

# 601.220 Intermediate Programming

Spring 2023, Day 34 (April 17th)

# Today's agenda

- Review exercise 33
- Day 34 recap questions
- Final project introduction
- Work on final project

# Reminders/Announcements

- Final project due 11 pm on Friday, April 28th
  - No late submissions, please plan accordingly

## Exercise 33 review

Add accessor function for member variable `a` to class `A`:

```
int get_a() const { return a; }
```

`B` (and other classes derived from `A`) will need these to get the values of this member variable. (The member variable `d` can be accessed directly because it is `protected` rather than `private`.)

## Exercise 33 review

A::toString member function:

```
virtual std::string toString() const {  
    std::stringstream ss;  
    ss << "[Aclass: a = " << a  
        << ", d = " << d  
        << ", size = " << sizeof(*this)  
        << "];"  
    return ss.str();  
}
```

## Exercise 33 review

B::toString member function:

```
virtual std::string toString() const override {  
    std::stringstream ss;  
    ss << "[Bclass: a = " << get_a()  
        << ", b = " << b  
        << ", d = " << d  
        << ", size = " << sizeof(*this)  
        << "]" ;  
    return ss.str();  
}
```

Because the a member variable in the base class A is private, it's necessary to call a getter function to access its value.

## Exercise 33 review

in `main()`, the following statement does not compile:

```
bobj = aobj;
```

With a cast of `bobj` to `A&` (reference to `A`), we can assign to just the `A` part of `bobj`:

```
static_cast<A&>(bobj) = aobj; ← silly
```

## Exercise 33 review

fun() pure virtual member function in class A:

```
virtual int fun() const = 0;
```

Implementation in class B:

```
virtual int fun() const override {  
    return int(get_a() * b * d);  
}
```

Note that A is no longer instantiable, so variable definitions like

✗ A aobj(10);  
    aobj.fun();  
are no longer allowed.



```
class A {  
    ;  
    void foo() {  
        ;  
    }  
}
```

```
B bobj;  
    ;  
bobj.foo();
```



## Exercise 33 review

```
class C : public A {  
private:  
    int e;  
  
public:  
    C(int val = 0) : e(val) { } // sets a and d to 0 using  
                                // A's default ctor  
    virtual std::string toString() const override {  
        std::stringstream ss;  
        ss << "[Cclass: a = " << get_a()  
            << ", d = " << d  
            << ", e = " << e  
            << " size = " << sizeof(*this)  
            << "];"  
        return ss.str();  
    }  
}
```

## Exercise 33 review

*// C class continued*

```
virtual int fun() const override {  
    return int(get_a() * d * e);  
}  
};
```

## Day 34 recap questions

- ❶ What is UML?
- ❷ What type of class relationship is likely to exist between a class that represents bathroom objects and one that represents apartment objects?
- ❸ What type of class relationship is likely to exist between a class that represents apartment objects and one that represents housing objects?
- ❹ BONUS: which of bathroom, apartment, housing would likely be an abstract class?

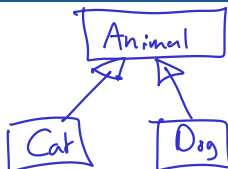
# 1. What is UML?

UML = Unified Modeling Language

It's a visual notation for describing object-oriented software.

It has many types of diagrams, including:

- Class diagrams: show relationships between classes (you will create one for the final project)
- Sequence diagrams: show how objects interact with each other



Opinion: class diagrams are useful as “sketches” to explore possible software designs and to discuss them with team members. When considering design options, a class diagram can quickly give you a sense of what classes are necessary and how they relate to each other.

2. What type of class relationship is likely to exist between a class that represents bathroom objects and one that represents apartment objects?

Aggregation = “Has-A”

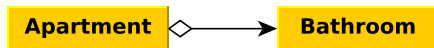


Figure 1: UML aggregation (“has-a”) relationship

3. What type of class relationship is likely to exist between a class that represents apartment objects and one that represents housing objects?

Generalization = “Is-A”

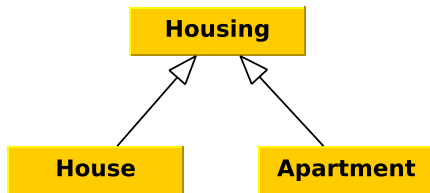


Figure 2: UML generalization (“is-a”) relationship

4. BONUS: which of bathroom, apartment, housing would likely be an abstract class?

Housing is an abstract concept. I.e., there is no structure that is “housing” without being some specific *kind* of housing.

# Final project

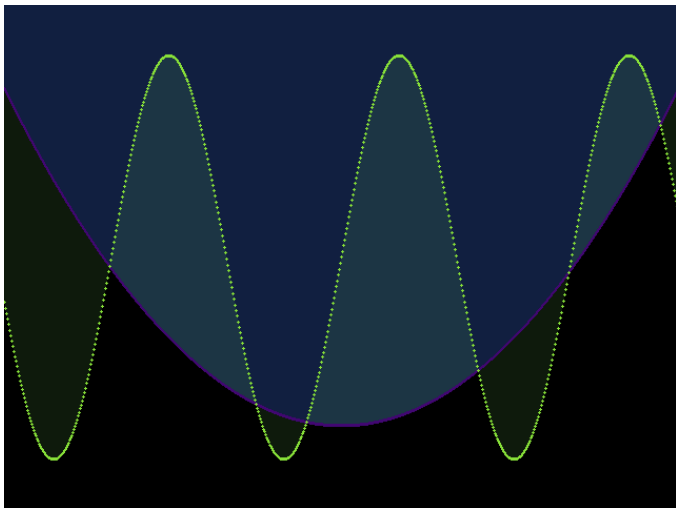
Plot mathematical functions, render as an image file.

Example plot input file:

```
Plot -4.0 -12.0 4.0 12.0 640 480
Function fn1 ( - ( * x x ) 8.0 )
Function fn2 ( * 9.6 ( sin ( * x 2.3 ) ) )
FillAbove fn1 0.55 31 58 117
FillBetween fn1 fn2 0.12 118 222 108
Color fn2 135 223 57
Color fn1 65 7 113
```



## Example plot image



# Functions, prefix expressions

All functions are  $y = \text{expr}$ , where *expr* is a *prefix expression*

Expression types:

- x
- pi
- literal floating point value
- ( function arguments )

Functions are sin, cos, +, -, \*, and /.

*arguments* is a sequence of 0 or more prefix expressions.

## Prefix vs. infix

LISP / Scheme / Racket

Prefix expression:

$( + ( \sin ( * 1.33 x ) ) ( * 0.25 ( \cos ( * 6.7 x ) ) ) )$

Equivalent infix expression:

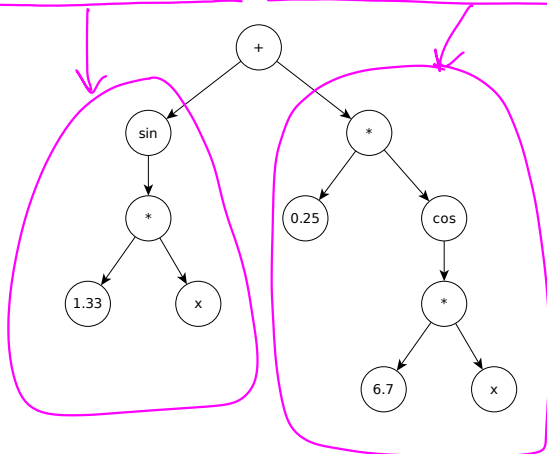
$(\sin 1.33x) + (0.25(\cos 6.7x))$

# Expression trees

Expressions can be represented as *trees*. The *leaf nodes* (nodes without children) are x, pi, or numeric literal. Functions are represented as a *function node* with child expression trees representing the function arguments.

## Example expression tree

$( + ( \sin ( * 1.33 x ) ) ( * 0.25 ( \cos ( * 6.7 x ) ) ) ) )$



# Evaluating expressions

ASTs

The Expr base class represents an expression tree node.

It has the following pure virtual member function:

```
virtual double eval(double x) const = 0;
```

For each type of expression tree node, you will create a derived class which overrides the `eval` function with appropriate behavior.

# Rendering the plot image

The `Image` class is fairly similar to the `Image` struct type in the midterm project.

The plot image will start with all pixels set to black, RGB (0, 0, 0). For each fill directive and function directive, determine which pixel colors should be changed.

# Work on final project

Talk to us if you have questions!



# Notes

# Notes

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