

C++

程式語言（二）

Introduction to Programming (II)

Constructors & Destructors

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Platform/IDE/Resources

- Dev-C++



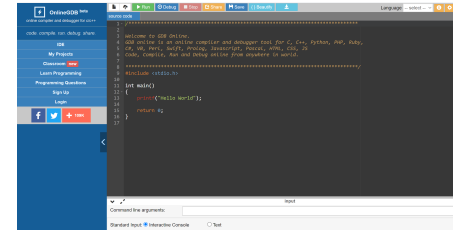
<https://www.pngegg.com/en/search?q=Dev-C>

- Codeblocks

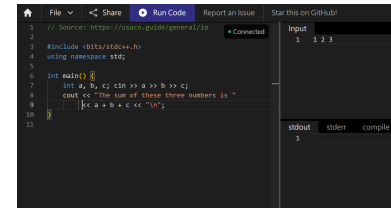


<https://icons8.com/icons/set/code-blocks>

- OnlineGDB (<https://www.onlinegdb.com/>)



- Real-Time Collaborative Online IDE (<https://ide.usaco.guide/>)



- Other resources:

- MIT OpenCourseWare - Introduction to C++ [[link](#)].
- Learning C++ Programming [[Programiz](#)].
- GeeksforGeeks [[link](#)]

Constructors

- Each class defines how objects of its type can be initialized.
- Classes control object initialization by defining one or more special member functions known as **constructors**.
- A constructor: **initialize the data members of a class object**.
 - A constructor is run whenever an object of a class type is created.
- It's very useful for setting initial values for certain member variables.

Constructors

- The compiler generates a default constructor, called **synthesized default constructor**, automatically only if a class declares no constructors.
- **Note:** for some classes, the synthesized default constructor does the **wrong** thing.

Constructors

Refer to: https://www.tutorialspoint.com/cplusplus/cpp_constructor_destructor.htm

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

class Line {
public:
    void setLength( double len );
    double getLength( void );
    Line(); // the constructor
private:
    double length;
};
```

```
Line::Line(void) {
    cout << "Object is being created\n";
}
void Line::setLength(double len) {
    length = len;
}
double Line::getLength(void) {
    return length;
}
```

```
int main() {
    Line line;

    line.setLength(6.0); // set line length
    cout << "Length of line : " << line.getLength() << endl;

    return 0;
}
```

Object is being created
Length of line : 6

Constructors

Refer to: https://www.tutorialspoint.com/cplusplus/cpp_constructor_destructor.htm

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

class Line {
public:
    void setLength( double len );
    double getLength( void );
    Line() = default;
    // synthesized default constructor
private:
    double length;
};
```

```
void Line::setLength(double len) {
    length = len;
}
double Line::getLength(void) {
    return length;
}
```

```
int main() {
    Line line;

    line.setLength(6.0); // set line length
    cout << "Length of line : " << line.getLength() << endl;

    return 0;
}
```

Length of line : 6

Parameterized Constructors

Refer to: https://www.tutorialspoint.com/cplusplus/cpp_constructor_destructor.htm

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

class Line {
public:
    void setLength( double len );
    double getLength( void );
    Line(double len);
    // constructor with parameters
private:
    double length;
};
```

```
Line::Line(double len) {
    cout << "Object is being created, "
    << "length = " << len << endl;
    length = len;
}
void Line::setLength(double len) {
    length = len;
}
double Line::getLength(void) {
    return length;
}
```

```
int main() {
    Line line(10.0);

    cout << "Length of line : " << line.getLength() <<endl;
    line.setLength(6.0);
    cout << "Length of line : " << line.getLength() <<endl;
    return 0;
}
```

```
Object is being created, length = 10
Length of line : 10
Length of line : 6
```

Constructor_INITIALIZER List

Refer to: https://www.tutorialspoint.com/cplusplus/cpp_constructor_destructor.htm

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

class Line {
public:
    void setLength( double len );
    double getLength(void);
    Line() = default;
    Line(double len): length(len) {};
private:
    double length;
};
```

```
void Line::setLength(double len) {
    length = len;
}
double Line::getLength(void) {
    return length;
}
```

```
int main() {
    Line line1, line2(10.0);
    cout << "Length of line1: " << line1.getLength() <<endl;
    cout << "Length of line2: " << line2.getLength() <<endl;
    line1.setLength(6.0);
    cout << "Length of line1: " << line1.getLength() <<endl;
    return 0;
}
```

```
Length of line1: 4.68426e-310
Length of line2: 10
Length of line1: 6
```


Destructors (1/3)

- **Destructors** do whatever work is needed to **free** the resources used by an object and **destroy** the **nonstatic data members** of the object.
- The destructor is a member function with the name of the class prefixed by a tilde (~).
- It has **no return value** and takes **no parameters**.
 - Cannot be overloaded.
 - There is always only one destructor for a given class.

```
class Foo {  
public:  
    ~Foo(); // destructor  
    // ...  
};
```

Destructors (2/3)

- A destructor also has a function body and a destruction part.
- In a destructor:
 - The function body is executed first, and then the members are destroyed.
 - Members are destroyed in reverse order from the order in which they were initialized.
- The function body of a destructor does whatever operations the class designer wishes to have executed subsequent to the last use of an object.
 - Typically, the destructor **frees resources** an object allocated during its lifetime.

Destructors (3/3)

- The destruction part is implicit.
 - What happens when a member is destroyed depends on the type of the member.
 - Members of class type are destroyed by running the member's own destructor.
- The built-in types do not have destructors, so nothing is done to destroy members of built-in type.

Destructor Examples

Refer to: https://www.tutorialspoint.com/cplusplus/cpp_constructor_destructor.htm

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

class Line {
public:
    void setLength( double len );
    double getLength( void );
    Line();    // constructor
    ~Line();   // destructor

private:
    double length;
};
```

```
int main() {
    Line line;
    line.setLength(6.0);
    cout << "Length of line : "
         << line.getLength() << endl;
    return 0;
}
```

```
Line::Line(void) {
    cout << "Object is being created"
         << endl;
}
Line::~~Line(void) {
    cout << "Object is being deleted"
         << endl;
}
void Line::setLength(double len) {
    length = len;
}
double Line::getLength(void) {
    return length;
}
```

```
Object is being created
Length of line : 6
Object is being deleted
```

Destructor Examples

Refer to: <https://onlinegdb.com/QK8YB6RBP>

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

class Line {
public:
    void setLength( double len );
    double getLength( void );
    Line();    // constructor
    ~Line() { cout << "An object with length " << length << " is out!" << endl;} ;

private:
    double length;
};
```

```
void Line::setLength(double len) {
    length = len;
}

double Line::getLength(void) {
    return length;
}
```

```
int main() {
    Line line1, line2(10.0);
    cout << "Length of line1: " << line1.getLength() << endl;
    cout << "Length of line2: " << line2.getLength() << endl;
    line1.setLength(6.0);
    cout << "Length of line1: " << line1.getLength() << endl;
    return 0;
}
```

```
Length of line2: 10
Length of line1: 6
An object with length 10 is out!
An object with length 6 is out!
```

Exercise

- Add constructor(s) and a destructor to the following class

```
class rectangle {
public:
    typedef int unit;
    void area();
    void set(unit wd, unit ht);
private:
    unit width;
    unit height;
};
```

```
void rectangle::set(unit wd, unit ht)
{
    width = wd;
    height = ht;
}
```

```
void rectangle::area()
{
    cout << "The area: " << width * height << endl;
}
```

```
int main() // DO NOT modify main()
{
    rectangle obj, obj2(2,5); //creating object of rectangle class
    rectangle::unit x, y;
    cin >> x;
    cin >> y;
    obj.set(x, y);
    obj.area();
    obj2.area();
    return 0;
}
```

Copy Constructor

- Reference:
 - <https://courses.cs.washington.edu/courses/cse333/12su/lectures/lec11.pdf>
- An Example of "**Person**":
 - <https://onlinegdb.com/8EeWdA3zv>

Another Example

-from cplusplus.com

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

class Example {
    string* ptr;
public:
    // constructors:
    Example(): ptr(new string) {}
    Example (const string& str): ptr(new string(str)) {}
    // destructor:
    // since we dynamically allocate a string
    ~Example () {delete ptr;}
    // access content:
    const string& content() const {return *ptr;}
};

int main () {
    Example foo;
    Example bar ("NTOU CSE IS THE BEST!");
    cout << "bar's content: " << bar.content() << '\n';
    return 0;
}
```


More on the Copy Constructor

<https://www.cplusplus.com/doc/tutorial/classes2/>

```
MyClass::MyClass (const MyClass&);
```

If a class has no custom copy nor move constructors (or assignments) defined, an *implicit copy constructor* is provided.

This copy constructor simply performs a copy of its own members.
For example,

```
class MyClass {  
public:  
    int a, b;  
    string c;  
};
```

An implicit copy constructor is automatically defined and is equivalent to

```
MyClass::MyClass(const MyClass& x) :  
    a(x.a), b(x.b), c(x.c) {}
```

When is the copy constructor called?

<https://www.cplusplus.com/doc/tutorial/classes2/>

```
MyClass foo;  
MyClass bar {foo};           // object initialization: copy constructor called  
MyClass baz = foo;          // object initialization: copy constructor called  
foo = bar;                   // object already initialized: copy assignment called
```

```
MyClass& operator= (const MyClass& x) {  
    delete ptr;  
    ptr = new string (x.content());  
    return *this;  
}
```

Operator overloaded
(We will discuss about it in the future.)

Another Example (Destructor + Copy Constructor)

-from cplusplus.com

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

class Example {
    string* ptr;
public:
    // constructors:
    Example(): ptr(new string) {}
    Example (const string& str): ptr(new string(str)) {}
    Example (const Example& x): ptr(new string(x.content())) {}
    // destructor:
    ~Example () {delete ptr;}
    // access content:
    const string& content() const {return *ptr;}
};

void main () {
    Example foo("TKU CSIE IS THE BEST!");
    Example bar = foo;

    cout << "bar's content: " << bar.content() << '\n';
}
```

*Move Constructor

<https://www.cplusplus.com/doc/tutorial/classes2/>

```
MyClass (MyClass&&);           // move-constructor  
MyClass& operator= (MyClass&&); // move-assignment
```

- Similar to copying, moving also uses the value of an object to set the value to another object.
- But, unlike copying, the content is actually transferred from one object (the source) to the other (the destination):
 - **The source loses that content**, which is taken over by the destination.
 - This moving only happens when the source of the value is an *unnamed* object.

```
MyClass fn();           // function returning a MyClass object  
MyClass foo;           // default constructor  
MyClass bar = foo;      // copy constructor  
MyClass baz = fn();    // move constructor  
foo = bar;              // copy assignment  
baz = MyClass();        // move assignment
```