Fortran classes and objects

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Classes and objects

Fortran classes are based on `type` objects, a little like the analogy between C++ `struct` and `class` constructs.

New syntax for specifying methods.

Object is type with methods

You define a type as before, with its data members, but now the type has a `contains`.

```
Type,public :: Point
   real(8) :: x,y
 contains
   procedure, public :: set
   procedure, public :: length
   procedure, public :: distance
End type Point
```

Methods have object as argument

You define functions that accept the type as first argument, but instead of declaring the argument as `type`, you define it as `class`.

The members of the class object have to be accessed through the % operator.

```
subroutine set(p,xu,yu)
  implicit none
  class(point) :: p
  real(8),intent(in) :: xu,yu
  p%x = xu; p%y = yu
end subroutine set
```

Objects definition, method invocation

Class objects are defined as `type` objects, just as if there were no class functions on them. The class functions are accessed as

```
object%function(arg1,arg2)
```

where the arguments do not include the `class` argument.

```
use PointClass
implicit none
type(Point) :: p1,p2

call p1%set(1.d0,1.d0)
call p2%set(4.d0,5.d0)
```

Use modules!

It is of course best to put the type definition and method definitions in a module, so that you can `use` it.

Mark methods as `private` so that they can only be used as part of the `type`:

```
Module PointClass
private
contains
End Module PointClass
```

Point program

```
Module PointClass
  Type,public :: Point
     real(8) :: x,y
   contains
     procedure, public :: set
     procedure, public :: distance
  End type Point

private
contains

  subroutine set(p,xu,yu)
    implicit none
    class(point) :: p
    real(8),intent(in) :: xu,yu
    p%x = xu; p%y = yu
  end subroutine set

End Module PointClass

Program PointTest
 use PointClass
 implicit none
 type(Point) :: p1,p2

 call p1%set(1.d0,1.d0)
 call p2%set(4.d0,5.d0)

 print *,"Distance:",p1%distance(p2)

End Program PointTest
```

Exercise 1

Take the point example program and add a distance function.