

Objects and classes

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Classes

Classes look a bit like structures

Code:

```
class Vector {  
public:  
    double x,y;  
};  
  
int main() {  
    Vector p1;  
    p1.x = 1.; // This Is Not A Good Idea  
    . See later.  
    p1.y = 2.; // same  
    cout << "sum of components: "  
        << p1.x+p1.y << endl;
```

Output

[geom] pointstruct:

sum of components: 3

Class definition versus object declaration.
We'll get to that 'public' in a minute.

Class initialization and use

Use a *constructor*: function with same name as the class.

```
class Vector {  
private: // recommended!  
    double vx,vy;  
public:  
    Vector( double x,double y ) {  
        vx = x; vy = y;  
    }  
};
```

```
Vector p1(1.,2.);
```

Example of accessor functions

Getting and setting of members values is done through accessor functions:

```
class Vector {
private: // recommended!
    double vx,vy;
public:
    Vector( double x,double y ) {
        vx = x; vy = y;
    };

    double y() { return vy; };
    void setx( double newx ) {
        vx = newx; };
    void sety( double newy ) {
        vy = newy; };
}; // end of class definition

public:
    double x() { return vx; };
    Vector p1(1.,2.);
```

Usage:

```
p1.setx(3.12);
/* ILLEGAL: p1.x() = 5; */
cout << "P1's x=" << p1.x() << endl;
```

Public versus private

- Implementation: data members, keep private,
- Interface: public functions to get/set data.
- Protect yourself against inadvertant changes of object data.
- Possible to change implementation without rewriting calling code.

Private access gone wrong

We make a class for points on the unit circle

You don't want to be able to change just one of x, y !

```
class UnitCirclePoint {  
private:  
    float x,y;  
public:  
    UnitCirclePoint(float x) {  
        setx(x); };  
    void setx(float newx) {  
        x = newx; y = sqrt(1-x*x);  
    };  
};
```

In general: enforce predicates on the members.

Member default values

Class members can have default values, just like ordinary variables:

```
class Point {  
private:  
    float x=3., y=.14;  
private:  
    // et cetera  
}
```

Each object will have its members initialized to these values.

Member initializer lists

Other syntax for initialization:

```
class Vector {  
private:  
    double x,y;  
public:  
    Vector( double userx,double usery ) : x(userx),y(usery) {  
    }
```

advantages

Allows for reuse of names:

Code:

```
class Vector {  
private:  
    double x,y;  
public:  
    Vector( double x,double y ) : x(x),y(  
        y) {  
    }  
    /* ... */  
    Vector p1(1.,2.);  
    cout << "p1 = "  
        << p1.getx() << ", " << p1.gety()  
        << endl;
```

Output

[geom] pointinitxy:

p1 = 1,2

Also saves on constructor invocation if the member is an object.

Initializer lists

Initializer lists can be used as denotations.

```
Point(float ux,float uy) {  
    /* ... */  
    Rectangle(Point bl,Point tr) {  
        /* ... */  
        Point origin{0.,0.};  
        Rectangle lielow( origin, {5,2} );  
    }  
}
```

Methods

Functions on objects

Code:

```
class Vector {
private:
    double vx,vy;
public:
    Vector( double x,double y ) {
        vx = x; vy = y;
    };
    double length() {
        return sqrt(vx*vx + vy*vy); };
    double angle() {
        return 0.; /* something trig */; };
};

int main() {
    Vector p1(1.,2.);
    cout << "p1 has length "
         << p1.length() << endl;
```

Output

[geom] pointfunc:

p1 has length 2.23607

We call such internal functions 'methods'.

Exercise 1

Make class `Point` with a constructor

```
Point( float xcoordinate, float ycoordinate );
```

Write the following methods:

- `distance_to_origin` returns a float.
- `printout` uses `cout` to display the point.
- `angle` computes the angle of vector (x,y) with the x -axis.

Methods that alter the object

Code:

```
class Vector {  
    /* ... */  
    void scaleby( double a ) {  
        vx *= a; vy *= a; };  
    /* ... */  
};  
  
/* ... */  
Vector p1(1.,2.);  
cout << "p1 has length "  
      << p1.length() << endl;  
p1.scaleby(2.);  
cout << "p1 has length "  
      << p1.length() << endl;
```

Output

[geom] pointscaleby:

```
p1 has length 2.23607  
p1 has length 4.47214
```

Methods that create a new object

Code:

```
class Vector {  
    /* ... */  
    Vector scale( double a ) {  
        return Vector( vx*a, vy*a );  
    }  
    /* ... */  
};  
  
/* ... */  
cout << "p1 has length "  
    << p1.length() << endl;  
Vector p2 = p1.scale(2.);  
cout << "p2 has length "  
    << p2.length() << endl;
```

Output

[geom] pointscale:

p1 has length 2.23607
p2 has length 4.47214

Default constructor

```
Vector v1(1.,2.), v2;  
cout << "v1 has length " << v1.length() << endl;  
v2 = v1.scale(2.);  
cout << "v2 has length " << v2.length() << endl;
```

gives (g++; different for intel):

```
pointdefault.cxx: In function 'int main()':  
pointdefault.cxx:32:21: error: no matching function for call to  
      'Vector::Vector()'  
      Vector v1(1.,2.), v2;
```

The problem is with v2. How is it created? We need to define two constructors:

```
Vector() {};  
Vector( double x, double y ) {  
    vx = x; vy = y;  
};
```

Exercise 2

Extend the `Point` class of the previous exercise with a method: `distance` that computes the distance between this point and another: if `p,q` are `Point` objects,

```
p.distance(q)
```

computes the distance between them.

Hint: remember the 'dot' notation for members.

Exercise 3

Write a method `halfway_point` that, given two `Point` objects `p,q`, construct the `Point` halfway, that is, $(p + q)/2$.

You can write this function directly, or you could write functions `Add` and `Scale` and combine these.

Access to internals

Class initialization and use

Use a *constructor*: function with same name as the class.

```
class Vector {  
private: // recommended!  
    double vx,vy;  
public:  
    Vector( double x,double y ) {  
        vx = x; vy = y;  
    }  
};
```

```
Vector p1(1.,2.);
```

Accessor for setting private data

Class methods:

```
public:  
    double x() { return vx; };  
    double y() { return vy; };  
    void setx( double newx ) {  
        vx = newx; };  
    void sety( double newy ) {  
        vy = newy; };
```

Use accessor functions!

```
class PositiveNumber { /* ... */ }  
class Point {  
private:  
    // data members  
public:  
    Point( float x,float y ) { /* ... */ };  
    Point( PositiveNumber r,float theta ) { /* ... */ };  
    float get_x() { /* ... */ };  
    float get_y() { /* ... */ };  
    float get_r() { /* ... */ };  
    float get_theta() { /* ... */ };  
};
```

Functionality is independent of implementation.

Exercise 4

Make a class `LinearFunction` with a constructor:

```
LinearFunction( Point input_p1,Point input_p2 );
```

and a function

```
float evaluate_at( float x );
```

which you can use as:

```
LinearFunction line(p1,p2);  
cout << "Value at 4.0: " << line.evaluate_at(4.0) << endl;
```


Exercise 5

Make a class `LinearFunction` with two constructors:

```
LinearFunction( Point input_p2 );  
LinearFunction( Point input_p1, Point input_p2 );
```

where the first stands for a line through the origin.
Implement again the `evaluate` function so that

```
LinearFunction line(p1,p2);  
cout << "Value at 4.0: " << line.evaluate_at(4.0) << endl;
```

Classes for abstract objects

Objects can model fairly abstract things:

Code:

```
class stream {  
private:  
    int last_result{0};  
public:  
    int next() {  
        return last_result++; }  
};  
  
int main() {  
    stream ints;  
    cout << "Next: "  
        << ints.next() << endl;  
    cout << "Next: "  
        << ints.next() << endl;  
    cout << "Next: "  
        << ints.next() << endl;  
}
```

Output

[object] stream:

```
Next: 0  
Next: 1  
Next: 2
```

Project Exercise 6

Write a class `primegenerator` that contains

- members `how_many_primes_found` and `last_number_tested`,
- a method `nextprime`;
- Also write a function `isprime` that does not need to be in the class.

Your main program should look as follows:

```
cin >> nprimes;
primegenerator sequence;
while (sequence.number_of_primes_found() < nprimes) {
    int number = sequence.nextprime();
    cout << "Number " << number << " is prime" << endl;
}
```

Project Exercise 7

The *Goldbach conjecture* says that every even number, from 4 on, is the sum of two primes $p + q$. Write a program to test this for the even numbers up to a bound that you read in.

This is a great exercise for a top-down approach! Make an outer loop over the even numbers e . In each iteration, make a `primegenerator` object to generate p values. For each p test whether $e - p$ is prime.

For each even number e then print e, p, q , for instance:

The number 10 is 3+7

If multiple possibilities exist, only print the first one you find.

Turn it in!

- If you have compiled your program, do:

```
sdstestgold yourprogram.cc
```

where 'yourprogram.cc' stands for the name of your source file.

- Is it reporting that your program is correct? If so, do:

```
sdstestgold -s yourprogram.cc
```

where the -s flag stands for 'submit'.

- If you don't manage to get your code working correctly, you can submit as incomplete with

```
sdstestgold -i yourprogram.cc
```

More about constructors

Copy constructor

- Several default copy constructors are defined
- They copy an object:
 - simple data, including pointers
 - included objects recursively.
- You can redefine them as needed, for instance for deep copy.

```
class has_int {  
private:  
    int mine{1};  
public:  
    has_int(int v) {  
        cout << "set: " << v <<  
        endl;  
        mine = v; };  
    has_int( has_int &h ) {  
        auto v = h.mine;  
        cout << "copy: " << v <<  
        endl;  
        mine = v; };  
    void printme() { cout  
        << "I have: " << mine <<  
        endl; };  
};
```

Copy constructor in action

Code:

```
has_int an_int(5);  
has_int other_int(an_int);  
an_int.printme();  
other_int.printme();
```

Output

[object] copyscalar:

```
set: 5  
copy: 5  
I have: 5  
I have: 5
```


Copying is recursive

Class with a vector:

```
class has_vector {  
private:  
    vector<int> myvector;  
public:  
    has_vector(int v) { myvector.push_back(v); };  
    void set(int v) { myvector.at(0) = v; };  
    void printme() { cout  
        << "I have: " << myvector.at(0) << endl; };  
};
```

Copying is recursive, so the copy has its own vector:

Code:

```
has_vector a_vector(5);  
has_vector other_vector(a_vector);  
a_vector.set(3);  
a_vector.printme();  
other_vector.printme();
```

Output

[object] copyvector:

```
I have: 3  
I have: 5
```

Destructor

- Every class `myclass` has a *destructor* `~myclass` defined by default.
- The default destructor does nothing:

```
~myclass() {};
```

- A destructor is called when the object goes out of scope.
Great way to prevent memory leaks: dynamic data can be released in the destructor. Also: closing files.

Destructor example

Destructor called implicitly:

Code:

```
class SomeObject {
public:
    SomeObject() {
        cout << "calling the constructor"
              << endl;
    };
    ~SomeObject() {
        cout << "calling the destructor"
              << endl;
    };
};

/* ... */
cout << "Before the nested scope"
     << endl;
{
    SomeObject obj;
    cout << "Inside the nested scope"
         << endl;
```

Output

[object] destructor:

```
make[4]: ./destructor: No such file or directory
make[4]: *** [run_destructor] Error 1
```

Other object stuff

Class prototypes

Header file:

```
class something {  
public:  
    double somedo(vector);  
};
```

Implementation file:

```
double something::somedo(vector v) {  
    .... something with v ....  
};
```

Strangely, data members also go in the header file.