

# Class relations: has-a

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# Has-a relationship

A class usually contains data members. These can be simple types or other classes. This allows you to make structured code.

```
class Course {  
private:  
    Person the_instructor;  
    int year;  
}  
class Person {  
    string name;  
    ....  
}
```

This is called the *has-a relation*.

# Literal and figurative has-a

A line segment has a starting point and an end point.

A Segment class can store those points:

```
class Segment {  
private:  
    Point starting_point,  
          ending_point;  
public:  
    Point get_the_end_point() {  
        return ending_point; }  
}  
  
...  
Segment somesegment;  
Point somepoint =  
    somesegment.  
    get_the_end_point();
```

or store one and derive the other:

```
class Segment {  
private:  
    Point starting_point;  
    float length,angle;  
public:  
    Point get_the_end_point() {  
        /* some computation from  
        the  
        starting point */ }  
}
```

Implementation vs API: implementation can be very different from user

# Exercise 1

- Make a class `Rectangle` (sides parallel to axes) with a constructor:

```
Rectangle(Point bl, float w, float h);
```

The logical implementation is to store these quantities.  
Implement methods

```
float area(); float rightedge(); float topedge();
```

- Add a second constructor

```
Rectangle(Point bl, Point tr);
```

Can you figure out how to use member initializer lists for the constructors?

- Write another version of your class so that it stores two `Point` objects.

# Polymorphism in constructors

You have to decide what to store and what to derive, but you can construct two ways:

```
class Segment {  
private:  
    // up to you how to implement!  
public:  
    Segment( Point start, float length, float angle )  
        { .... }  
    Segment( Point start, Point end ) { ... }
```

Advantage: with a good API you can change your mind about the implementation without bothering the user.