12       cout << "check file status..." << endl;
13       cout << "open file..." << endl;
14       Serialize();
15       cout << "close file..." << endl;
16       cout << "update all views..." << endl;
17     }
18
19     virtual void Serialize() { };
20 };
```

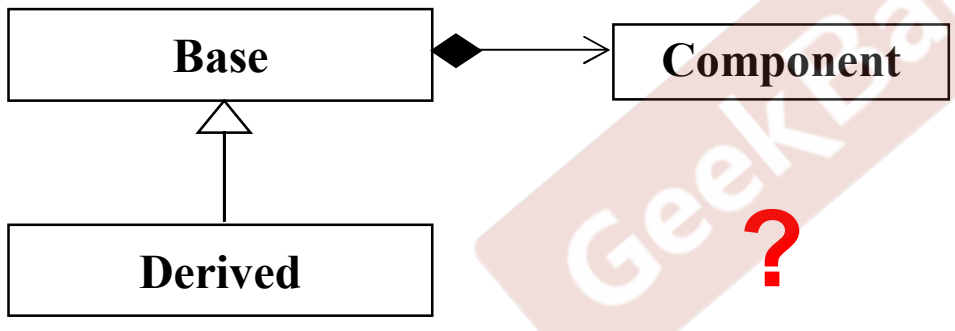
```
22 class CMyDoc : public CDocument
23 {
24 public:
25     virtual void Serialize()
26     {
27       // 只有應用程序本身才知道如何讀取自己的文件(格式)
28       cout << "CMyDoc::Serialize()" << endl;
29     }
30 };
```

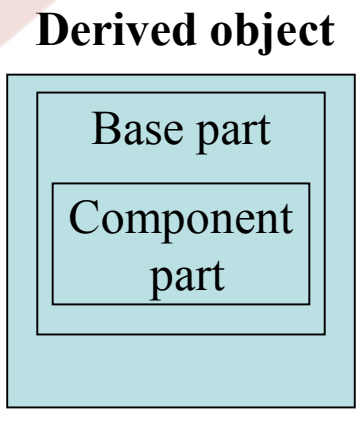
```
31 int main()
32 {
33   CMyDoc myDoc;  // 假設對應[File/Open]
34   myDoc.OnFileOpen();
35 }
```

Inheritance+Composition 關係下的構造和析構

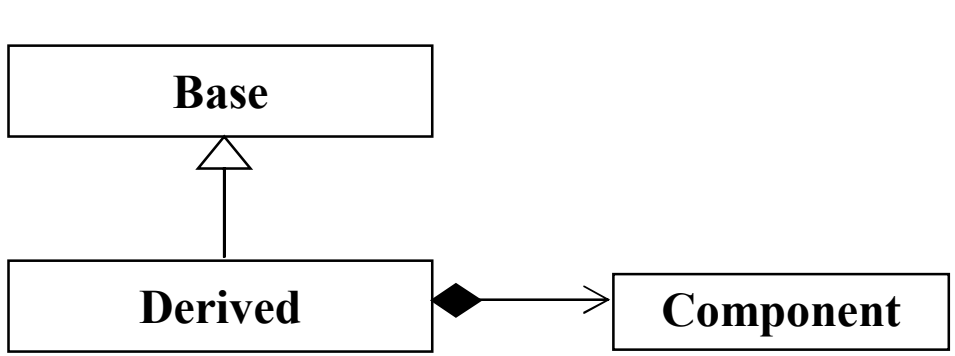


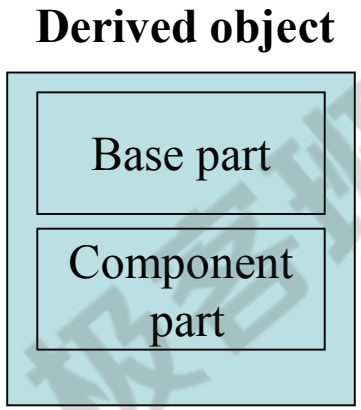






Inheritance+Composition 關係下的構造和析構





構造由內而外

Derived 的構造函數首先調用 **Base** 的 **default** 構造函數，
然後調用 **Component** 的 **default** 構造函數，
然後才執行自己。

```
Derived::Derived(…): Base(),Component() { … };
```

析構由外而內

Derived 的析構函數首先執行自己，
然後調用 **Component** 的 析構函數，
然後調用 **Base** 的析構函數。

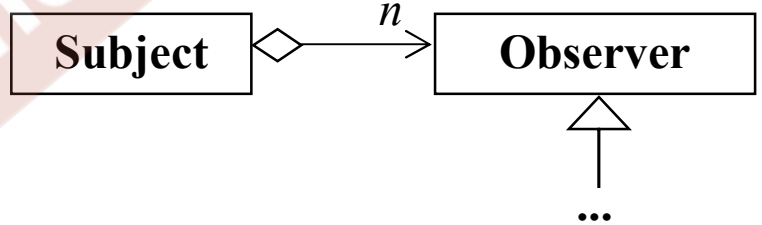
```
Derived::~Derived(…){ … ~Component(), ~Base() };
```

Delegation (委託) + Inheritance (繼承)

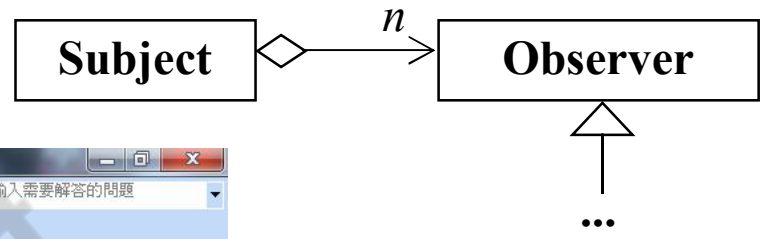
```
class Subject
{
    int m_value;
    vector<Observer*> m_views;
  public:
    void attach(Observer* obs)
    {
        m_views.push_back(obs);
    }
    void set_val(int value)
    {
        m_value = value;
        notify();
    }
    void notify()
    {
        for (int i = 0; i < m_views.size(); ++i)
          m_views[i]->update(this, m_value);
    }
};
```

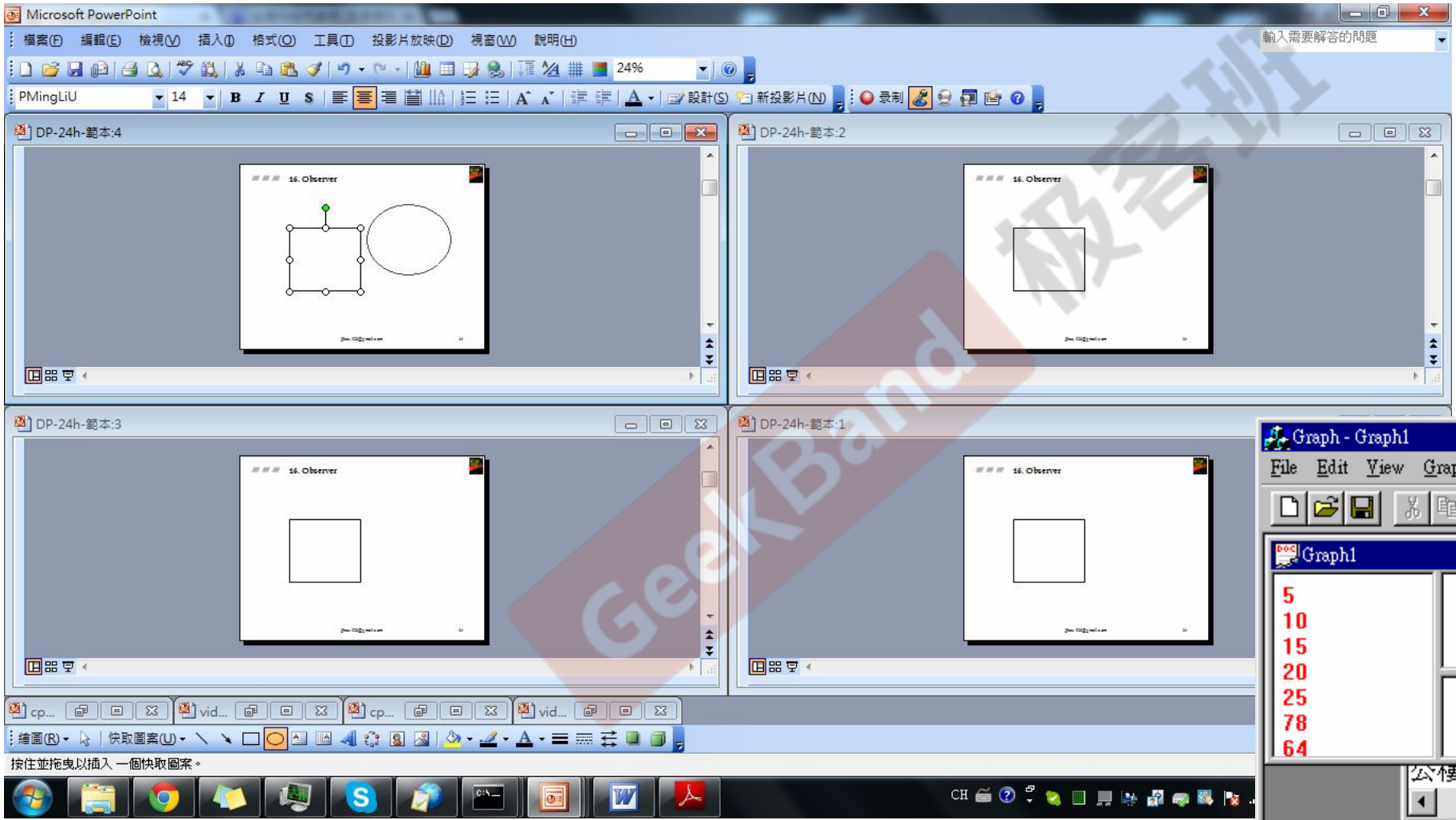
Observer

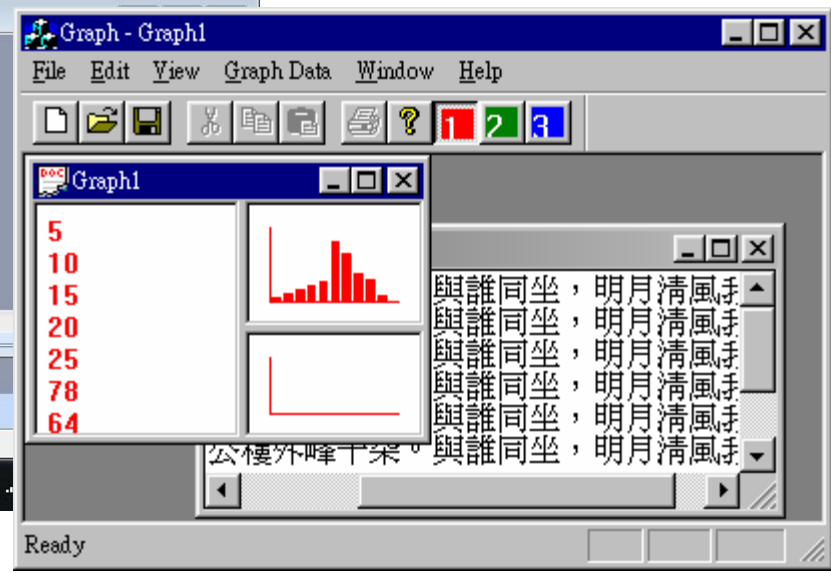
```
class Observer
{
  public:
    virtual void update(Subject* sub, int value) = 0;
};
```



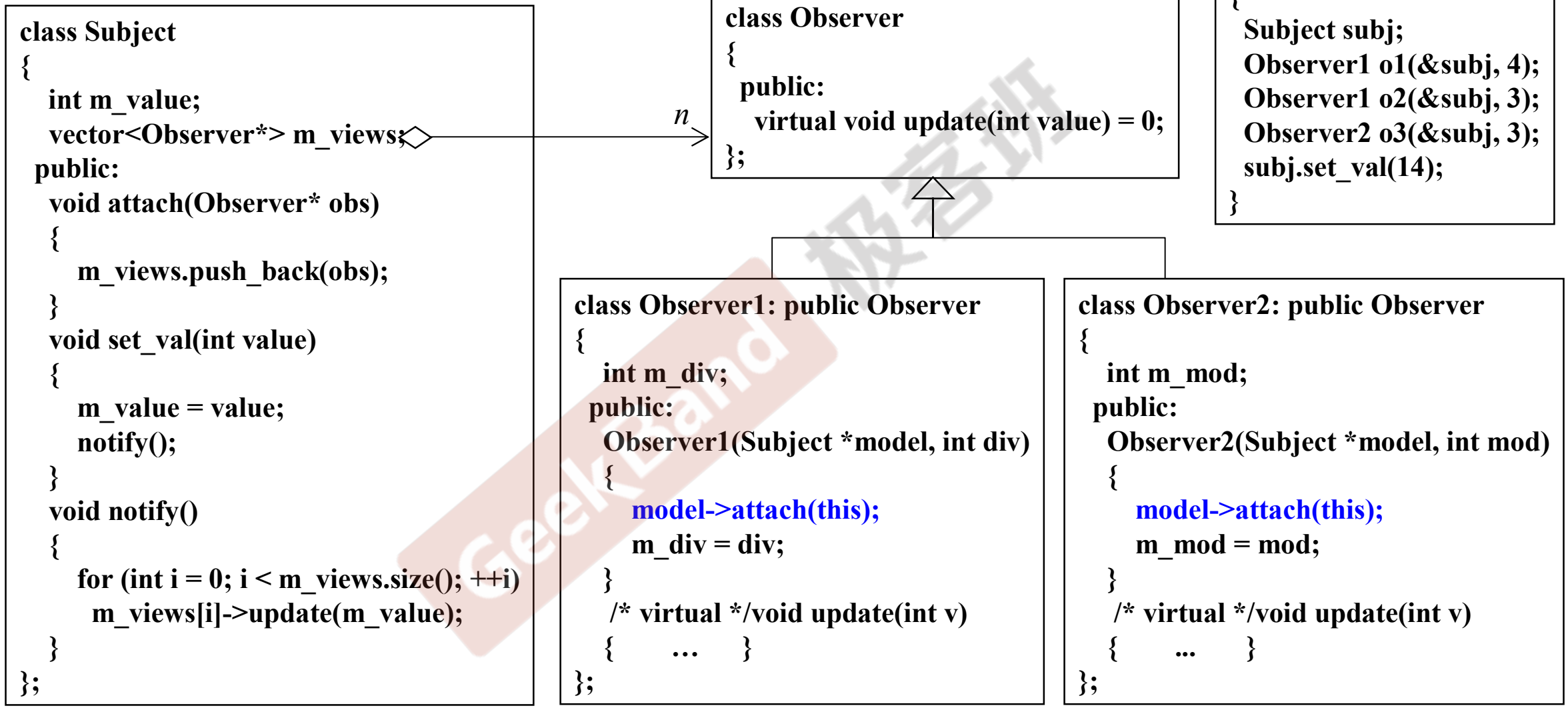
Delegation (委託) + Inheritance (繼承)







Delegation (委託) + Inheritance (繼承)



```
class Subject
{
   int m_value;
   vector<Observer*> m_views;
 public:
   void attach(Observer* obs)
   {
      m_views.push_back(obs);
   }
   void set_val(int value)
   {
      m_value = value;
      notify();
   }
   void notify()
   {
      for (int i = 0; i < m_views.size(); ++i)
        m_views[i]->update(m_value);
   }
};
```

n

```
class Observer
{
  public:
    virtual void update(int value) = 0;
};
```

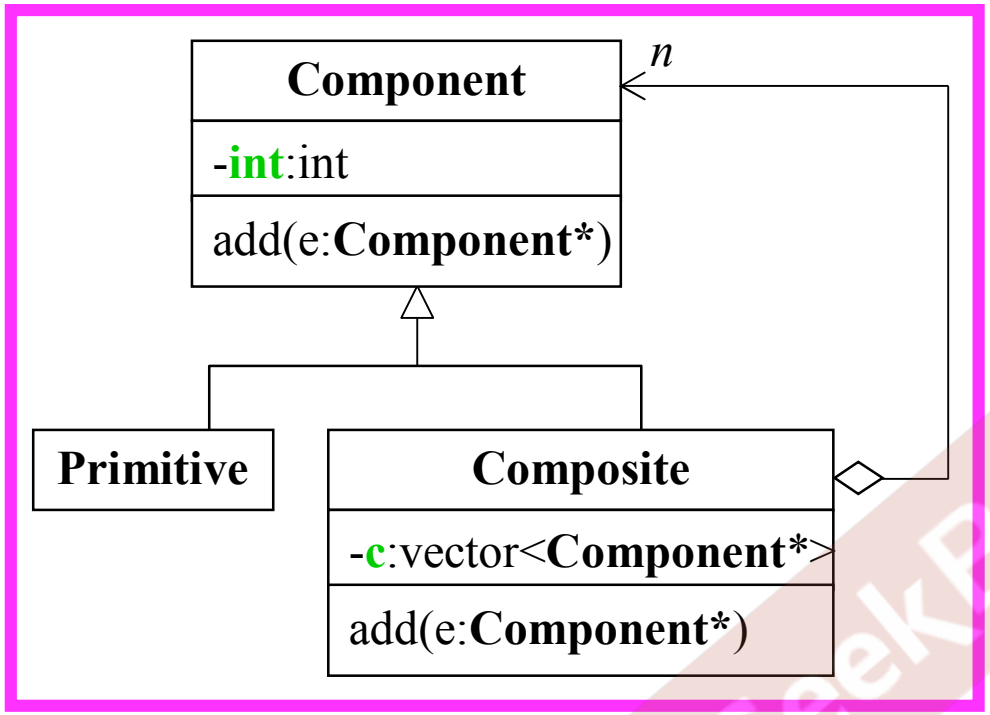
```
{
  Subject subj;
  Observer1 o1(&subj, 4);
  Observer1 o2(&subj, 3);
  Observer2 o3(&subj, 3);
  subj.set_val(14);
}
```

```
class Observer1: public Observer
{
   int m_div;
 public:
   Observer1(Subject *model, int div)
   {
      model->attach(this);
      m_div = div;
   }
    /* virtual */void update(int v)
   {      …     }
};
```

```
class Observer2: public Observer
{
   int m_mod;
 public:
   Observer2(Subject *model, int mod)
   {
      model->attach(this);
      m_mod = mod;
   }
    /* virtual */void update(int v)
   {      ...     }
};
```

Delegation (委託) + Inheritance (繼承)

Composite



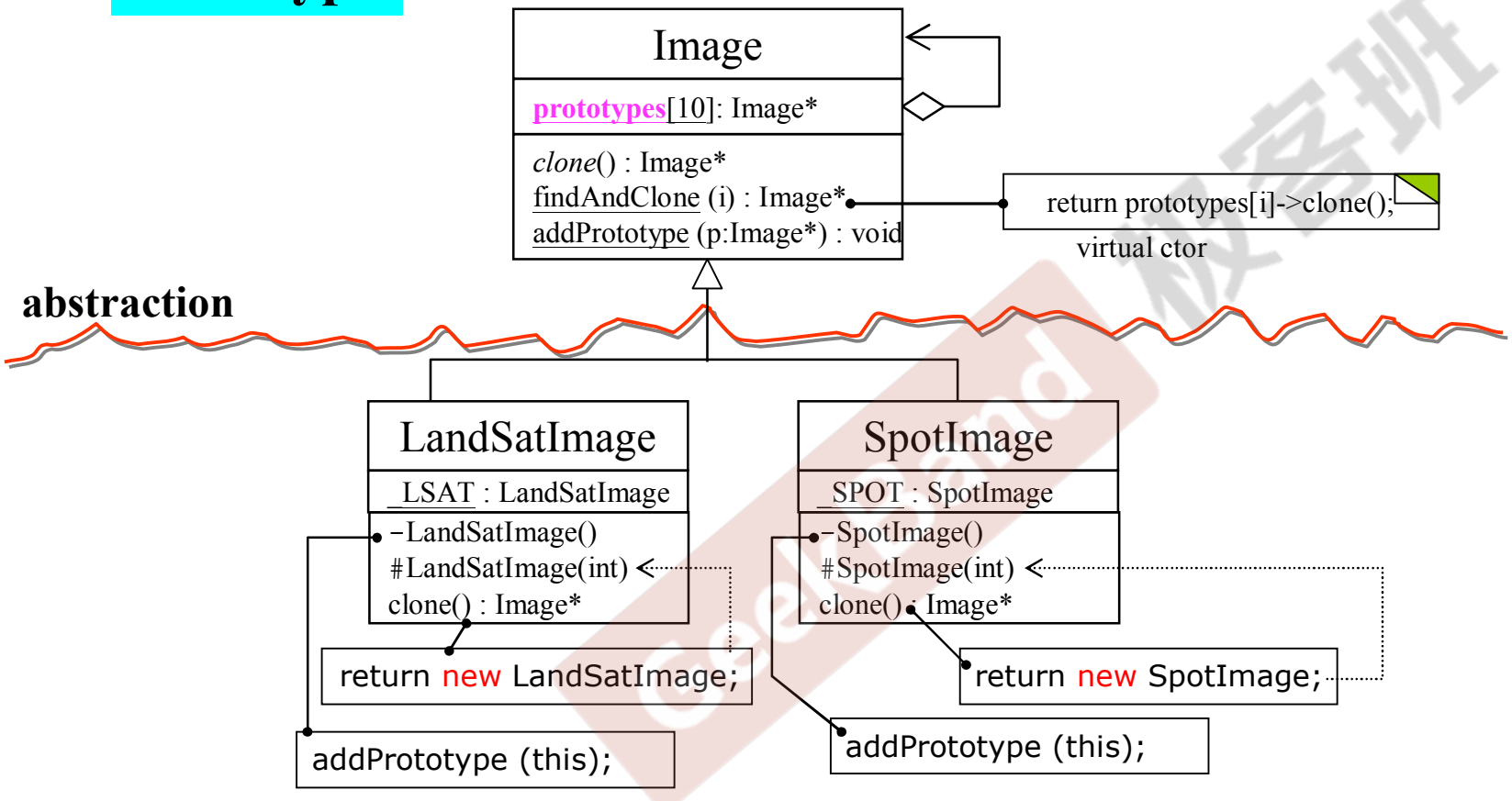

```
class Component
{
   int value;
 public:
   Component(int val)   {   value = val;   }
   virtual void add( Component* ) { }
};
```

```
class Primitive: public Component
{
 public:
   Primitive(int val): Component(val) {}
};
```

```
class Composite: public Component
{
   vector <Component*> c;
 public:
   Composite(int val): Component(val) { }

   void add(Component* elem)    {
      c.push_back(elem);
   }
…
};
```

Delegation (委託) + Inheritance (繼承)

Prototype



Prototype

```
01 #include <iostream.h>
02 enum imageType
03 {
04   LSAT, SPOT
05 };
06 class Image
07 {
08   public:
09     virtual void draw() = 0;
10     static Image *findAndClone(imageType);
11   protected:
12     virtual imageType returnType() = 0;
13     virtual Image *clone() = 0;
14     // As each subclass of Image is declared, it registers its prototype
15     static void addPrototype(Image *image)
16     {
17         _prototypes[_nextSlot++] = image;
18     }
19   private:
20     // addPrototype() saves each registered prototype here
21     static Image *_prototypes[10];
22     static int _nextSlot;
23 };
24 Image *Image::_prototypes[];
25 int Image::_nextSlot;
```

```
// Client calls this public static member function when it needs an instance
// of an Image subclass
Image *Image::findAndClone(imageType type)
{
  for (int i = 0; i < _nextSlot; i++)
    if (_prototypes[i]->returnType() == type)
      return _prototypes[i]->clone();
}
```

Prototype

```
01  class LandSatImage: public Image
02  {
03   public:
04    imageType returnType()    {
05       return LSAT;
06    }
07    void draw()    {
08       cout << "LandSatImage::draw " << _id << endl;
09    }
10    // When clone() is called, call the one-argument ctor with a dummy arg
11    Image *clone()    {
12       return new LandSatImage(1);
13    }
14   protected:
15    // This is only called from clone()
16    LandSatImage(int dummy)    {
17       _id = _count++;
18    }
19   private:
20    // Mechanism for initializing an Image subclass - this causes the
21    // default ctor to be called, which registers the subclass's prototype
22    static LandSatImage _landSatImage;
23    // This is only called when the private static data member is inited
24    LandSatImage()    {
25       addPrototype(this);
26    }
27    // Nominal "state" per instance mechanism
28    int _id;
29    static int _count;
30  };
31  // Register the subclass's prototype
32  LandSatImage LandSatImage::_landSatImage;
33  // Initialize the "state" per instance mechanism
34  int LandSatImage::_count = 1;
```

enum imageType { LSAT, SPOT };

```
01  class SpotImage: public Image
02  {
03   public:
04    imageType returnType()    {
05       return SPOT;
06    }
07    void draw()    {
08       cout << "SpotImage::draw " << _id << endl;
09    }
10    Image *clone()    {
11       return new SpotImage(1);
12    }
13   protected:
14    SpotImage(int dummy)  {
15       _id = _count++;
16    }
17   private:
18    SpotImage()    {
19       addPrototype(this);
20    }
21    static SpotImage _spotImage;
22    int _id;
23    static int _count;
24  };
25  SpotImage SpotImage::_spotImage;
26  int SpotImage::_count = 1;
```

Prototype


```
// Simulated stream of creation requests
const int NUM_IMAGES = 8;
imageType input[NUM_IMAGES] =
{
  LSAT, LSAT, LSAT, SPOT, LSAT, SPOT, SPOT, LSAT
};
```

```
01  int main()
02  {
03    Image *images[NUM_IMAGES];
04    // Given an image type, find the right prototype, and return a clone
05    for (int i = 0; i < NUM_IMAGES; i++)
06      images[i] = Image::findAndClone(input[i]);
07    // Demonstrate that correct image objects have been cloned
08    for (i = 0; i < NUM_IMAGES; i++)
09      images[i]->draw();
10    // Free the dynamic memory
11    for (i = 0; i < NUM_IMAGES; i++)
12      delete images[i];
13  }
```

The End