Fortran classes and objects

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Spring 2019



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 for the methods:

```
Module multmod
                                  Program Multiply
                                    use multmod
  type Scalar
                                    implicit none
     real(4) :: value
   contains
                                    type(Scalar) :: x
                                    real(4) :: y
     procedure,public :: print
                                    x = Scalar(-3.14)
     procedure, public :: scaled
  end type Scalar
                                    call x%print()
                                    y = x\%scaled(2.)
contains! methods
                                    print '(f7.3)',y
end Module multmod
                                  end Program Multiply
```



Method definition

```
subroutine print(me)
  implicit none
  class(Scalar) :: me
  print '("The value is",f7.3)',me%value
end subroutine print
function scaled(me,factor)
  implicit none
  class(Scalar) :: me
  real(4) :: scaled,factor
  scaled = me%value * factor
end function scaled
```



Class organization

- You're pretty much forced to use Module
- A class is a Type with a contains clause followed by procedure declaration
- Actual methods go in the contains part of the module
- First argument of method is the object itself.



Point program

```
Module PointClass

Type,public :: Point
    real(8) :: x,y
    contains
    procedure, public ::
    distance
    End type Point
contains
    ! ....

End Module PointClass
```

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

p1 = point(1.d0,1.d0)
  p2 = point(4.d0,5.d0)

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

End Program PointTest



Exercise 1

Take the point example program and add a distance function:

```
Type(Point) :: p1,p2
! initialize
dist = p1%distance(p2)
```



Exercise 2

Write a method add for the Point type:

```
Type(Point) :: p1,p2,sum
! initialize
sum = p1%add(p2)
```

What is the return type of the function add?

