

# Intermediate Programming

## Day 29

# Outline

- Exercise 28
- Copy constructor
- Function overloading
- Operator overloading
- Review questions

# Exercise 28

Define the constructor.

*grade\_list.cpp*

```
...
GradeList::GradeList( int capacity ) : capacity(capacity) , count(0)
{
    assert( capacity>0 );
    grades = new double[ capacity ];
    assert( grades );
}
...
```

# Exercise 28

Define the `add` member functions.

*grade\_list.cpp*

```
...
void GradeList::add( double grade )
{
    if( count==capacity )
    {
        capacity *=2;
        double *temp = new double[ capacity ];
        for( int i=0 ; i<count ; i++ ) temp[i] = grades[i];
        delete[] grades;
        grades = temp;
    }
    grades[ count++ ] = grade;
}
void GradeList::add( int howmany , double *grades )
{
    for( int i=0 ; i<howmany ; i++ ) add( grades[i] );
}
...
```

# Exercise 28

Define the `clear` member function.

*grade\_list.cpp*

```
...  
void GradeList::clear( void )  
{  
    delete[] grades;  
    capacity = 1;  
    grades = new double[capacity];  
    assert( grades );  
    count = 0;  
}  
...
```

```
...  
void GradeList::clear( void )  
{
```

## Exercise 20

```
>> valgrind --leak-check=full ./main1  
...  
==1538562==  
==1538562== HEAP SUMMARY:  
==1538562==      in use at exit: 64 bytes in 1 blocks  
==1538562==    total heap usage: 9 allocs, 8 frees, 74,016 bytes allocated  
==1538562==  
==1538562== 64 bytes in 1 blocks are definitely lost in loss record 1 of 1  
==1538562==    at 0x484322F: operator new[](unsigned long) (vg_replace_malloc.c:640)  
==1538562==    by 0x401757: GradeList::add(double) (grade_list.cpp:44)  
==1538562==    by 0x40183F: GradeList::add(int, double*) (grade_list.cpp:59)  
==1538562==    by 0x401431: main (main1.cpp:24)  
==1538562==  
==1538562== LEAK SUMMARY:  
==1538562==    definitely lost: 64 bytes in 1 blocks  
==1538562==    indirectly lost: 0 bytes in 0 blocks  
==1538562==    possibly lost: 0 bytes in 0 blocks  
==1538562==    still reachable: 0 bytes in 0 blocks  
==1538562==    suppressed: 0 bytes in 0 blocks  
==1538562==  
==1538562== For lists of detected and suppressed errors, rerun with: -s  
==1538562== ERROR SUMMARY: 1 errors from 1 contexts (suppressed: 0 from 0)  
>>
```

# Exercise 28

Declare and define the destructor.

*grade\_list.cpp*

```
...
GradeList::~GradeList( void )
{
    delete[] grades;
    capacity = 0;
    count = 0;
}
...
```

*grade\_list.h*

```
...
class GradeList
{
public:
    ...
    ~GradeList( void );
    ...
};
...
```

# Exercise 28

Declare and define the destructor.

*grade\_list.cpp*

```
...
GradeList::~GradeList( void )
{
    delete[] grades;
    capacity = 0;
    count = 0;
}
...
```

*grade\_list.h*

```
>> valgrind --leak-check=full ./main1
...
==1537987==
==1537987== HEAP SUMMARY:
==1537987==      in use at exit: 0 bytes in 0 blocks
==1537987==    total heap usage: 9 allocs, 9 frees, 74,016 bytes allocated
==1537987==
==1537987== All heap blocks were freed -- no leaks are possible
==1537987==
==1537987== For lists of detected and suppressed errors, rerun with: -s
==1537987== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
>>
```



# Exercise 28

Declare and define the default constructor.

```
grade_list.h  
  
...  
class GradeList  
{  
public:  
    ...  
    GradeList( int capacity );  
    ...  
};  
...
```



```
grade_list.h  
  
...  
class GradeList  
{  
public:  
    ...  
    GradeList( int capacity=1 );  
    ...  
};  
...
```

# Exercise 28

Declare and define the *begin* and *end* member functions.

```
                                grade_list.h  
...  
class GradeList  
{  
public:  
    ...  
    GradeList( int capacity=1 );  
    double *begin( void ){ return grades; }  
    double * end( void ){ return grades+count; };  
    ...  
};  
...
```

# Outline

- Exercise 28
- **Copy constructor**
- Function overloading
- Operator overloading
- Review questions

# Copy Constructor

In addition to the default and non-default constructors C++ supports a *copy constructor* to construct one object from another.

# Copy Constructor

In addition to the default and non-default constructors, you can define a *copy constructor* to construct one object from another.

- If you don't define one, C++ will create an implicitly defined copy constructor for you, which copies the member data.

```
main.cpp
#include <iostream>
#include "rectangle.h"
int main( void )
{
    Rectangle r1(10,20); // non-default ctor
    Rectangle r2(r1);     // copy ctor:
                          //  _w and _h copied
                          //  into r2 from r1

    return 1;
}
```

```
rectangle.h
#ifndef RECTANGLE_INCLUDED
#define RECTANGLE_INCLUDED
class Rectangle
{
    double _w , _h;
public:
    Rectangle( double w=0 , double h=0 )
        : _w(w) , _h(h) { }
};
#endif // RECTANGLE_INCLUDED
```

# Copy Constructor

In addition to the default and non-default constructors, you can define a *copy constructor* to construct one object from another.

- If you don't define one, C++ will create an implicitly defined copy constructor for you, which copies the member data.
- But sometimes you may want to create your own.

```
main.cpp
#include <iostream>
class Array
{
public:
    int sz , *values;
    Array( int s )
        : sz( s ) , values( new int [sz] ) {}
    ~Array( void ){ delete[] values; }
};

int main( void )
{
    Array a( 10 );
    Array b( a );
    return 0;
}
```

```
>> ./a.out
free(): double free detected in tcache 2
Abort (core dumped)
>>
```

# Copy Constructor

In addition to the default and non-default  
*copy constructor* to construct one object

*main.cpp*

```
#include <iostream>
class Array
{
public:
    int sz , *values;
    Array( int s )
        : sz( s ) , values( new int [sz] ) {}
    ~Array( void ){ delete[] values; }
```

```
>> valgrind --leak-check=full ./a.out
...
==1568619== Invalid free() / delete / delete[] / realloc()
==1568619==    at 0x484565B: operator delete[](void*) (vg_replace_malloc.c:1103)
==1568619==    by 0x401290: Array::~~Array() (foo.cpp:7)
==1568619==    by 0x4011BC: main (foo.cpp:14)
==1568619== Address 0x4db6c80 is 0 bytes inside a block of size 40 free'd
==1568619==    at 0x484565B: operator delete[](void*) (vg_replace_malloc.c:1103)
==1568619==    by 0x401290: Array::~~Array() (foo.cpp:7)
==1568619==    by 0x4011B0: main (foo.cpp:14)
==1568619== Block was alloc'd at
==1568619==    at 0x484322F: operator new[](unsigned long) (vg_replace_malloc.c:640)
==1568619==    by 0x401259: Array::Array(int) (foo.cpp:6)
==1568619==    by 0x40118F: main (foo.cpp:11)
...
>>
```

ected in tcache 2

# Copy Constructor

In addition to the default and non-default constructors, you can define a *copy constructor* to construct one object from another.

- If you don't define one, C++ will create an implicitly defined copy constructor for you, which copies the member data.
- But sometimes you may want to create your own.

```
main.cpp
#include <iostream>
class Array
{
public:
    int sz , *values;
    Array( int s )
        : sz( s ) , values( new int [sz] ) {}
    ~Array( void ){ delete[] values; }
};

int main( void )
{
    Array a( 10 );
    Array b(a);
    return 0;
}
```

```
>> ./a.out
free(): double free detected in tcache 2
Abort (core dumped)
>>
```

The default constructor sets `b.values` to `a.values` so both point to the same memory.  
⇒ When destructor is called for `b`, it tries to delete memory that was already deleted when the destructor for `a` was called.



# Copy Constructor

In addition to the default and non-default constructors, you can define a *copy constructor* to construct one object from another.

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- But sometimes you may want to create your own.

```
main.cpp
#include <iostream>
class Array
{
public:
    int sz , *values;
    Array( int s )
        : sz( s ) , values( new int [sz] ) {}
    Array( const Array &a )
        : sz( a.sz ) , values( new int[sz] )
        {
            for( unsigned int i=0 ; i<sz ; i++ )
                values[i] = a.values[i];
        }
    ~Array( void ){ delete[] values; }
};

int main( void )
{
    Array a( 10 );
    Array b( a );
    return 0;
}
```

# Copy Constructor

In addition to the default and non-default constructors, you can define a *copy constructor* to construct one object from another.

- If you don't define one, C++ will create an implicitly defined copy constructor for you, which copies the member data.
- But sometimes you may want to create

```
main.cpp
#include <iostream>
class Array
{
public:
    int sz , *values;
    Array( int s )
        : sz( s ) , values( new int [sz] ) {}
    Array( const Array &a )
        : sz( a.sz ) , values( new int[sz] )
        {
            for( unsigned int i=0 ; i<sz ; i++ )
                values[i] = a.values[i];
        }
};
```

```
values; }
```

```
>> valgrind --leak-check=full ./a.out
...
==1570511== HEAP SUMMARY:
==1570511==      in use at exit: 0 bytes in 0 blocks
==1570511==    total heap usage: 3 allocs, 3 frees, 72,784 bytes allocated
==1570511==
==1570511== All heap blocks were freed -- no leaks are possible
==1570511==
==1570511== For lists of detected and suppressed errors, rerun with: -s
==1570511== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
>>
```

# Copy Constructor

In addition to the default and non-default constructors C++ supports a *copy constructor* to construct one object from another.

- Called when constructing an object using another (including using the assignment operator, "=", when declaring a variable)
- Called when passing an argument to a function by value.
- May be called when returning an object from a function (defined on the function stack).\*

\*Return value optimization may keep it from being invoked in this case.

# Copy Constructor

In addition to the default and non-deep *copy constructor* to construct one object

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- May be called when returning an object from a function (defined on the function stack).\*

\*Return value optimization may keep it from being invoked in this

```
main.cpp
#include <iostream>
using std::cout ; using std::endl;

struct S
{
    S( void ){ cout << "default ctor called" << endl; }
    S( const S &s ){ cout << "copy ctor called" << endl; }
};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
default ctor called
copy ctor called
>>
```

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};

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{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

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>> ./a.out
default ctor called
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copy ctor called
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    S( const S &s ){ cout << "copy ctor called" << endl; }
};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
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# Copy Constructor

In addition to the default and non-deep *copy constructor* to construct one object

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};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
default ctor called
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# Copy Constructor

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    S( void ){ cout << "default ctor called" << endl; }
    S( const S &s ){ cout << "copy ctor called" << endl; }
};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
default ctor called
copy ctor called
>>
```



# Copy Constructor

In addition to the default and non-deep *copy constructor* to construct one object

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    S( const S &s ){ cout << "copy ctor called" << endl; }
};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
default ctor called
copy ctor called
>>
```

# Copy Constructor

In addition to the default and non-deep *copy constructor* to construct one object

- Called when constructing an object using another (including using the assignment operator, "=", when declaring a variable)
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{
    S( void ){ cout << "default ctor called" << endl; }
    S( const S &s ){ cout << "copy ctor called" << endl; }
};

S foo1( void )
{
    S s;
    return s;
}

void foo2( S s ){}

int main( void )
{
    S s1;
    S s2(s1) , s3=s1;
    s1 = foo1();
    foo2( s1 );
    return 1;
}
```

```
>> ./a.out
default ctor called
copy ctor called
copy ctor called
default ctor called
copy ctor called
>>
```

# Outline

- Exercise 28
- Copy constructor
- **Function overloading**
- Operator overloading
- Review questions

# Overloading

- In C++, the compiler can distinguish between functions which have the same name but different numbers/types of parameters (the functions have different *signatures*)
  - The compiler will use the argument types to determine which function to call

```
main.cpp
#include <iostream>
using namespace std;

void PrintType( int ){ cout << "int" << endl; }
void PrintType( float ){ cout << "float" << endl; }

int main(void)
{
    PrintType( 1 );
    PrintType( 1.f );
    return 0;
}
```

```
>> ./a.out
int
float
>>
```

# Overloading

- In C++, the compiler can distinguish between functions which have the same name but different numbers/types of parameters (the functions have different *signatures*)

- The compiler will use the argument types to determine which function to call

- Note:

If the argument type does not match one of the types with which the function is defined, the compiler can't figure out which to cast to!

```
main.cpp
#include <iostream>
using namespace std;

void PrintType( int ){ cout << "int" << endl; }
void PrintType( float ){ cout << "float" << endl; }

int main(void)
{
    PrintType( 1.0 );
    return 0;
}
```

```
>> ++ main.cpp -std=c++11 -pedantic -Wall -Wextra
main.cpp:9:18: error: call of overloaded 'PrintType(double)' is ambiguous
    PrintType( 1.0 );
                ^
...
```

# Overloading

- In C++, the compiler can distinguish between functions which have the same name but different numbers/types of parameters (the functions have different *signatures*)
  - The compiler will use the argument types to determine which function to call
  - It cannot distinguish between functions based on their output type – the return type is not part of the signature.

```
main.cpp
#include <iostream>
using namespace std;

int GetType( void ){ return 1; }
float GetType( void ){ return 1.f; }

int main(void)
{
    int i = GetType();
```

```
>> g++ -std=c++11 -Wall -Wextra main.cpp
main.cpp: In function float GetType() :
main.cpp:5:7: error: ambiguating new declaration of float GetType()
    float GetType ( void ){ return 1.f; }
        ^~~
>>
```

# Overloading

- In C++, the compiler can distinguish between the same name but different numbers/types; functions have different *signatures*
  - The compiler will use the argument types to determine which function to call
  - It cannot distinguish between functions based on their output type – the return type is not part of the signature.
  - You can overload member functions.

```
main.cpp
#include <iostream>
using std::cout ; using std::endl;

struct MyStruct
{
    void print( int ) { cout << "int" << endl; }
    void print( float ) { cout << "float" << endl; }
};

int main(void)
{
    MyStruct ms;
    ms.print( 1 );
    ms.print( 1.f );
    return 0;
}
```

```
>> ./a.out
int
float
>>
```

# Overloading

- In C++, the compiler can distinguish between the same name but different numbers/types of arguments (if functions have different *signatures*)
  - The compiler will use the argument types to determine which function to call
  - It cannot distinguish between functions based on their output type – the return type is not part of the signature.
  - You can overload member functions.
  - You can overload based on whether the argument, or even the member function itself, is **const**. – the **const** designator is part of the signature.

```
main.cpp
#include <iostream>
using std::cout ; using std::endl;

struct MyStruct
{
    void print() const { cout << "const" << endl; }
    void print() { cout << "non-const" << endl; }
};

void PrintConst( const MyStruct &ms )
{
    ms.print();
}

void PrintNonConst( MyStruct &ms )
{
    ms.print();
}

int main(void)
{
    MyStruct ms;
    PrintConst( ms );
    PrintNonConst( ms );
    return 0;
}
```

```
>> ./a.out
const
non-const
>>
```



# Outline

- Exercise 28
- Copy constructor
- Function overloading
- **Operator overloading**
- Review questions

# Overloading

- Some classes "naturally" define operators
  - Using full-fledged names can get cumbersome and hard to read

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float x( void ) const { return _v[0]; }
    float y( void ) const { return _v[1]; }
};
Point2D Add( Point2D p1 , Point2D p2 );
Point2D Scale( Point2D p , float s );
```

*main.cpp*

```
#include <iostream>
#include "Point2D.h"
using namespace std;

int main( void )
{
    Point2D p(0,0) , q(1,1);
    Point2D avg = Scale( Add(p,q) , 0.5f );
    cout << "( " << avg.x() << " , " << avg.y() << " )" << endl;
    return 0;
}
```

```
>> ./a.out
( 0.5 , 0.5 )
>>
```

# Overloading

- In C++, using the keyword **operator**, we can also overload operators liked +, -, \*, /, <, |, &, [], (), ==, !=, <<, etc.

```
<return type> operator <operator name> ( <operator arg(s)> )  
{  
    <operator body>  
}
```

# Overloading

- In C++, using the keyword **operator**, we can also overload operators liked +, -, \*, /, <, |, &, [], (), ==, !=, <<, etc.

<return type> operator <operator name> ( <operator arg(s)> )

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const { return _v[i]; }
};
Point2D operator + ( Point2D p1 , Point2D p2 );
Point2D operator - ( Point2D p1 , Point2D p2 );
Point2D operator * ( Point2D p , float s );
Point2D operator / ( Point2D p , float s );
Point2D operator * ( float s , Point2D p );
```

*main.cpp*

```
#include <iostream>
#include "Point2D.h"
using namespace std;

int main( void )
{
    Point2D p(0,0) , q(1,1);
    Point2D avg = ( p + q ) / 2;
    cout << "( " << avg[0] << " , " << avg[1] << " )" << endl;
    return 0;
}
```

```
>> ./a.out
( 0.5 , 0.5 )
>>
```

# Overloading

- We can also have class methods be operators
  - The first argument is the object itself

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*main.cpp*

```
#include <iostream>
#include "Point2D.h"
using namespace std;

int main( void )
{
    Point2D p(0,0) , q(1,1);
    Point2D avg = ( p + q ) / 2;
    cout << "( " << avg[0] << " , " << avg[1] << " )" << endl;
    return 0;
}
```

```
>> ./a.out
( 0.5 , 0.5 )
>>
```

# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
```

# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
Point2D Point2D::operator + ( Point2D p ) const
{
    return Point2D( _v[0] + p._v[0] , _v[1] + p._v[1] );
}
```

# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
Point2D Point2D::operator + ( Point2D p ) const
{
    return Point2D( _v[0] + p._v[0] , _v[1] + p._v[1] );
}
Point2D Point2D::operator * ( float s ) const
{
    return Point2D( _v[0] * s , _v[1] * s );
}
```



# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
Point2D Point2D::operator + ( Point2D p ) const
{
    return Point2D( _v[0] + p._v[0] , _v[1] + p._v[1] );
}
Point2D Point2D::operator * ( float s ) const
{
    return Point2D( _v[0] * s , _v[1] * s );
}
Point2D Point2D::operator - ( Point2D p ) const
{
    return (*this) + ( p * -1.f );
}
```

# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
Point2D Point2D::operator + ( Point2D p ) const
{
    return Point2D( _v[0] + p._v[0] , _v[1] + p._v[1] );
}
Point2D Point2D::operator * ( float s ) const
{
    return Point2D( _v[0] * s , _v[1] * s );
}
Point2D Point2D::operator - ( Point2D p ) const
{
    return (*this) + ( p * -1.f );
}
Point2D Point2D::operator / ( float s ) const
{
    return (*this) * (1.f/s);
}
```

# Overloading

- In terms of implementation:

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    Point2D( float x=0 , float y=0 );
    float operator[] ( int i ) const{ return _v[i]; }
    Point2D operator + ( Point2D p ) const;
    Point2D operator - ( Point2D p ) const;
    Point2D operator * ( float s ) const;
    Point2D operator / ( float s ) const;
};
Point2D operator * ( float s , Point2D p );
```

*Point2D.cpp*

```
...
Point2D::Point2D( float x , float y ){ _v[0] = x , _v[1] = y };
Point2D Point2D::operator + ( Point2D p ) const
{
    return Point2D( _v[0] + p._v[0] , _v[1] + p._v[1] );
}
Point2D Point2D::operator * ( float s ) const
{
    return Point2D( _v[0] * s , _v[1] * s );
}
Point2D Point2D::operator - ( Point2D p ) const
{
    return (*this) + ( p * -1.f );
}
Point2D Point2D::operator / ( float s ) const
{
    return (*this) * (1.f/s);
}
Point2D operator * ( float s , Point2D p ){ return p*s; }
```

# Overloading

- We could also overload the operators `+=`, `-=`, `*=`, `/=` etc.

*Point2D.h*

```
class Point2D
{
    float _v[2];
public:
    ...
    Point2D &operator += ( Point2D p );
    Point2D &operator -= ( Point2D p );
    Point2D &operator *= ( float s );
    Point2D &operator /= ( float s );
};
```

*Point2D.cpp*

```
...
Point2D &Point2D::operator += ( Point2D p )
{
    _v[0] += p._v[0]; _v[1] += p._v[1];
    return *this;
}
Point2D &Point2D::operator *= ( float s )
{
    _v[0] *= s; _v[1] *= s;
    return *this;
}
Point2D &Point2D::operator -= ( Point2D p )
{
    return (*this) += ( p * -1.f );
}
Point2D &Point2D::operator /= ( float s )
{
    return (*this) *= ( 1.f/s );
}
```

## Note:

These operators return a reference to the object itself, allowing us to chain operators like `( p+=q ) *= 3;`

# Overloading

- We would also like to support streaming output using the << operator
  - This is a function that takes two arguments
    - The output stream
    - The object to be written
  - And returns a reference to the output stream (so we can chain outputs)

*Point2D.h*

```
#include <iostream>
class Point2D
{
    float _v[2];
public:

    ...
};
```

*Point2D.cpp*

```
...
std::ostream& operator << ( std::ostream &os , Point2D p )
{
    return os << "( " << p[0] << " , " << p[1] << " )";
}
```

# Overloading

- We would also like to support streaming output using the << operator
  - This is a function that takes two arguments
    - The output stream
    - The object to be written
  - And returns a reference to the output stream (so we can chain outputs)
- Using the **friend** keyword, we can give an external function, operator, or class access to the **private** class members

*Point2D.h*

```
#include <iostream>
class Point2D
{
    float _v[2];
public:
    friend std::ostream& operator << (std::ostream &, Point2D);
    ...
};
```

*Point2D.cpp*

```
...
std::ostream& operator << ( std::ostream& os , Point2D p )
{
    return os << "( " << p._v[0] << " , " << p._v[1] << " )";
}
```

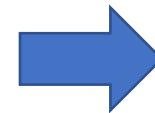
# Overloading

- Operator overloading allows us to write succinct, but still readable, code

*main.cpp*

```
#include <iostream>
#include "Point2D.h"
using namespace std;

int main( void )
{
    Point2D p(0,0) , q(1,1);
    Point2D avg = Scale( Add(p,q) , 0.5f );
    cout << "( " << avg.x() << " , " << avg.y() << " )" << endl;
    return 0;
}
```



*main.cpp*

```
#include <iostream>
#include "Point2D.h"
using namespace std;

int main( void )
{
    Point2D p(0,0) , q(1,1);
    cout << ( p + q ) / 2 << endl;
    return 0;
}
```

# Outline

- Exercise 28
- Copy constructor
- Function overloading
- Operator overloading
- Review questions



# Review questions

1. What is overloading in C++?

When we create two functions with the same name but different arguments

# Review questions

2. Can you overload a function with the same name, same parameters, but different return type?

No

# Review questions

3. Is it true that we can overload all the operators of a class?

Almost (operators like `::` and`.` cannot be overloaded)

# Review questions

4. What is a copy constructor? When will it be called?

A copy constructor initializes a new object by copying information from the argument. It is called when making an explicit call to the copy constructor, sending an object to a function by argument using pass-by-value, and returning a class object from a function by value.

# Review questions

5. What happens if you don't define a copy constructor?

C++ generates a default (shallow) copy constructor that copies over the individual fields.

# Review questions

6. What is the *friend* keyword? When do we use it?

This keyword signifies that some other class/function has access to an object's private members. It's used when we would like to define functions (like stream insertion/extraction) that need access to the private data but are not (can't be) members of the class.

# Exercise 29

- Website -> Course Materials -> Exercise 29