

# 601.220 Intermediate Programming

Initialization and assignment

# Initialization & assignment

We know there is a difference between `==` and `=`

But there are two kinds of `=`:

- `=` in a declaration, like `int a = 4;` (initialization)
- `=` elsewhere, like `a = 4;` (assignment)

# Initialization and assignment

```
// complex.h:
#include <iostream>

class Complex {
public:
    Complex() : Complex(0.0, 0.0) {
        std::cout << "Default" << std::endl;
    }

    Complex(double r, double i) : real(r), imag(i) {
        std::cout << "Non-default" << std::endl;
    }

    // Copy constructor
    Complex(const Complex& c) :
        real(c.real), imag(c.imag) {
        std::cout << "Copy" << std::endl;
    }

    Complex& operator=(const Complex& rhs) {
        std::cout << "Assign" << std::endl;
        real = rhs.real;
        imag = rhs.imag;
        return *this;
    }

    double get_real() const { return real; }
    double get_imag() const { return imag; }

private:
    double real, imag;
};
```

# Initialization and assignment

```
// complex_main.cpp:
#include <iostream>
#include "complex.h"

using std::cout; using std::endl;

int main() {
    Complex c;    //default (no-argument) constructor call
    Complex c2 = {4.9, 0.5};    // = in declaration: *initialization*
    Complex c3 = c;    // = in declaration; also *initialization*
    c3 = c2;    // = outside declaration: *assignment*
    if(c3.get_real() == 4.9) { // == is *equality testing*
        cout << "Real part of c3 is equal to 4.9" << endl;
    }
    return 0;
}
```

# Initialization & assignment

```
Complex c;    //default (no-argument) constructor call
Complex c2 = {4.9, 0.5};    // = in declaration: *initialization*
Complex c3 = c;    // = in declaration; also *initialization*
c3 = c2;    // = outside declaration: *assignment*
if(c3.get_real() == 4.9) { // == is *equality testing*
    cout << "Real part of c3 is equal to 4.9" << endl;
}
```

```
$ g++ -std=c++11 -Wall -Wextra -pedantic -o complex_main complex_main.cpp
$ ./complex_main
Non-default
Default
Non-default
Copy
Assign
Real part of c3 is equal to 4.9
```

# Quiz!

What output is printed by the following program?

```
#include <iostream>
```

```
int x = 0;
```

```
class Foo {
```

```
public:
```

```
    Foo() { x++; }
```

```
    Foo(const Foo &obj) { x += 3; }
```

```
    Foo& operator=(const Foo &obj)
```

```
        { x += 2; return *this; }
```

```
};
```

```
int main() {
```

```
    Foo f1;
```

```
    Foo f2(f1);
```

```
    Foo f3 = f1;
```

```
    f3 = f1;
```

```
    std::cout << x << std::endl;
```

```
    return 0;
```

```
}
```

A. 0

B. 4

C. 8

D. 9

E. Some other value is printed