

Intermediate Programming

Day 27

Outline

- Exercise 26
- Classes
- Constructors
- Review questions

Exercise 26

Compute the cumulative distribution from the probability distribution.

distribution.cpp

```
...
typedef std::vector< double >::const_iterator citer;
void make_cumulative( std::vector< double > &pdf );
...
void make_cumulative( std::vector< double > &pdf )
{
    for( unsigned int i=1 ; i<pdf.size() ; i++ ) pdf[i] += pdf[i-1];
}
...
```

Exercise 26

Implement the function finding the last iterator less than or equal to the prescribed value (naively).

distribution.cpp

```
...
typedef std::vector< double >::const_iterator citer;
void make_cumulative( std::vector< double > &pdf );
...
void make_cumulative( std::vector< double > &pdf )
{
    for( unsigned int i=1 ; i<pdf.size() ; i++ ) pdf[i] += pdf[i-1];
}

citer naive_find_last_iterator( citer begin , citer end , double v )
{
    for( citer it=begin ; it!=end ; ++it ) if( *it>v ) return it-1;
    return end;
}
...
```

Exercise 26

Implement the function finding the last iterator less than or equal to the prescribed value (efficiently).

distribution.cpp

```
...
typedef std::vector< double >::const_iterator citer;
void make_cumulative( std::vector< double > &pdf );
...
void make_cumulative( std::vector< double > &pdf )
{
    for( unsigned int i=1 ; i<pdf.size() ; i++ ) pdf[i] += pdf[i-1];
}

citer naive_find_last_iterator( citer begin , citer end , double v )
{
    for( citer it=begin ; it!=end ; ++it ) if( *it>v ) return it-1;
    return end;
}

citer fast_find_last_iterator( citer begin , citer end , double v )
{
    if( end==begin+1 )
    {
        if( *begin<=v ) return begin;
        else          return end;
    }
    citer mid = begin + (end-begin)/2;
    if( *mid<v ) return fast_find_last_iterator( mid , end , v );
    else      return fast_find_last_iterator( begin , mid , v );
}
```

Exercise 26

Confirm that the efficient implementation is, in fact, more efficient.

distribution.cpp

```
...
typedef std::vector< double >::const_iterator citer;
void make_cumulative( std::vector< double > &pdf );
...
void make_cumulative( std::vector< double > &pdf )
{
    for( unsigned int i=1 ; i<pdf.size() ; i++ ) pdf[i] += pdf[i-1];
}
citer naive_find_last_iterator( citer begin , citer end , double v )
{
    for( citer it=begin ; it!=end ; ++it ) if( *it>v ) return it-1;
    return end;
}
citer fast_find_last_iterator( citer begin , citer end , double v )
{
    if( end==begin+1 )
    {
        if( *begin<=v ) return begin;
        else return end;
    }
}
```

```
>> echo 1000000 10000 1000 | ./distribution
```

```
Number of bins: Number of random samples: Number of find tests: Confirmed that the CDF seems reasonable
```

```
Confirmed that the naive find seems reasonable
```

```
Confirmed that the fast find seems reasonable
```

```
Naive find time = 10444(ms)
```

```
Fast find time = 1(ms)
```

```
>>
```

Outline

- Exercise 26
- **Classes**
- Constructors
- Review questions

C structs

- ✓ In C, we can use **structs** to encapsulate heterogenous data.

main.c

```
#include <stdlib.h>
#include "rectangle.h"
int main( void )
{
    struct Rectangle r;
    r.w = r.h = 10;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
struct Rectangle
{
    double w , h;
};
double area( struct Rectangle r );
#endif // RECTANGLE_INCLUDED
```


C structs

- ✓ In C, we can use **structs** to encapsulate heterogenous data.
- ✗ But if we want to support **struct**-specific functionality we have to declare/define it outside the **struct**.

main.c

```
#include <stdlib.h>
#include "rectangle.h"
int main( void )
{
    struct Rectangle r;
    r.w = r.h = 10;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
struct Rectangle
{
    double w , h;
};
double area( struct Rectangle r );
#endif // RECTANGLE_INCLUDED
```

rectangle.cpp

```
#include "rectangle.h"
double area( struct Rectangle r )
{
    return r.w * r.h;
};
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data.

Unlike C **structs**, C++ **classes** support object-oriented-programming, with member functions defined within the **class**.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data.

Unlike C **structs**, C++ **classes** support object-oriented-programming, with member functions defined within the **class**.

- The definition is preceded by the keyword **class** and terminated with a semi-colon.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data.

Unlike C **structs**, C++ **classes** support object-oriented-programming, with member functions defined within the **class**.

- The definition is preceded by the keyword **class** and terminated with a semi-colon.
- Unlike C **structs**, we don't need to use the keyword **class** to use the type (so we don't need to use the keyword **typedef** in the declaration).

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- As with C **structs**, these need to be declared in a header file (with header guards).

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- As with C **structs**, these n in a header file (with head
- Member functions can be defined in the header file if they are short.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
#include <iostream>
class Rectangle
{
public:
    double w , h;
    void print( void ) const { std::cout << w << " , " << h << std::endl; }
    double area( void ) const { return w * h; }
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << w << " , " << h << endl; }
double Rectangle::area( void ) const { return w * h; }
```

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- As with C **structs**, these need to be declared in a header file (with header guards).
- Member functions can be defined in the header file if they are short.
- Otherwise they should be defined in a .cpp file.

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```


rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << w << " , " << h << endl; }
double Rectangle::area( void ) const { return w * h; }
```

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- As with C **structs**, these need to be declared in a header file (with header guards).
- Member functions can be defined in the header file if they are short.
- Otherwise they should be defined in a .cpp file.
 - The member function name is preceded by the name of the **class** and "::" to indicate which **class** the function belongs to.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << w << " , " << h << endl; }
double Rectangle::area( void ) const { return w * h; }
```

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- As with C **structs**, these need to be declared in a header file (with header guards).
- Member functions can be defined in the header file if they are short.
- Otherwise they should be defined in a .cpp file.
- Either way, in the function body we do not need to specify who the members belong to. They belong to the object calling the member function.

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << w << " , " << h << endl; }
double Rectangle::area( void ) const { return w * h; }
```

As with C **structs**, we can define new types (**classes**) for storing member data and member functions.

- When member functions are declared **const** we are “promising” that calling the member function will not change the state of the **class’s** member data.
- Note: If a member function is **const**, both the declaration and the definition need to use the **const** keyword.

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    r.w = r.h = 10;
    std::cout << r.area() << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

- Members can be **public** or **private** (or **protected**, discussed later)

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

- Members can be **public** or **private** (or **protected**, discussed later)
- We use **public:** and **private:** to divide the class definition into sections according to whether members are **public** or **private**
 - All members declared following a **public / private** keyword are **public / private** (until the next **public / private** keyword)
- Everything is **private** by default
- A **public** member can be accessed by any code with access to the class definition (code that includes the .h file)
- A **private** member can be accessed from other member functions in the class, but *not* by a user of the class

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

⇒ We can protect members by making them **private**

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << _w << " , " << _h << endl; }
double Rectangle::area( void ) const { return _w * _h; }
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
    void print( void ) const;
    double area( void ) const;
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

⇒ We can protect members by making them **private**

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    std::cout << r._w << std::endl;
    return 0;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
```

```
>> g++ main.cpp rectangle.cpp -std=c++11 -pedantic -Wall -Wextra
main.cpp: In function int main() :
main.cpp:6:18: error: double Rectangle::_w is private within this context
    std::cout << r._w << std::endl;
```

^~

```
...
>>
```

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using
void Rectangle::print(
double Rectangle::area( void ) const { return _w * _h ;
```

C++ classes

- We can give read access to **private** member data by defining member functions that return a copy (or a **const** reference)

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    std::cout << r.width() << std::endl;
    return 0;
}
```

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << _w << " , " << _h << endl; }
double Rectangle::area( void ) const { return _w * _h; }
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
    void print( void ) const;
    double area( void ) const;
    double width( void ) const { return _w; }
    double height( void ) const { return _h; }
};
#endif // RECTANGLE_INCLUDED
```


C++ classes

- Making members **private**
 - If we want to ensure that the member data is within a specific range
 - If we need to ensure that member data in the **class** be consistent

rectangle.cpp

```
#include <iostream>
#include <cassert>
#include "rectangle.h"
using std::cout ; using std::endl;
void Rectangle::print( void ) const { cout << _w << " , " << _h << endl; }
void Rectangle::set( double w , double h )
{
    _w = w , _h = h , _a = w*h;
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h , _a;
public:
    void print( void ) const;
    double area( void ) const { return _a; }
    double width( void ) const { return _w; }
    double height( void ) const { return _h; }
};
#endif // RECTANGLE_INCLUDED
```

C++ classes

- C++ also allows us to define a **struct**
 - This is identical to a **class** only by default all members are public

```
rectangle.cpp
#include <iostream>
#include <cassert>
#include "rectangle.h"
void Rectangle::print( void ) const { std::cout << "width
void Rectangle::set( double w , double h )
{
    _w = w , _h = h , _a = w*h;
}
```

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
struct Rectangle
{
    void print( void ) const;
    double area( void ) const { return _a; }
    double width( void ) const { return _w; }
    double height( void ) const { return _h; }
private:
    double _w , _h , _a;
};
#endif // RECTANGLE_INCLUDED
```

Outline

- Exercise 26
- Classes
- **Constructors**
- Review questions

C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r; // Default constructor called here
    ...
}
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;

    void print( void ) const;
    double area( void ) const ;

dif // RECTANGLE_INCLUDED
```

C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed
 - If no constructor is given, C++ implicitly defines one which calls the default constructor for each of the member data.
 - This is only true for classes. Plain Old Data (POD) like ints, floats, etc., values are still not initialized in C++

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;

    void print( void ) const;
    double area( void ) const ;
};
#endif // RECTANGLE_INCLUDED
```

C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed
 - Or the class can provide its own
 - Looks like a function:
 - Whose name is the class name
 - With no (void) arguments
 - With no return type
 - (Usually) this should be public

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    Rectangle( void ){ w = 10 , h = 20; }
    void print( void ) const;
    double area( void ) const ;
};
#endif // RECTANGLE_INCLUDED
```

C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed
 - Or the class can provide its own
 - It can be defined in the class definition (if it's short)

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    Rectangle( void ){ w = 10 , h = 20; }
    void print( void ) const;
    double area( void ) const ;
};
#endif // RECTANGLE_INCLUDED
```

C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed
 - Or the class can provide its own
 - It can be defined in the class definition (if it's short)
 - Or it can be declared in the .h file and defined the .cpp file

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
public:
    double w , h;
    Rectangle( void );
    void print( void ) const;
    double area( void ) const ;
```

rectangle.cpp

```
#include <iostream>
#include "rectangle.h"
Rectangle::Rectangle( void ){ w = 10 , h = 20; }
...
```


C++ Default Constructors

- The *default constructor* is called when no initialization parameters are passed
 - You cannot call the constructor directly.
 - A constructor is called when a new object is declared on the stack or when it is created on the heap using **new**

```
main.cpp
#include "rectangle.h"
int main( void )
{
    Rectangle r;
    Rectangle *rPtr = new Rectangle();
    ...
    return 0;
}
```

C++ Default Constructors

Note:

- We've been using default constructors behind the scenes

main.cpp

```
#include <iostream>
#include <string>
int main( void )
{
    std::string name;
    std::cout << "Please enter your first name: ";
    std::cin >> name;
    std::cout << "Hello, " << name << "!" << std::endl;
    return 0;
}
```

C++ Non-Default Constructors

- Constructors can also take arguments, allowing the caller to “customize” the object

main.cpp

```
#include <iostream>
#include <string>
int main( void )
{
    std::string s1( "hello" );
    std::string s2 = "goodbye";           // std::string s2 = std::string( "goodbye" );
    std::cout << s1 << " " << s2 << std::endl;
    return 0;
}
```

```
>> ./a.out
hello goodbye
>>
```

C++ Non-Default Constructors

- Constructors can also take arguments, allowing the caller to “customize” the object

main.cpp

```
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r1 , r2 ( 5 , 5 );
    std::cout << r1.area() << std::endl;
    std::cout << r2.area() << std::endl;
    return 0;
}
```

```
>> ./a.out
200
25
>>
```

rectangle.h

```
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
    Rectangle( void ){ _w = 10 , _h = 20; }
    Rectangle( int w , int h ){ _w=w , _h=h; }
    ...
};
#endif // RECTANGLE_INCLUDED
```

C++ Non-Default Constructors

- Constructors can also take arguments, allowing the caller to “customize” the object
 - Note that this implies that we can have two functions with the same name but with different arguments*

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
    Rectangle( void ){ _w = 10 , _h = 20; }
    Rectangle( int w , int h ){ _w=w , _h=h; }
    ...
};
#endif // RECTANGLE_INCLUDED
```

*More on function overloading later.

C++ Constructors

- Before the body of the constructor is called, C++ calls the default constructor for each of the member data.

```
main.cpp
#include <iostream>
#include <string>
class MyString
{
public:
    std::string str;
    MyString( void ){ str = "hello"; }
};
int main( void )
{
    MyString s;
    std::cout << s.str << std::endl;
    return 0;
}
```

```
>> ./a.out
hello
>>
```

C++ Constructors

- Before the body of the constructor is called, C++ calls the default constructor for each of the member data.
 - This is inefficient because the default constructor of **MyString** undoes the default construction of **str** with the results of a different constructor
 - We would like to be able to invoke the non-default constructor directly

```
main.cpp
#include <iostream>
#include <string>
class MyString
{
public:
    std::string str;
    MyString( void ){ str = "hello"; }
};
int main( void )
{
    MyString s;
    std::cout << s.str << std::endl;
    return 0;
}
```

```
>> ./a.out
hello
>>
```

C++ Constructors

- *Initializer lists* allow us to specify that a (non-default) constructor should be used to initialize the member directly
 - Before defining the body of the constructor:
 - a ":" followed by a comma-separated list of member constructors

```
main.cpp
#include <iostream>
#include <string>
class MyString
{
public:
    std::string str;
    MyString( void ) : str( "hello" ) {}
};
int main( void )
{
    MyString s;
    std::cout << s.str << std::endl;
    return 0;
}
```

```
>> ./a.out
hello
>>
```


C++ Constructors

- *Initializer lists* allow us to specify that a (non-default) constructor should be used to initialize the member directly
 - Before defining the body of the constructor:
 - a ":" followed by a comma-separated list of member constructors
 - Can also do this for POD types that do not have constructors

```
main.cpp
#include <iostream>
class Foo
{
public:
    int x , y;
    Foo( void ) : x(5) , y(10) {}
};
int main( void )
{
    Foo f;
    std::cout << f.x << " " << f.y << std::endl;
    return 0;
}
```

```
>> ./a.out
5 10
>>
```

C++ Constructors

- *Initializer lists* allow us to specify that a (non-default) constructor should be used to initialize the member directly
 - Before defining the body of the constructor:
 - a ":" followed by a comma-separated list of member constructors
 - Can also do this for POD types that do not have constructors
 - And also for reference member data
 - These *have to* be initialized within an initializer list (otherwise they are in an un-initialized state).

```
main.cpp  
  
class C  
{  
public:  
    int& r;  
    C( int& i ) : r(i){ }  
};  
int main( void )  
{  
    int a;  
    C c( a );  
    return 0;  
}
```

Outline

- Exercise 26
- Classes
- Default constructors
- Review questions

Review Questions

1. What is object-oriented programming?

When the relative functionality is part of the object

Review Questions

2. What is the difference between a public and a private field/member function?

A public field/member can be accessed freely by any code with access to the class definition. A private field/member can only be accessed from other member functions in the class.

Review Questions

3. Do class fields and member functions default to **public** or **private**?

private

Review Questions

4. Can we define member functions in a **struct** in C? How does C++ handle **structs**? Can we do that in C++?

Cannot define member functions in a C **struct**. However, a C++ **struct** is like a C++ **class** but all members are default **public**, so it can have member functions.

Review Questions

5. What is a default constructor?

A member function that C++ calls when you declare a new variable

Review Questions

6. Why is using an initializer list in a **class** constructor a better choice than not using one?

Objects can be initialized with a non-default constructor, instead of having the default constructor called first and then resetting the value.