

# Learn You a C++ for Great Good

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# C++ In a Nutshell

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# Basic difference between C and C++

C makes it easy to shoot  
yourself in the foot; C++  
makes it harder, but when  
you do it blows your whole  
leg off

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Bjarne Stroustrup  
The Creator of C++

## 3D $y = Mx + b$ in C

```
// Add Two 3D Vectors
```

```
Vec3d add_vec3d_vec3d(Vec3d, Vec3d);
```

```
//Multiply 3x3 Matrix with Vec3d
```

```
Vec3d mult_mat3x3_vec3d(Mat3x3, Vec3d);
```

```
// Y = Mx+b
```

```
Vec3d y = add_vec3d_vec3d(  
    mult_mat3x3_vec3d(M, x), b  
);
```

## 3D $y = Mx + b$ in C++

```
Vec3d y = M*x + b; //Obvious
```



# Cool C++ Features

- New/Delete instead of Malloc/Free
- Function Overloading
- Objects
- More "control" over scope
  - Namespaces
  - Membership Resolution
- Template Metaprogramming
- Runtime Exceptions

**Lets Dive in to C++**

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# Function Overloading

In C, function names must be unique.

```
int    add (int x, int y);  
float add (float x, float y); //Compile time error
```

Developers conventionally encode the input and output types in the name. For example:

```
int    add_i (int x, int y);  
float add_f (float x, float y);
```



## Function Overloading Cont.

C++ added the concept of **Name Mangling** to the compiler. Functions with the same "names" but different parameters get assigned unique identifiers at compile time!

## Function Overloading Cont.

For example g++ will compile the following two functions

```
int    add (int x, int y);  
float add (float x, float y);
```

And the output will look like this (note: using the `nm` command)

```
__Z3addff  
__Z3addii
```

Here the `__Z` is a reserved label for the compiler (so we don't need to care about it). The `3` means the function "name" is the next 3 characters. Finally, the `ff` and `ii` indicate two float and two int input parameters respectively.

# Objects

C style structs are really just "Plain Old Data" (POD). And any API using these structs operates on some reference to an object.

```
typedef struct Michael {
    int    age;
    bool   isAwesome;
} Michael;

Michael* constructMichael(){
    Michael* m = (Michael*)malloc(sizeof(Michael));
    m->age = 24; m->isAwesome = true; return m}

void destroyMichael(Michael* thisMichael)
{ free(thisMichael); }

void isMichaelAwesome(Michael* thisMichael)
{ printf("true"); /*Assumed*/ }
```

## Basic Objects in C++

C++ Allows you to embed all this crap directly "in" the object. The compiler will create functions with an implicit pointer to the current object (this).

```
class Michael{  
    private:  
        int _age;  
        bool _isAwesome; //only Michael can modify this  
    public:  
        Michael(void) { _age = 24; _isAwesome = true; }  
        ~Michael(void) { /*Destructor not necessary*/ }  
        bool isAwesome(void){ return _isAwesome; }  
};
```

# Basic Objects in C++

The previous C++ class is roughly equivalent to the following.

```
struct Michael{
    int _age;
    bool _isAwesome;
};

Michael createMichael()
{ Michael m; m._age = 24; m._isAwesome = true;
  return m; }

void destroyMichael(Michael* this)
{ /*Destructor not necessary*/ }

bool isAwesome(Michael* m){ return m->_isAwesome; }
```

## Basic Objects in C++

However, since the `_age` and `_isAwesome` are private to Michael the following is invalid.

```
Michael m;  
m._isAwesome = false;    // compile time error  
cout << m._age << endl; // compile time error
```

Only members of the Michael class have access to private fields, however everyone has access to the public space.

```
Michael m;  
cout << m.isAwesome() << endl; //Valid and Assumed
```

Conceptually, the object lifecycle is pretty simple.

1. Programmer creates the object by calling some constructor
2. Programmer uses object
3. Object destructor called automatically when object is out of scope or if manually deleted via `delete`.

# Object Lifecycles: Constructors

Constructors literally construct types. For example, a constructor might initialize variables, set some sort of state, allocate space on the heap, or even copy objects.

Constructors are functions with the same name as the class. A few special case constructors:

- Default constructor has no input parameters
- Copy constructors take some reference to an object of the same type
- Move constructors (noteworthy, but not important for this class :) )



# Object Lifecycles: Constructors

Imagine we have a Pokemon class:

```
Pokemon() //Default Constructor  
{ type = nullptr; moveSet.append(Tackle(pp=25));  
  health = 10; ...}
```

```
Pokemon(string mType, int mHealth, ...)  
{ type = new PokeType(mType); ... }
```

```
//Pass by const lvalue reference  
Pokemon(const Pokemon& that) // Copy Constructor  
{ copy(that); return this; }
```

# Object Lifecycles: Destructors

Destructors literally destroy objects, and by default they do nothing. Destructors are only necessary to help clean up after the object. For example, use destructors to:

- delete (free) any memory dynamically allocated by the class
- notify engine of object destruction (Advanced and rarely used)

**Destructors are called when objects go out of scope (automatically added by compiler) or when they are deleted.**  
Think about why this is awesome (hint: containers of objects).

## Object Lifecycles: Destructors

So for our Pokemon example, we need a destructor to free up the Pokemon type data.

```
~Pokemon(){  
    if(type)  
        delete type;  
    ...  
}
```

# Object Lifecycles: The Human Class

```
#include <iostream>
#include <string>
using namespace std;
class Human{ //private by default
    string name;
public:
    Human(string name): name(name)
    { cout <<"Constructing: " << name << endl; }
    ~Human(){ cout << "RIP: " << name << endl; }
};
```

## Object Lifecycles: Example 1

```
int main(){  
    Human m = Human("Ash Ketchum");  
    cout << "Gotta Catchem All" << endl;  
    return 0;  
}
```

# Object Lifecycles: Example 1

This Outputs

**Constructing:** Ash Ketchum

Gotta Catchem All

**RIP:** Ash Ketchum

## Object Lifecycles: Example 2

```
void foo(){ Human m("Jim-Bob-Joe"); }

int main(){
    Human m = Human("Ash Ketchum");
    foo();
    cout << "Gotta Catchem All" << endl;
    return 0;
}
```

## Object Lifecycles: Example 2

This Outputs

Constructing: Ash Ketchum

Constructing: Jim-Bob-Joe

RIP: Jim-Bob-Joe

Gotta Catchem All

RIP: Ash Ketchum



## Object Lifecycles: Example 3

```
int main(){  
    Human* m = new Human("Ash Ketchum");  
    delete m;  
    cout << "Cant Catchem All" << endl;  
    return 0;  
}
```

## Object Lifecycles: Example 3

This Outputs

`Constructing: Ash Ketchum`

`RIP: Ash Ketchum`

`Cant Catchem All`

# Object Operator Overloading

You can also define operators the same way you define functions!

```
Vec2d operator + (Vec2d a, Vec2d b)  
{ return Vec2d(a.x + b.x, a.y + b.y); }
```

```
Vec2d operator + (Vec2d a, double b)  
{ return Vec2d(a.x + b, a.y + b); }
```

```
Vec2d operator + (double b, Vec2d a)  
{ return Vec2d(a.x + b, a.y + b); }
```

# Namespaces and Scope Resolution

- Namespaces == named scope/block of code
  - Useful for big projects/libraries
- Scope resolution operator, `Scope::Qualified_Name`

```
namespace Vallath{  
    int magicMathFunction(...); //Probably has bugs  
}  
  
namespace Michael{  
    int magicMathFunction(...); //Always Perfect  
}  
  
...  
  
//Use the function in the Michael namespace  
int byteMe = Michael::magicMathFunction(...);
```

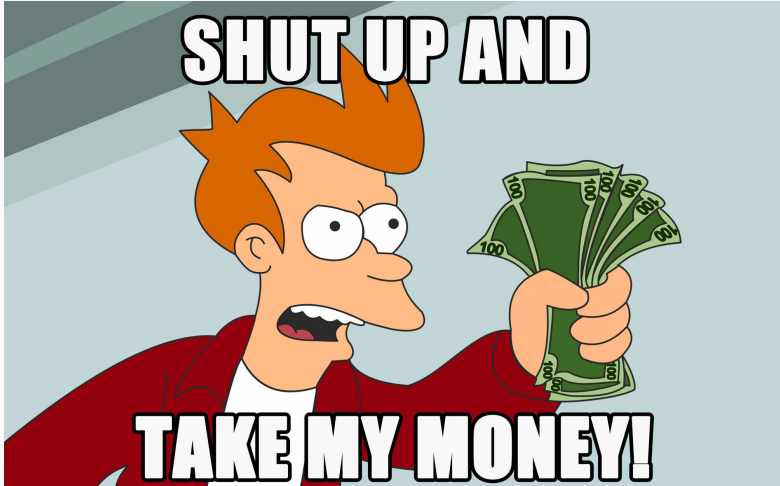
# Namespaces and Scope Resolution

Scope resolution super useful for embedded types

```
class Vector{
    ...
    class iterator{...};
    iterator begin(void){...}
    iterator end(void){...}
};
...
// Iterate through the Vector elements
for(Vector::iterator i = mVec.begin();
    i != mVec.end(); i++){
    ...
}
```

## Basic Takeaways

- Proper use of constructors/destructors makes it easier to debug memory leaks
- Objects encapsulate both logic and variables meaning code is smaller, is cleaner, and, generally, does more with less
- Language basics help expose more bugs at compile time
- C++ super scalable as compared to C
- Despite being more generic and reusable, many of the C++ STL datastructures and algorithms outperform hand tuned C code!



## Templates: Make Magic by Exploiting Types