

Basic syntax in C++

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Brief History of C

- ▷ C was developed in 1967 mainly as a language for writing operating systems and compilers
 - Think about the gcc compiler and Linux today
 - You can compile the gcc compiler yourself
 - You can get the latest linux kernel (core of the linux operating system) from www.kernels.org and compile it yourself
- ▷ C was the evolution of two previous languages: B and BCPL
 - Both used to develop early versions of UNIX at Bell Labs
- ▷ C became very popular and was ported to variety of different hardware platforms
 - C was standardized in 1990 by International Organization for Standardization (ISO) and American National Standards Institute (ANSI)
 - ANSI/ISO 9899: 1990

Object Oriented Programming and Birth of C++

- ▷ By 1970's the difficulties of maintaining very large software projects for companies and businesses had lead to structured programming
 - From Wikipedia:
Structured programming can be seen as a subset or subdiscipline of procedural programming, one of the major programming paradigms. It is most famous for removing or reducing reliance on the GOTO statement (also known as "go to")
- ▷ By late 70's a new programming paradigm was becoming trendy: object orientation
- ▷ In early 1980's Bjarne Stroustrup developed C++ using features from C but adding capabilities for object orientation

What is 'Object Oriented Programming` anyway?

- ▷ Objects are software units modelled after entities in real life
 - Objects are entities with attributes: length, density, elasticity, thermal coefficient, color
 - Objects have a behavior and provide functionalities
 - A door can be opened
 - A car can be driven
 - A harmonic oscillator oscillates
 - A nucleus can decay
 - A planet moves in an orbit
- ▷ Object orientation means writing your program in terms of well defined units (called objects) which have attributes and offer functionalities
 - Program consists in interaction between objects using methods offered by each of them

C++ is not C !

- ▷ Don't be fooled by the name!
- ▷ C++ was developed to overcome limitations of C and improve upon it
 - C++ looks like C but feels very differently
 - C++ shares many basic functionalities but improves upon many of them
 - For example input/output significantly better in C++ than in C
- ▷ C excellent language for structural programming
 - Focused around actions on data structures
 - Provides methods which act on data and create data
- ▷ C++ focused on inter-action between objects
 - Objects are ‘smart’ data structures: data with behavior!

What You Need to compile your C++ Program?

- ▷ On Linux machines you should have the g++ compiler installed by default
- ▷ On Windows you can use the C++ compiler provided by the free version of Visual Studio
- ▷ On Mac OS, you can install the g++ compiler via XCode, available for free on Mac App Store
- ▷ The easiest way is to use the virtual box available on the course website



Structure of a C++ Program

```
// your first C++ application!
#include <iostream> // required to perform C++ stream I/O

// function main begins program execution
int main() {
    return 0; // indicate that program ended successfully
} // end function main
```

Precompiler/Preprocessor Directives

What is the preprocessor? What does it do?

```
// your first C++ application!
#include <iostream> // required to perform C++ stream I/O

// function main begins program execution
int main() {
    return 0; // indicate that program ended successfully
} // end function main
```

iostream will be included before compiling this code!

What does the Preprocessor do?

Pre-compile only

```
// Foo.h
class Foo {
public:
    Foo() {};
    Foo(int a) { x_ = a; };

private:
    int x_;
};
```

```
// ExamplePreprocessor.cpp
#include "Foo.h"

int main() {
    return 0;
}
```

```
$ g++ -E ExamplePreprocessor.cpp > prep.cc
$ cat prep.cc
# 1 "ExamplePreprocessor.cpp"
# 1 "<built-in>"
# 1 "<command line>"
# 1 "ExamplePreprocessor.cpp"

# 1 "Foo.h" 1
class Foo {
public:
    Foo() {};
    Foo(int a) { x_ = a; };

private:
    int x_;
};
# 3 "ExamplePreprocessor.cpp" 2

int main() {

    return 0;
}
```

- ▷ Replace user directives with requested source code
 - Foo.h is included in ExamplePreprocessor.cpp

Comments in C++

```
// your first C++ application!
#include <iostream> // required to perform C++ stream I/O

// function main begins program execution
int main() {
    return 0; // indicate that program ended successfully

} // end function main
```

- ▷ Comments preceded by //
- Can start anywhere in the program either at the beginning or right after a statement in the middle of the line

Compiling a C++ application

```
$ g++ -o Welcome Welcome.cpp
```

Name of the binary output

C++ file to compile and link

```
$ ls -l
-r--r--r-- 1 rahatlou None    1379 Apr 18 22:55
Welcome.cpp
-rwxr-xr-x 1 rahatlou None 476600 Apr 18 22:57
Welcome
```

- ▷ We will be using the free compiler gcc throughout the examples in this course

Some basic aspects of C++

- ▷ All statements must end with a semi-colon ;
 - Carriage returns are not meaningful and ignored by the compiler
- ▷ Comments are preceded by **//**
 - Comments can be an entire line or in the middle of the line after a statement
- ▷ Any C++ application must have a **main** method
- ▷ **main** must return an **int**
 - Return value can be used by user/client/environment
 - E.g. to understand if there was an error condition

What about changing a different type of **main**?

```
// VoidMain.cpp
#include <iostream>
using namespace std;

void main() {
    // no return type
} // end function main
```

```
$ g++ -o VoidMain VoidMain.cpp
VoidMain.cpp:6: error: `main' must return `int'
```

- ▷ Compiler requires **main** to return an **int** value!
- ▷ Users must simply satisfy this requirement
 - If you need a different type there is probably a mistake in your design!

Typical Compilation Errors So Far

```
// BadCode1.cpp
#include <iostream>
using namespace std;

int main() { // main begins here

    int nIterations;

    cout << "How many
          iterations? "; // cannot break in the middle of the string!

    cin >> nIteration; // wrong name! the s at the end missing

    // print message to STDOUT
    cout << "Number of requested iterations: " << nIterations << endl;

    return 0 // ; is missing!

} // end of main
```

```
$ g++ -o BadCode1 BadCode1.cpp
BadCode1.cpp: In function `int main()':
BadCode1.cpp:9: error: missing terminating " character
BadCode1.cpp:10: error: `iterations' undeclared (first use this function)
BadCode1.cpp:10: error: (Each undeclared identifier is reported only once for each function
it appears in.)
BadCode1.cpp:10: error: missing terminating " character
BadCode1.cpp:12: error: `nIteration' undeclared (first use this function)
BadCode1.cpp:12: error: expected `:' before ';' token
BadCode1.cpp:12: error: expected primary-expression before ';' token
BadCode1.cpp:19: error: expected `;' before '}' token
```

Some C reminders

Always initialise your variables!

```
// tinput_bad2.cc
#include <iostream>
using namespace std;

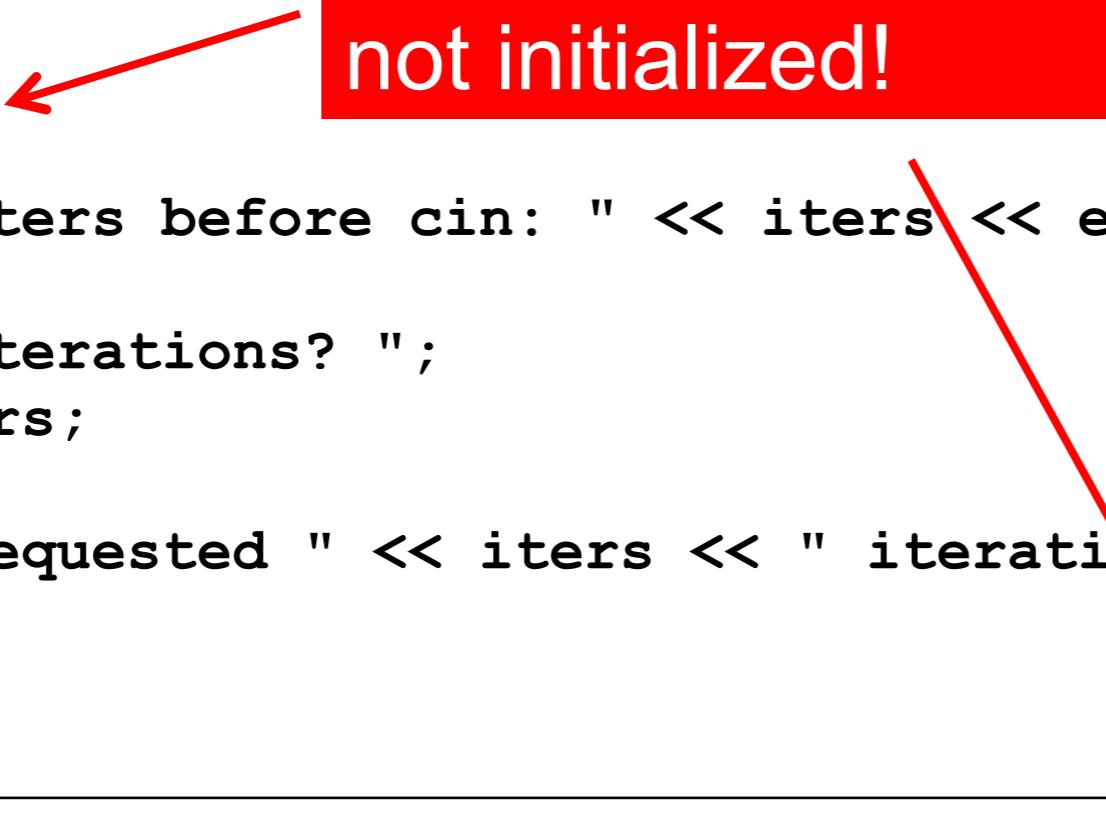
int main() {
    int iters;
    cout << "iters before cin: " << iters << endl;

    cout << "iterations? ";
    cin >> iters;

    cout << "requested " << iters << " iterations" << endl;

    return 0;
}
```

Random value since not initialized!



```
$ g++ -Wall -o tinput_bad2 tinput_bad2.cc
$ ./tinput_bad2
iters before cin: 134514841
iterations? 3
requested 3 iterations
$ ./tinput_bad2
iters before cin: 134514841
iterations? er
requested 134514841 iterations
```

Arrays (same as in C)

```
// vect3.cc
#include <iostream>
using namespace std;

int main() {

    float vect[3] = {0.4,1.34,56.156}; // vector of int
    float v2[3];
    float v3[] = { 0.9, -0.1, -0.65}; // array of size 3

    for(int i = 0; i<3; ++i) {
        cout << "i: " << i << "\t"
            << "vect[" << i << "]: " << vect[i] << "      \t"
            << "v2[" << i << "]: " << v2[i] << " \t"
            << "v3[" << i << "]: " << v3[i]
            << endl;
    }

    return 0;
}
```

Index of arrays starts from 0 !!

v2[0] is the first elements of array v2 of size 3.

v2[2] is the last element of v2

What happened to v2?

```
$ g++ -o vect3 vect3.cc
$ ./vect3
i: 0      vect[0]: 0.4
i: 1      vect[1]: 1.34
i: 2      vect[2]: 56.156
```

v2[0]: 5.34218e+36
v2[1]: 2.62884e-42
v2[2]: 3.30001e-39

v3[0]: 0.9
v3[1]: -0.1
v3[2]: -0.65

Arrays and Pointers

- The name of the array is a pointer to the first element of the array

```
// array.cpp
#include <iostream>
using namespace std;

int main() {

    int vect[3] = {1,2,3}; // vector of int
    int v2[3]; //what is the default value?
    int v3[] = { 1, 2, 3, 4, 5, 6, 7 }; // array of size 7

    int* d = v3;
    int* c = vect;
    int* e = v2;

    for(int i = 0; i<5; ++i) {
        cout << "i: " << i << ", d = " << d << ", *d: " << *d;
        ++d;
        cout << ", c = " << c << ", *c: " << *c;
        ++c;
        cout << ", e = " << e << ", *e: " << *e << endl;
        ++e;
    }
    return 0;
}
```

```
$ g++ -o array array.cc
$ ./array
i: 0, d = 0x23eec0, *d: 1, c = 0x23eef0, *c: 1, e = 0x23eee0, *e: -1
i: 1, d = 0x23eec4, *d: 2, c = 0x23eef4, *c: 2, e = 0x23eee4, *e: 2088773120
i: 2, d = 0x23eec8, *d: 3, c = 0x23eef8, *c: 3, e = 0x23eee8, *e: 2088772930
i: 3, d = 0x23eecc, *d: 4, c = 0x23eefc, *c: 1627945305, e = 0x23eeee, *e: 2089866642
i: 4, d = 0x23eed0, *d: 5, c = 0x23ef00, *c: 1876, e = 0x23eef0, *e: 1
```

What happened to e?

Another bad example of using arrays

```
// vect2.cc
#include <iostream>
using namespace std;

int main() {

    float vect[3] = {0.4,1.34,56.156}; // vector of int
    float v2[3]; // use default value 0 for each element
    float v3[] = { 0.9, -0.1, -0.65, 1.012, 2.23, -0.67, 2.22 }; // array of size 7

    for(int i = 0; i<5; ++i) {
        cout << "i: " << i << "\t"
            << "vect[" << i << "]": " << vect[i] << " \t"
            << "v2[" << i << "]": " << v2[i] << " \t"
            << "v3[" << i << "]": " << v3[i]
            << endl;
    }

    return 0;
}
```

Accessing out of range component!

```
$ g++ -o vect2 vect2.cc
$ ./vect2
i: 0    vect[0]: 0.4          v2[0]: 5.34218e+36      v3[0]: 0.9
i: 1    vect[1]: 1.34         v2[1]: 2.62884e-42      v3[1]: -0.1
i: 2    vect[2]: 56.156       v2[2]: 3.30001e-39      v3[2]: -0.65
i: 3    vect[3]: 5.60519e-45   v2[3]: 1.57344e+20      v3[3]: 1.012
i: 4    vect[4]: 1.72441e+20   v2[4]: 0.4              v3[4]: 2.23
```

Example of Bad non-initialized Arrays

```
// vect1.cc
#include <iostream>
#include <cmath>

using namespace std;

int main() {

    float vect[3]; // no initialization

    cout << "printing garbage since vector not initialized" << endl;
    for(int i=0; i<3; ++i) {
        cout << "vect[" << i << "] = " << vect[i]
            << endl;
    }

    vect[0] = 1.1;
    vect[1] = 20.132;
    vect[2] = 12.66;

    cout << "print vector after setting values" << endl;
    for(int i=0; i<3; ++i) {
        cout << "vect[" << i << "] = " << vect[i] << "\t"
            << "sqrt( vect[" << i << "] ) = " << sqrt(vect[i])
            << endl;
    }

    return 0;
}
```

```
$ ./vect1
printing garbage since vector not initialized
vect[0] = 2.62884e-42
vect[1] = NaN
vect[2] = 0
print vector after setting values
vect[0] = 1.1           sqrt( vect[0] ) = 1.04881
vect[1] = 20.132        sqrt( vect[1] ) = 4.48687
vect[2] = 12.66         sqrt( vect[2] ) = 3.55809
```

Control Statements in C++

```
// SimpleIf.cpp
#include <iostream>
using namespace std;

int main() { // main begins here

    if( 1 == 0 ) cout << "1==0" << endl;

    if( 7.2 >= 6.9 ) cout << "7.2 >= 6.9" << endl;

    bool truth = (1 != 0);
    if(truth) cout << "1 != 0" << endl;

    if( ! ( 1.1 >= 1.2 ) ) cout << "1.1 < 1.2" << endl;

    return 0;
} // end of main
```

```
$ g++ -o SimpleIf SimpleIf.cpp
$ ./SimpleIf
7.2 >= 6.9
1 != 0
1.1 < 1.2
```

Declaration and Definition of Variables

```
// SimpleVars.cpp
#include <iostream>
using namespace std;

int main() {

    int samples; // declaration only

    int events = 0; // declaration and assignment

    samples = 123; // assignment

    cout << "How many samples? " ;
    cin >> samples; // assigment via I/O

    cout << "samples: " << samples
        << "\t" // insert a tab in the printout
        << "events: " << events
        << endl;

    return 0;
} // end of main
```

```
$ g++ -o SimpleVars SimpleVars.cpp
$ ./SimpleVars
How many samples? 3
samples: 3      events: 0
```

Loops and iterations in C++

```
int main() { // main begins here

    int nIterations;
    cout << "How many iterations? ";
    cin >> nIterations;

    int step;
    cout << "step of iteration? ";
    cin >> step;

    for(int index=0; index < nIterations; index+=step) {
        cout << "index: " << index << endl;
    }
    return 0;
} // end of main
```

Maximum

Starting value

```
$ g++ -o SimpleLoop SimpleLoop.cpp
$ ./SimpleLoop
How many iterations? 7
step of iteration? 3
index: 0
index: 3
index: 6
```

step

Namespace, Pointers and References, Constants

Introduction to Class

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Output with `iostream`

```
// SimpleIO.cpp
#include <iostream>
using namespace std;

int main() { // main begins here

    // print message to STDOUT
    cout << "Moving baby steps in C++!" << endl;

    return 0;
} // end of main
```

End of line
start a new line!

```
$ g++ -o SimpleIO SimpleIO.cpp
$ ./SimpleIO
Moving baby steps in C++!
```

- ▷ `iostream` provides output capabilities to your program

Input with iostream

```
// SimpleInput.cpp
#include <iostream>
using namespace std;

int main() { // main begins here

    int nIterations;

    cout << "How many iterations? ";
    cin >> nIterations;

    // print message to STDOUT
    cout << "Number of requested iterations: " << nIterations << endl;

    return 0;
} // end of main
```

Put content of cin into
variable nIterations

```
$ g++ -o SimpleInput SimpleInput.cpp
$ ./SimpleInput
How many iterations? 7
Number of requested iterations: 7
```

- ▷ **iostream** provides also input capabilities to your program

Problems with `cin`

```
// tinput_bad.cc
#include <iostream>
using namespace std;

int main() {

    cout << "iterations? ";

    int iters;
    cin >> iters;

    cout << "requested " << iters << " iterations" << endl;

    return 0;
}
```

```
$ g++ -Wall -o tinput_bad tinput_bad.cc
$ ./tinput_bad
iterations? 23
requested 23 iterations
$ ./tinput_bad
iterations? dfed
requested 134514793 iterations
```

Checking `cin` success or failure

```
//tinput.cc
#include <iostream>
using namespace std;

int main() {

    cout << "iterations? ";

    int iters = 0;
    cin >> iters;

    if(cin.fail()) cout << "cin failed!" << endl;

    cout << "requested " << iters << " iterations" << endl;

    return 0;
}
```

Fails if input data doesn't match expected data type

```
$ g++ -Wall -o tinput tinput.cc
$ ./tinput
iterations? 34
requested 34 iterations
$ ./tinput
iterations? sfee
cin failed!
requested 0 iterations
```

Scope of Variables

```
// scope.cc
#include <iostream>

double f1() {
    double y = 2;
    return y;
}

int main() {
    double x = 3;
    double z = f1();

    std::cout << "x: " << x << ", z: " << z << ", y: " << y
        << std::endl;
    return 0;
}
```

```
$ g++ -o scope scope.cc
scope.cc: In function `int main()':
scope.cc:16: error: `y' undeclared (first use this function)
scope.cc:16: error: (Each undeclared identifier is reported
only once for each function it appears in.)
```

What is the difference
between `cout` and `std::cout`?

- ▷ The scope of a name is the block of program where the name is valid and can be used
 - A block is delimited by `{ }`
 - It can be the body of a method, or a simple scope defined by the user using `{ }`

What is namespace ?

- ▷ A mechanism to group declarations that logically belong to each other

```
namespace physics {
    class vector;
    class unit;
    class oscillator;
    void sort(const vector& value);
}

namespace electronics {
    void sort(const vector& value);
    class oscillator;
}

namespace graphics {
    void sort(const vector& value);
    class unit;
}
```

- ▷ Provides an easy way for logical separation of parts of a big project
- ▷ Basically a ‘scope’ for a group of related declarations

How do I use namespaces ?

```
#include <iostream>

namespace physics {
    double mean(const double& a, const double& b) { return (a+b)/2.; }
}

namespace foobar {
    double mean(const double& a, const double& b) { return (a*a+b*b)/2.; }
}

int main() {
    double x = 3;
    double y = 4;      Use "::" to specify the namespace

    double z1 = physics::mean(x,y);
    std::cout << "physics::mean(" << x << "," << y << ") = " << z1
              << std::endl;

    double z2 = foobar::mean(x,y);
    std::cout << "foobar::mean(" << x << "," << y << ") = " << z2
              << std::endl;
    return 0;
}
```

```
$ g++ -o namespacel namespacel.cc
$ ./namespacel
physics::mean(3,4) = 3.5
foobar::mean(3,4) = 12.5
```

physics::mean

foobar::mean

Use "::" to specify the namespace

Defined in iostream

Common Errors with namespaces

```
// namespaceBad.cc
#include <iostream>

namespace physics {
    double mean(const double& a, const double& b) {
        return (a+b)/2.;
    }
}

int main() {

    double x = 3;
    double y = 4;

    double z1 = mean(x,y); // forgot the namespace!
    cout << "physics::mean(" << x << "," << y << ") = " << z1
        << std::endl;

    return 0;
}
```

If you forget to specify the namespace the compiler doesn't know where to find the method

```
$ g++ -o namespaceBad namespaceBad.cc
namespaceBad.cc: In function `int main()':
namespaceBad.cc:15: error: `mean' undeclared (first use this function)
namespaceBad.cc:15: error: (Each undeclared identifier is reported only
once for each function it appears in.)
namespaceBad.cc:16: error: `cout' undeclared (first use this function)
```

using namespace directive

```
// namespace2.cc
#include <iostream>

namespace physics {
    double mean(const double& a, const double& b) {
        return (a+b)/2.;
    }
}

using namespace std; // make all names in std namespace available!

int main() {
    double x = 3;
    double y = 4;

    double z1 = physics::mean(x,y);
    cout << "physics::mean(" << x << "," << y << ") = " << z1
        << endl;

    return 0;
}
```

Provide default namespace
for un-qualified names

Same
concepts used
also in python

Compiler looks for `cout` and `endl` first

if not found looks for `std::cout` and
`std::endl`;

```
$ g++ -o namespace2 namespace2.cc
$ ./namespace2.exe
physics::mean(3,4) = 3.5
```

Be careful with using directive!

```
// namespaceBad2.cc
#include <iostream>

namespace physics {
    double mean(const double& a, const double& b) { return (a+b)/2.; }
}

namespace foobar {
    double mean(const double& a, const double& b) { return (a*a+b*b)/2.; }
}

using namespace foobar;
using namespace physics;
using namespace std;

int main() {
    double x = 3;
    double y = 4;

    double z1 = mean(x,y);
    double z2 = mean(x,y);

    return 0;
}
```

Ambiguous use of
method **mean**!

Is it in **foobar** or in **physics**?

```
$ g++ -o namespaceBad2 namespaceBad2.cc
namespaceBad2.cc: In function `int main()':
namespaceBad2.cc:21: error: call of overloaded `mean(double&, double&)' is ambiguous
namespaceBad2.cc:5: note: candidates are: double physics::mean(const double&, const double&)
namespaceBad2.cc:9: note: double foobar::mean(const double&, const double&)
namespaceBad2.cc:25: error: call of overloaded `mean(double&, double&)' is ambiguous
namespaceBad2.cc:5: note: candidates are: double physics::mean(const double&, const double&)
namespaceBad2.cc:9: note: double foobar::mean(const double&, const double&)
```

Some tips on using directive

```
// namespace3.cc
#include <iostream>

namespace physics {
    double mean(const double& a, const double& b) {
        return (a+b)/2.;
    }
}

void printMean(const double& a, const double& b) {
    double z1 = physics::mean(a,b);

    using namespace std; // using std namespace within this method!
    cout << "physics::mean(" << a << "," << b << ") = " << z1 << endl;
}

int main() {

    double x = 3;
    double y = 4;
    printMean(x,y);

    cout << "no namespace available in the main!" << endl;
    return 0;
}
```

Namespace defined
only within printMean

```
$ g++ -o namespace3 namespace3.cc
namespace3.cc: In function `int main()':
namespace3.cc:23: error: `cout' undeclared (first use this function)
namespace3.cc:23: error: (Each undeclared identifier is reported only
once for each function it appears in.)
namespace3.cc:23: error: `endl' undeclared (first use this function)
```

No default namespace in the main()

Another Example on Scopes

```
#include <iostream>
//using namespace std;

using std::cout;
using std::endl;

int main() {
    double x = 1.2;

    cout << "in main before scope, x: " << x << endl;

    { // just a local scope
        x++;
        cout << "in local scope before int, x: " << x << endl;

        int x = 4;
        cout << "in local scope after int, x: " << x << endl;
    }

    cout << "in main after local scope, x: " << x << endl;

    return 0;
}
```

Another way to declare
ONLY classes and functions
we are going to use
instead of entire namespace

```
$ g++ -o scope scope.cc
$ ./scope
in main before scope, x: ???
in local scope before int, x: ???
in local scope after int, x: ???
in main after local scope, x: ???
```

What do you think the output
is going to be?

Another Example on Scopes

```
#include <iostream>
//using namespace std;

using std::cout;
using std::endl;

int main() {
    double x = 1.2;

    cout << "in main before scope, x: " << x << endl;

    { // just a local scope
        x++;
        cout << "in local scope before int, x: " << x << endl;

        int x = 4;
        cout << "in local scope after int, x: " << x << endl;
    }

    cout << "in main after local scope, x: " << x << endl;

    return 0;
}
```

Another way to declare
ONLY classes and functions
we are going to use
instead of entire namespace

Changed value of x from main scope

Define new variable in this scope

Back to the main scope

```
$ g++ -o scope scope.cc
$ ./scope
in main before scope, x: 1.2
in local scope before int, x: 2.2
in local scope after int, x: 4
in main after local scope, x: 2.2
```

Functions and Methods

- ▷ A function is a set of operations to be executed
 - Typically there is some input to the function
 - Usually functions have a return value
 - Functions not returning a specific type are **void**

```
// func1.cc
#include <iostream>

double pi() {
    return 3.14;
}

void print() {
    std::cout << "void function print()" << std::endl;
}

int main() {

    std::cout << "pi: " << pi() << std::endl;
    print();

    return 0;
}
```

```
$ g++ -o func1 func1.cc
$ ./func1
pi: 3.14
void function print()
```

Functions must be declared before being used

```
// func2.cc
#include <iostream>

double pi() {
    return 3.14;
}

int main() {

    std::cout << "pi: " << pi() << std::endl;
print();

    return 0;
}

void print() {
    std::cout << "void function print()" << std::endl;
}
```

Compiler does not know
what the name **print** stands for!

No declaration at this point!

```
$ g++ -o func2 func2.cc
func2.cc: In function `int main()':
func2.cc:11: error: `print' undeclared (first use this function)
func2.cc:11: error: (Each undeclared identifier is reported only
once for each function it appears in.)
func2.cc: In function `void print()':
func2.cc:16: error: `void print()' used prior to declaration
```

Definition can be elsewhere

```
// func3.cc
#include <iostream>

double pi() {
    return 3.14;
}

extern void print(); // declare to compiler print() is a void method

int main() {

    std::cout << "pi: " << pi() << std::endl;
    print();

    return 0;
}

// now implement/define the method void print()
void print() {
    std::cout << "void function print()" << std::endl;
}
```

```
$ g++ -o func3 func3.cc
$ ./func3
pi: 3.14
void function print()
```

Pointers and References

- A variable is a label assigned to a location of memory and used by the program to access that location

int a



4 bytes==32bit of memory

```
// Pointers.cpp
#include <iostream>
using namespace std;

int main() { // main begins here

    int a; // a is a label for a location of memory dtor'ing an int value

    cout << "Insert value of a: ";
    cin >> a; // store value provided by user
               // in location of memory held by a

    int* b; // b is a pointer to variable of
             // type a

    b = &a; // value of b is the address of memory
            // location assigned to a

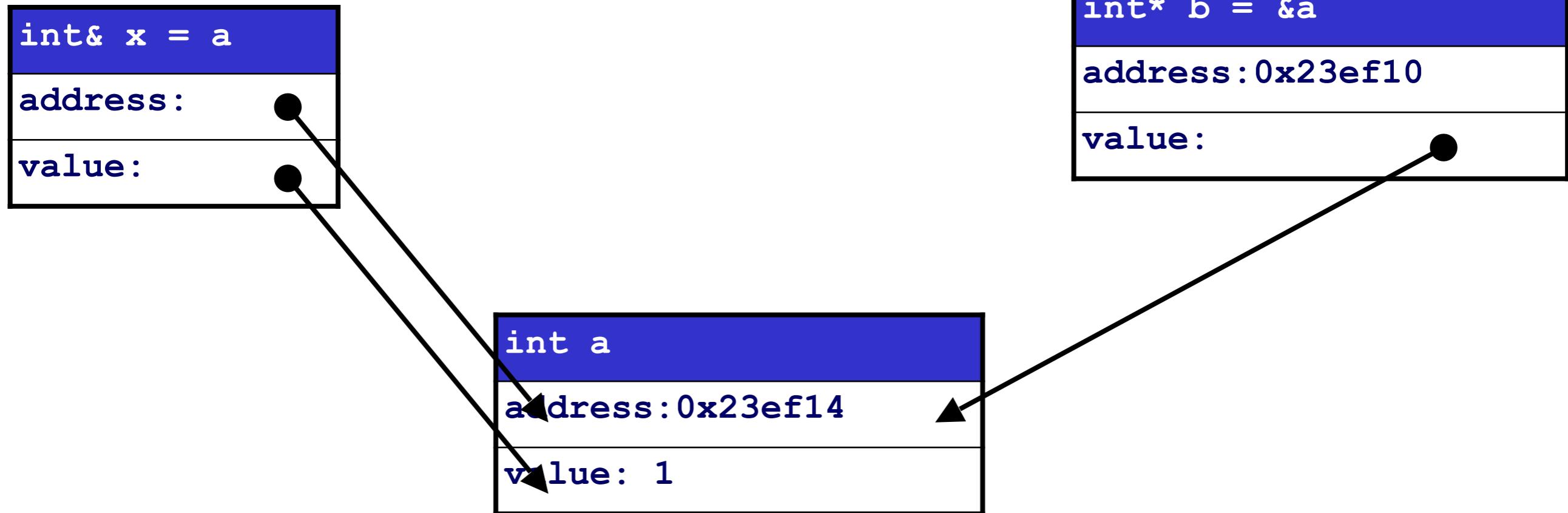
    cout << "value of a: " << a << endl;
    cout << "address of a: " << b << endl;

    return 0;
} // end of main
```

Same location
in memory but
different values!

```
$ g++ -o Pointers Pointers.cpp
$ ./Pointers
Insert value of a: 3
value of a: 3
address of a: 0x23ef14
$ ./Pointers
Insert value of a: 1.2
value of a: 1
address of a: 0x23ef14
```

Pointers and References



- ▷ **x** is a reference to **a**
 - A different name for the same physical location in memory
 - Using **x** or **a** is exactly the same!
- ▷ **b** is a pointer to location of memory named **x** or **a**

Pointers and References

```
// refs.cpp
#include <iostream>
using namespace std;

int main() {

    int a = 1;

    int* b; // b is a pointer to variable of type int

    b = &a; // value of b is the address of memory location assigned to a

    int& x = a; //

    cout << "value of a: " << a
        << ", address of a, &a: " << &a
        << endl;

    cout << "value of x: " << x
        << ", address of x, &x: " << &x
        << endl;

    cout << "value of b: " << b
        << ", address of b, &b: " << &b
        << ", value of *b: " << *b
        << endl;

    return 0;
}
```

```
$ ./refs
value of a: 1, address of a, &a: 0x23ef14
value of x: 1, address of x, &x: 0x23ef14
value of b: 0x23ef14, address of b, &b: 0x23ef10, value of *b: 1
```

Using pointers and references

```
// refs2.cpp
#include <iostream>
using namespace std;

int main() {

    int a = 1;

    int* b = &a;
    *b = 3;

    cout << "value of a: " << a
        << ", address of a, &a: " << &a
        << endl;

    int& x = a;
    x = 45;

    cout << "value of a: " << a
        << ", address of a, &a: " << &a
        << endl;

    return 0;
}
```

Change value of a
with pointer b

Change value of a
with reference x

```
$ g++ -o refs2 refs2.cc
$ ./refs2
value of a: 3, address of a, &a: 0x23ef14
value of a: 45, address of a, &a: 0x23ef14
```

Bad and Null Pointers

```
// badptr1.cpp
#include <iostream>
using namespace std;

int main() {

    int* b; // b is a pointer to variable of type int

    int vect[3] = {1,2,3}; // vector of int

    int* c; // non-initialized pointer
    cout << "c: " << c << ", *c: " << *c << endl;

    for(int i = 0; i<3; ++i) {
        c = &vect[i];
        cout << "c = &vect[" << i << "]: " << c << ", *c: " << *c << endl;
    }

    // bad pointer
    c++;
    cout << "c: " << c << ", *c: " << *c << endl;

    // null pointer causing trouble
    c = 0;
    cout << "c: " << c << endl;
    cout << "*c: " << *c << endl;

    return 0;
}
```

No problem compiling

Crash at runtime

What is the size
of an int in memory?

```
$ g++ -o badptr1 badptr1.cc
$ ./badptr1
c: 0x7c90d592, *c: -1879046974
c = &vect[0]: 0x23eef0, *c: 1
c = &vect[1]: 0x23eef4, *c: 2
c = &vect[2]: 0x23eef8, *c: 3
c: 0x23eefc, *c: 1627945305
c: 0
Segmentation fault (core dumped)
```

Constants

- C++ allows to ensure value of a variable does not change within its scope
 - Can be applied to variables, pointers, references, vectors etc.
 - Constants must be ALWAYS initialized since they can't change at a later time!

```
// const1.cpp

int main() {

    const int a = 1;
    a = 2;

    const double x;

    return 0;
}
```

```
$ g++ -o const1 const1.cc
const1.cc: In function `int main()':
const1.cc:6: error: assignment of read-only variable `a'
const1.cc:8: error: uninitialized const `x'
```

Constant Pointer

```
// const2.cpp

int main() {

    int a = 1;
    int * const b = &a; // const pointer to int

    *b = 5; // OK. can change value of what b points to

    int c = 3;
    b = &c; // Not OK. assign new value to c

    return 0;
}
```

Read from right to left:

`int * const b;`

b is a constant pointer to int

```
$ g++ -o const2 const2.cc
const2.cc: In function `int main()':
const2.cc:11: error: assignment of read-only variable `b'
```

Pointer to Constant

a is not a constant!

But we can treat it as such when pointing to it

```
// const3.cpp
```

```
int main() {  
  
    int a = 1;  
    const int * b = &a; // pointer to const int  
  
    int c = 3;  
    b = &c; // assign new value to c ... OK!  
  
    *b = 5; // assign new value to what c point to ... NOT OK!  
  
    return 0;  
}
```

Read from right to left:
const int * b:

b is a pointer to constant int

```
$ g++ -o const3 const3.cc  
const3.cc: In function `int main()':  
const3.cc:11: error: assignment of read-only location
```

NB: the error
is different!

Constant Pointer to Constant Object

- Most restrictive access to another variable
 - Specially when used in function interface
- Can not change neither the pointer nor what it points to!

```
// const4.cpp

int main() {

    float a = 1;
    const float * const b = &a; // const pointer to const float

    *b = 5; // Not OK. can't change value of what b points to

    float c = 3;
    b = &c; // Not OK. can't change what b points to!

    return 0;
}
```

```
$ g++ -o const4 const4.cc
const4.cc: In function `int main()':
const4.cc:8: error: assignment of read-only location
const4.cc:11: error: assignment of read-only variable
```

Bad Use of Pointers

```
int vect[3] = {1,2,3};  
int v2[3];  
int v3[] = { 1, 2, 3, 4, 5, 6, 7 };
```

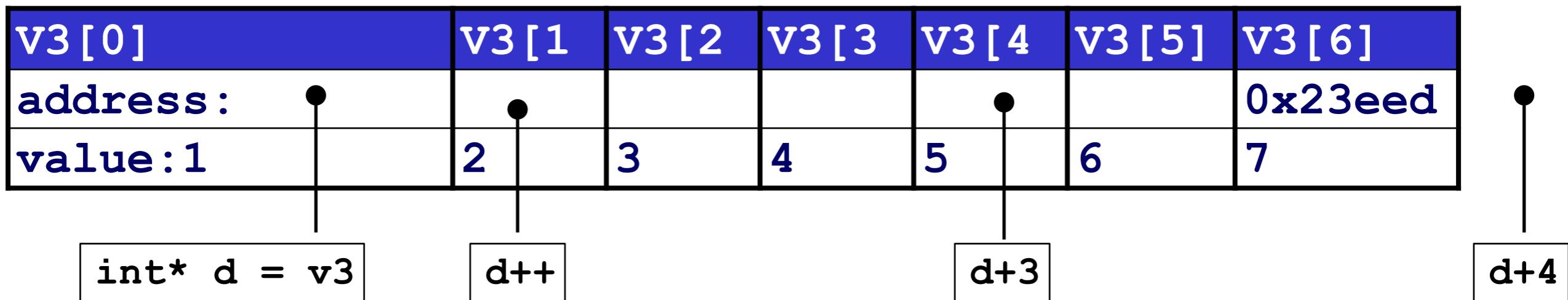
```
$ g++ -o array array.cc  
$ ./array  
i: 0, d = 0x23eec0, *d: 1, c = 0x23eef0, *c: 1, e = 0x23eee0, *e: -1  
i: 1, d = 0x23eec4, *d: 2, c = 0x23eef4, *c: 2, e = 0x23eee4, *e: 2088773120  
i: 2, d = 0x23eec8, *d: 3, c = 0x23eef8, *c: 3, e = 0x23eee8, *e: 2088772930  
i: 3, d = 0x23eecc, *d: 4, c = 0x23eefc, *c: 1627945305, e = 0x23eeee, *e:  
2089866642  
i: 4, d = 0x23eed0, *d: 5, c = 0x23ef00, *c: 1876, e = 0x23eef0, *e: 1
```

v3[0]	v3[1]	v3[2]	v3[3]	v3[4]	v3[5]	v3[6]
address:						0x23eed
value:1	2	3	4	5	6	7

How many bytes in memory between v3[6] and v2[0] ?

v2[0]	v2[1]	v2[2]		vect[0]	vect[1]	Vect[2]
0x23eee	0x23eee	0x23eee	0x23eee	0x23eef	0x23eef	0x23eef
-1	2	3		1	2	3

Pointer Arithmetic



```
// ptr.cc
#include <iostream>
using namespace std;

int main() {

    int v3[] = { 1, 2, 3, 4, 5, 6, 7 }; // array of size 7
    int* d = v3;
    cout << "d = " << d << ", *d: " << *d << endl;

    d++;
    cout << "d = " << d << ", *d: " << *d << endl;

    d = d+3;
    cout << "d = " << d << ", *d: " << *d << endl;

    d = d+4;
    cout << "d = " << d << ", *d: " << *d << endl;

    return 0;
}
```

```
$ g++ -o ptr ptr.cc
$ ./ptr
d = 0x23eed0, *d: 1
d = 0x23eed4, *d: 2
d = 0x23ef00, *d: 5
d = 0x23ef10, *d: 1628803505
```

+ and - operators with Pointers

```
// ptr2.cc
#include <iostream>
using namespace std;

int main() {

    int v3[] = { 1, 2, 3, 4, 5, 6, 7 }; // array of size 7

    int* d = v3;
    int*c = &v3[4];
    cout << "d = " << d << ", *d: " << *d << endl;
    cout << "c = " << c << ", *c: " << *c << endl;

    //int* e = c + d; // not allowed

    cout << "c-d: " << c - d << endl;
    cout << "d-c: " << d - c << endl;

    //int* e = c-d; // wrong!

    int f = c - d;
    float g = c - d;

    cout << "f: " << f << " g: " << g << endl;

    int * h = &v3[6] + (d-c);
    cout << "int * h = &v3[6] + (d-c): " << h << " *h: " << *h << endl;

    return 0;
}
```

Arguments of Functions

- Arguments of functions can be passed in two different ways

- By value

- x is a local variable in f1()

```
// funcarg1.cc
#include <iostream>

using namespace std;

void emptyLine() {
    cout
    << "\n-----\n"
    << endl;
}
```

```
void f1(double x) {
    cout << "f1: input value of x = "
        << x << endl;
    x = 1.234;
    cout << "f1: change value of x in f1(). x = "
        << x << endl;
}
```

- Pointer or reference

- x is reference to argument used by caller

```
void f2(double& x) {
    cout << "f2: input value of x = "
        << x << endl;
    x = 1.234;
    cout << "f2: change value of x in f2(). x = "
        << x << endl;
}
```

Pointers and References in Functions

```
int main() {  
  
    double a = 1.; // define a  
  
    emptyLine();  
    cout << "main: before calling f1, a = " << a << endl;  
    f1(a); // void function  
    cout << "main: after calling f1, a = " << a << endl;  
  
    emptyLine();  
    cout << "main: before calling f2, a = " << a << endl;  
    f2(a); // void function  
    cout << "main: after calling f2, a = " << a << endl;  
  
    return 0;  
}
```

f2 modifies the value of the variable in the main!

Because a is passed by reference

```
double& x = a;
```

f1 has no effect on variables in main

Because a is passed by value

x is a copy of a

```
$ ./funcarg1  
-----  
main: before calling f1, a = 1  
f1: input value of x = 1  
f1: change value of x in f1(). x = 1.234  
main: after calling f1, a = 1  
-----
```

```
main: before calling f2, a = 1  
f2: input value of x = 1  
f2: change value of x in f2(). x = 1.234  
main: after calling f2, a = 1.234
```

Constant Pointers and References in Functions

```
// funcarg2.cc
#include <iostream>

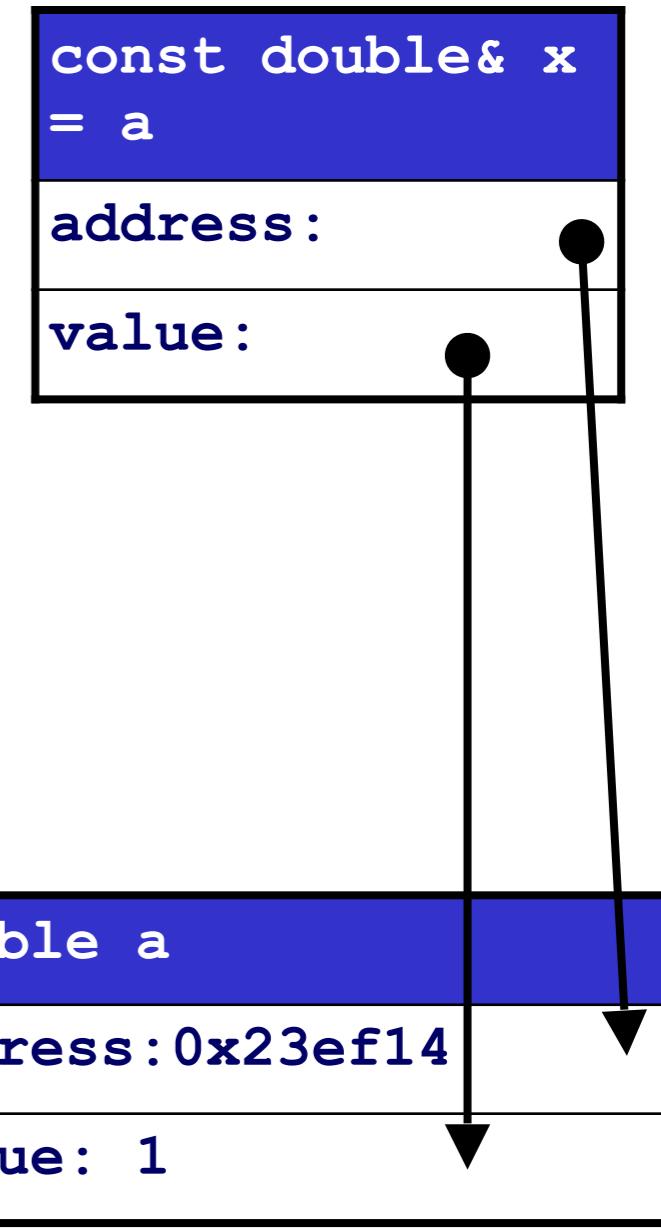
using namespace std;

void f2(const double& x) {
    cout << "f2: input value of x = "
        << x << endl;
    x = 1.234;
    cout << "f2: change value of x in f2(). x = "
        << x << endl;
}

int main() {

    double a = 1.;
    f2(a);

    return 0;
}
```



```
$ g++ -o funcarg2 funcarg2.cc
funcarg2.cc: In function `void f2(const double&)':
funcarg2.cc:9: error: assignment of read-only reference `x'
```

Pointers, References and Passing by Value in Functions

```
// mean.cc
#include <iostream>
using namespace std;

void computeMean(const double* data, int nData, double& mean) {
    mean = 0.;
    for(int i=0; i<nData; ++i) {
        cout << "data: " << data << ", *data: " << *data << endl;
        mean += *data;
        data++;
    }
    mean /= nData; // divide by number of data points
}

int main() {

    double pressure[] = { 1.2, 0.9, 1.34, 1.67, 0.87, 1.04, 0.76 };
    double average;

    computeMean( pressure, 7, average );

    cout << "average pressure: "
        << average << endl;
    return 0;
}
```

```
$ g++ -o mean mean.cc
$ ./mean
data: 0x23eed0, *data: 1.2
data: 0x23eed8, *data: 0.9
data: 0x23eee0, *data: 1.34
data: 0x23eee8, *data: 1.67
data: 0x23eef0, *data: 0.87
data: 0x23eef8, *data: 1.04
data: 0x23ef00, *data: 0.76
average pressure: 1.11143
```

Closer Look at `computeMean()`

```
void computeMean(const double* data, int nData, double& mean) {  
    mean = 0.;  
    for(int i=0; i<nData; ++i) {  
        cout << "data: " << data << ", *data: " << *data << endl;  
        mean += *data;  
        data++;  
    }  
    mean /= nData; // divide by number of data points  
}
```

- Input data passed as constant pointer
 - Good: can't cause trouble to caller! Integrity of data guaranteed
 - Bad: No idea how many data points we have!
- Number of data pointer passed by value
 - Simple int. No gain in passing by reference
 - Bad: separate variable from array of data. Exposed to user error
- Very bad: void function with no return type
 - Good: appropriate name. `computeMean()` suggests an action not a type

New implementation with Return Type

```
double mean(const double* data, int nData) {
    double mean = 0.;
    for(int i=0; i<nData; ++i) {
        cout << "data: " << data << ", *data: " << *data << endl;
        mean += *data;
        data++;
    }
    mean /= nData; // divide by number of data points
    return mean
}
```

- Make function return the computed mean
- New name to make it explicit function returns something
 - Not a rule, but simple courtesy to users of your code
- No need for variables passed by reference to be modified in the function
- Still exposed to user error...

Possible Problems with use of Pointers

```
// mean2.cc
#include <iostream>
using namespace std;

double mean(const double* data, int nData) {

    double mean = 0. ;
    for(int i=0; i<nData; ++i) {
        cout << "data: " << data << ", *data: " << *data << endl;
        mean += *data;
        data++;
    }
    mean /= nData; // divide by number of data points
    return mean;
}

int main() {
    double pressure[] = { 1.2, 0.6, 1.8 }; // only 3 elements
    double average = mean(pressure, 4); // mistake!
    cout << "average pressure: " << average << endl;

    return 0;
}
```

```
$ g++ -o mean2 mean2.cc
$ ./mean2
data: 0x23eef0, *data: 1.2
data: 0x23eef8, *data: 0.6
data: 0x23ef00, *data: 1.8
data: 0x23ef08, *data: 8.48798e-314
average pressure: 0.9
```

Simple luck!
Additional value
not changing the
average!

No protection against
possible errors!

What about computing other quantities?

- What if we wanted to compute also the standard deviation of our data points?

```
void computeMean(const double* data, int nData, double& mean, double& stdDev) {  
    // two variables passed by reference to void function  
    // not great. But not harmful.  
}  
  
double meanWithStdDev(const double* data, int nData, double& stdDev) {  
    // error passed by reference to mean function! ugly!! anti-intuitive  
}  
  
double mean(const double* data, int nData) {  
    // one method to compute only average  
}  
  
double stdDev(const double* data, int nData) {  
    // one method to compute standard deviation  
    // use mean() to compute average needed by std deviation  
}
```

What if we had a new C++ type?

- ▷ Imagine we had a new C++ type called **Result** including data about both mean and standard deviation
- ▷ We could then simply do the following

```
Result mean(const double* data, int nData) {  
    Result result;  
    // do your calculation  
    return result;  
}
```

- ▷ *This is exactly the idea of classes in C++!*

Classes in C++

- ▷ A class is a set of data and functions that define the characteristics and behavior of an object
 - Characteristics also known as attributes
 - Behavior is what an object can do and is referred to also as its interface

```
class Result {  
public:  
  
    // constructors  
    Result() { }  
    Result(const double& mean, const double& stdDev) {  
        mean_ = mean;  
        stdDev_ = stdDev;  
    }  
  
    // accessors  
    double getMean() { return mean_; };  
    double getStdDev() { return stdDev_; };  
  
private:  
    double mean_;  
    double stdDev_;  
};
```

Interface
or
Member Functions

Data members or
attributes

Don't forget ; at the end of definition!

Using class Result

```
#include <iostream>
using namespace std;

class Result {
public:

    // constructors
    Result() { };
    Result(const double& mean, const double& stdDev) {
        mean_ = mean;
        stdDev_ = stdDev;
    }

    // accessors
    double getMean() { return mean_ ; };
    double getStdDev() { return stdDev_ ; };

private:
    double mean_;
    double stdDev_;
};
```

```
int main() {

    Result r1;
    cout << "r1, mean: " << r1.getMean()
        << ", stdDev: " << r1.getStdDev()
        << endl;

    Result r2(1.1,0.234);
    cout << "r2, mean: " << r2.getMean()
        << ", stdDev: " << r2.getStdDev()
        << endl;

    return 0;
}
```

```
$ g++ -o results2 result2.cc
$ ./results2
r1, mean: NaN, stdDev: 8.48798e-314
r2, mean: 1.1, stdDev: 0.234
```

r1 is ill-defined. Why?

What is wrong with Result::Result() ?

C++ Data Types

Name	Description	Size*	Range*
char	Character or small integer.	1byte	signed: -128 to 127 unsigned: 0 to 255
short int (short)	Short Integer.	2bytes	signed: -32768 to 32767 unsigned: 0 to 65535
int	Integer.	4bytes	signed: -2147483648 to 2147483647 unsigned: 0 to 4294967295
long int (long)	Long integer.	4bytes	signed: -2147483648 to 2147483647 unsigned: 0 to 4294967295
bool	Boolean value. It can take one of two values: true or false.	1byte	true or false
float	Floating point number.	4bytes	3.4e +/- 38 (7 digits)
double	Double precision floating point number.	8bytes	1.7e +/- 308 (15 digits)
long double	Long double precision floating point number.	8bytes	1.7e +/- 308 (15 digits)
wchar_t	Wide character.	2 or 4 bytes	1 wide character

- Size is architecture dependent!
 - Difference between 32-bit and 64-bit machines
 - Above table refers to typical 32-bit architecture
- **int** is usually has size of ‘one word’ on a given architecture
- Four integer types: **char**, **short**, **int**, and **long**
 - Each type is at least as large as previous one
 - **size(char) <= size(short) <= size(int) <= size(long)**
- Long **int == int**; similarly **short int == short**

Size of Objects/Types in C++

```
// cpptypes.cc
#include <iostream>
using namespace std;

int main() {
    char*      aChar = "c"; // char
    bool       aBool = true; // boolean
    short      aShort = 33; // short
    long       aLong = 123421; // long
    int        anInt = 27; // integer
    float      aFloat = 1.043; // single precision
    double     aDbl = 1.243e-234; // double precision
    long double aLD = 0.432e245; // double precision

    cout << "char* aChar = " << aChar << "\tsizeof(" << "*char" << "): " << sizeof(*aChar) << endl;
    cout << "bool aBool = " << aBool << "\tsizeof(" << "bool" << "): " << sizeof(aBool) << endl;
    cout << "short aShort = " << aShort << "\tsizeof(" << "short" << "): " << sizeof(aShort) << endl;
    cout << "long aLong = " << aLong << "\tsizeof(" << "long" << "): " << sizeof(aLong) << endl;
    cout << "int aInt = " << anInt << "\tsizeof(" << "int" << "): " << sizeof(anInt) << endl;
    cout << "float aFloat = " << aFloat << "\tsizeof(" << "float" << "): " << sizeof(aFloat) << endl;
    cout << "double aDbl = " << aDbl << "\tsizeof(" << "double" << "): " << sizeof(aDbl) << endl;
    cout << "long double aLD = " << aLD << "\tsizeof(" << "long double" << "): " << sizeof(aLD) << endl;

    return 0;
}
```

```
$ g++ -o cpptypes cpptypes.cc
$ ./cpptypes
char* aChar = c                                sizeof(*char) : 1
bool aBool = 1                                  sizeof(bool) : 1
short aShort = 33                               sizeof(short) : 2
long aLong = 123421                            sizeof(long) : 4
int aInt = 27                                   sizeof(int) : 4
float aFloat = 1.043                           sizeof(float) : 4
double aDbl = 1.243e-234                      sizeof(double) : 8
long double aLD = 4.32e+244                    sizeof(long double) : 12
```

Topics

■ Classes

- data members and member functions

■ Constructors

- Special member functions

■ private and public members

■ Helper and utility methods

- setters
- getters
- accessors

Classes in C++

- A class is a set of data and functions that define the characteristics and behavior of an object
 - Characteristics also known as attributes
 - Behavior is what an object can do and is referred to also as its interface

Interface
or
Member Functions

Data members or
attributes

```
class Result {  
public:  
  
    // constructors  
    Result() { }  
    Result(const double& mean, const double& stdDev) {  
        mean_ = mean;  
        stdDev_ = stdDev;  
    }  
  
    // accessors  
    double getMean() { return mean_; }  
    double getStdDev() { return stdDev_; }  
  
private:  
    double mean_;  
    double stdDev_;  
};
```

Don't's forget ; at the end of definition!

Data Members (Attributes)

```
class Datum {  
    double value_;  
    double error_;  
};
```

- Data defined in the scope of a class are called data members of that class
- Data members are defined in the class and can be used by all member functions
- Contain the actual data that characterise the content of the class
- Can be public or private
 - public data members are generally bad and symptom of bad design
 - More on this topic later in the course

Interface: Member Functions

- Member functions are methods defined inside the scope of a class
 - Have access to all data members

name_ is a datamember

No declaration of name_ in member functions!

name is a local variable only within setName()

```
// Student
#include <iostream>
#include <string>

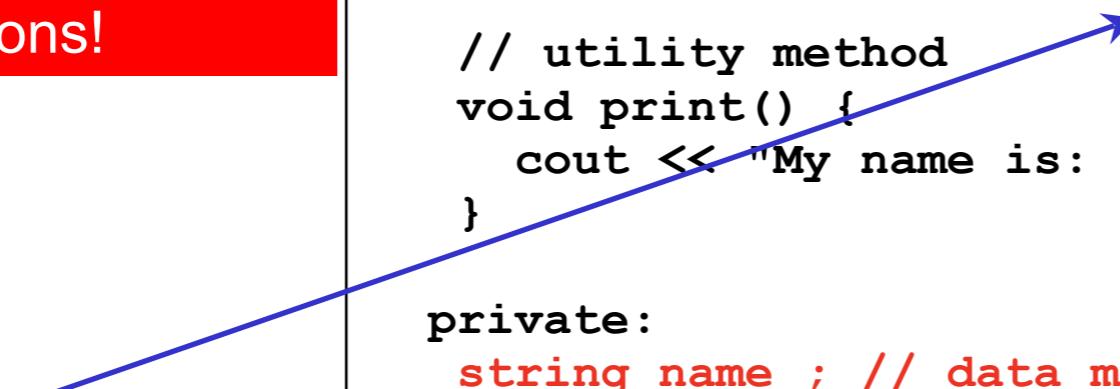
class Student {
    using namespace std;
public:
    // default constructor
    Student() { name_ = ""; }

    // another constructor
    Student(const string& name) { name_ = name; }

    // getter method: access to info from the class
    string name() { return name_; }

    // setter: set attribute of object
    void setName(const string& name) { name_ = name; }

    // utility method
    void print() {
        cout << "My name is: " << name_ << endl;
    }
private:
    string name_; // data member
};
```



Arguments of Member Functions

- All C++ rules discussed so far hold
- You can pass variables by value, pointer, or reference
- You can use the constant qualifier to protect input data and restrict the capabilities of the methods
 - This has implications on declaration of methods using constants
 - We will discuss constant methods and data members next week
- Member functions can return any type
 - Exceptions! Constructors and Destructor
 - Have no return type
 - More on this later

Access specifiers **public** and **private**

- Public functions and data members are available to anyone
- Private members and methods are available ONLY to other member functions

```
1 #include <iostream>
2 using std::cout;
3 using std::endl;
4
5 class Datum {
6     public:
7         Datum() { }
8         Datum(double val, double error) {
9             value_ = val;
10            error_ = error;
11        }
12
13        double value() { return value_; }
14        double error() { return error_; }
15
16        void setValue(double value) { value_ = value; }
17        void setError(double error) { error_ = error; }
18
19        double value_; // public data member!!!
20
21     private:
22         double error_; // private data member
23 };
```

Access elements of an object through
member selection operator “.”

```
25 int main() {
26
27     Datum d1(1.1223,0.23);
28
29     cout << "d1.value(): " << d1.value()^
30                 << " d1.error(): " << d1.error()
31                 << endl;
32
33
34     cout << "d1.value_: " << d1.value_
35                 << " d1.error_: " << d1.error_
36                 << endl;
37
38     return 0;
39 }
```

Accessing private members
is a compilation error!

```
$ g++ -o class1 class1.cc
class1.cc: In function `int main()':
class1.cc:22: error: `double Datum::error_' is private
class1.cc:35: error: within this context
```

private members

```
#include <iostream>
using namespace std;

class Datum {
public:
    Datum(double val, double error) {
        value_ = val;
        error_ = error;
    }

    double value() { return value_; }
    double error() { return error_; }

    void setValue(double value)
        { value_ = value; }
    void setError(double error)
        { error_ = error; }

    void print() {
        cout << "datum: " << value_
            << " +/- " << error_
            << endl;
    }

private:
    double value_; // private data member!!!
    double error_; // private data member
};
```

```
int main() {

    Datum d1(1.1223,0.23);
    // setter with no return value
    d1.setValue( 8.563 );

    // getter to access private data
    double x = d1.value();

    cout << "d1.value(): " << d1.value()
        << " d1.error(): " << d1.error()
        << endl;

    d1.print();

    return 0;
}
```

```
$ g++ -o class2 class2.cc
$ ./class2
d1.value(): 8.563 d1.error(): 0.23
datum: 8.563 +/- 0.23
```

private methods

- Can be used only inside other methods but not from outside

```
1 // class3.cc
2 #include <iostream>
3 using namespace std;
4
5 class Datum {
6     public:
7         Datum() { reset(); } // reset data members
8
9         double value() { return value_; }
10        double error() { return error_; }
11
12        void setValue(double value) { value_ = value; }
13        void setError(double error) { error_ = error; }
14
15        void print() {
16            cout << "datum: " << value_ << " +/- "
17                << error_ << endl;
18        }
19
20    private:
21        void reset() {
22            value_ = 0.0;
23            error_ = 0.0;
24        }
25
26        double value_;
27        double error_;
28 };
```

```
int main() {
    Datum d1;
    d1.setValue( 8.563 );
    d1.print();

    return 0;
}
```

```
$ g++ -o class3 class3.cc
$ ./class3
datum: 8.563 +/- 0
```

```
30 int main() {
31
32     Datum d1;
33     d1.setValue( 8.563 );
34     d1.print();
35     d1.reset();
36
37     return 0;
38 }
```

```
$ g++ -o class4 class4.cc
class4.cc: In function `int main()':
class4.cc:20: error: `void Datum::reset()' is private
class4.cc:35: error: within this context
```

Hiding Implementation from Users/Clients

- How to decide what to make public or private?
- Principle of Least Privilege
 - elements of a class, data or functions, must be private unless proven to be needed as public!
- Users should rely solely on the interface of a class
- They should never use the internal details of the class
- ***That's why having public data members is a VERY bad idea!***
 - name and characteristics of data members can change
 - Functionalities and methods remain the same
 - You must be able to change internal structure of the class without affecting the clients!

Bad Example of Public Data Members

```
class Datum {  
public:  
    Datum(double val, double error) {  
        value_ = val;  
        error_ = error;  
    }  
  
    double value() { return value_; }  
    double error() { return error_; }  
  
    void setValue(double value) { value_ = value; }  
    void setError(double error) { error_ = error; }  
  
    void print() {  
        cout << "datum: " << value_ << " +/- " << error_ << endl;  
    }  
  
//private:      // all data are public!  
    double value_;  
    double error_;  
};
```

```
int main() {  
  
    Datum d1(1.1223, 0.23);  
    double x = d1.value();  
    double y = d1.error_;  
    cout << "x: " << x << "\t y: " << y << endl;  
  
    return 0;  
}
```

application uses directly
the data member!

```
$ g++ -o class6 class6.cc  
$ ./class6  
x: 1.1223          y: 0.23
```

Bad Example of Public Data Members

Same Application as before

Change the names of data members

No change of functionality so no one
should be affected!

```
class Datum {  
public:  
    Datum(double val, double error) {  
        val_ = val;  
        err_ = error;  
    }  
  
    double value() { return val_; }  
    double error() { return err_; }  
  
    void setValue(double value) { val_ = value; }  
    void setError(double error) { err_ = error; }  
  
    void print() {  
        cout << "datum: " << val_ << " +/- " << err_ << endl;  
    }  
  
//private:           // alla data are public!  
//    double val_; // value_ → val_  
//    double err_; // error_ → err_  
};
```

```
28 int main() {  
29  
30     Datum d1(1.1223,0.23);  
31     double x = d1.value();  
32     double y = d1.error_;  
33  
34     cout << "x: " << x << "\t y: " << y << endl;  
35  
36     return 0;  
37 }
```

Our application is now broken!

But Datum has not changed its behavior!

Bad programming!

Only use the interface of an object not
its internal data!

Private data members prevent this

```
$ g++ -o class7 class7.cc  
class7.cc: In function `int main()':  
class7.cc:32: error: 'class Datum' has no member named 'error_'
```

Constructors

```
class Datum {  
public:  
    Datum() {}  
    Datum(double val, double error) {  
        value_ = val;  
        error_ = error;  
    }  
  
private:  
    double value_; // public data member!!!  
    double error_; // private data member  
};
```

- Special member functions
 - Required by C++ to create a new object
 - MUST have the same name of the class
 - Used to initialize data members of an instance of the class
 - Can accept any number of arguments
 - Same rules as any other C++ function applies
- Constructors have no return type!
- There can be several constructors for a class
 - Different ways to declare and an object of a given type

Different Types of Constructors

■ Default constructor

- Has no argument
- On most machines the default values for data members are assigned

■ Copy Constructor

- Make a new object from an existing one

■ Regular constructor

- Provide sufficient arguments to initialize data members

```
class Datum {  
public:  
    Datum() {}  
  
    Datum(double x, double y) {  
        value_ = x;  
        error_ = y;  
    }  
  
    Datum(const Datum& datum) {  
        value_ = datum.value_;  
        error_ = datum.error_;  
    }  
  
private:  
    double value_;  
    double error_;  
};
```

Using Constructors

```
// class5.cc
#include <iostream>
using namespace std;

class Datum {
public:
    Datum() { }

    Datum(double x, double y) {
        value_ = x;
        error_ = y;
    }

    Datum(const Datum& datum) {
        value_ = datum.value_;
        error_ = datum.error_;
    }

    void print() {
        cout << "datum: " << value_
            << " +/- " << error_
            << endl;
    }

private:
    double value_;
    double error_;
};
```

```
int main() {

    Datum d1;
    d1.print();

    Datum d2(0.23,0.212);
    d2.print();

    Datum d3( d2 );
    d3.print();

    return 0;
}
```

```
$ g++ -o class5 class5.cc
$ ./class5
datum: NaN +/- 8.48798e-314
datum: 0.23 +/- 0.212
datum: 0.23 +/- 0.212
```

Default Constructors on Different Architectures

```
$ uname -a
CYGWIN_NT-5.1 lajolla 1.5.18(0.132/4/2) 2005-07-02 20:30 i686 unknown
unknown Cygwin
$ gcc -v
Reading specs from /usr/lib/gcc/i686-pc-cygwin/3.4.4/specs
...
gcc version 3.4.4 (cygming special) (gdc 0.12, using dmd 0.125)

$ g++ -o class5 class5.cc
$ ./class5
datum: NaN +/- 8.48798e-314
datum: 0.23 +/- 0.212
datum: 0.23 +/- 0.212
```

Windows XP with CygWin

```
$ uname -a
Linux pccms02.roma1.infn.it 2.6.14-1.1656_FC4smp #1 SMP Thu Jan 5 22:24:06 EST
2006 i686 i686 i386 GNU/Linux
$ gcc -v
Using built-in specs.
Target: i386-redhat-linux
...
gcc version 4.0.2 20051125 (Red Hat 4.0.2-8)
$ g++ -o class5 class5.cc
$ ./class5
datum: 6.3275e-308 +/- 4.85825e-270
datum: 0.23 +/- 0.212
datum: 0.23 +/- 0.212
```

Fedora Core4

Default Assignment

```
// ctor.cc
#include <iostream>
using std::cout;
using std::endl;

class Datum {
public:
    Datum(double x) { x_ = x; }
    double value() { return x_; }
    void setValue(double x) { x_ = x; }
    void print() {
        cout << "x: " << x_ << endl;
    }

private:
    double x_;
};
```

```
int main() {

    Datum d1(1.2);
    d1.print();

    // no default ctor. compiler error if uncommented
    //Datum d2;
    //d2.print();

    Datum d3 = d1; // default assignment by compiler
    d3.print();
    cout << "&d1: " << &d1
        << "\t &d3: " << &d3 << endl;
    return 0;
}
```

d3.x_ = d1.x_
done by compiler

```
$ g++ -o ctor ctor.cc
$ ./ctor
x: 1.2
x: 1.2
&d1: 0x23ef10      &d3: 0x23ef08
```

Question

- Can a constructor be private?
 - Is it allowed by the compiler?
 - How to instantiate an object with no public constructor?

- *Find a working example of a very simple class for next week*

Accessors and Helper/Utility Methods

- Methods that allow read access to data members
- Can also provide functionalities commonly needed by users to elaborate information from the class
 - for example formatted printing of data
- Usually they do not modify the objects, i.e. do not change the value of its attributes

```
class Student {  
public:  
  
    // getter method: access to data members  
    string name() { return name_; }  
  
    // utility method  
    void print() {  
        cout << "My name is: " << name_ << endl;  
    }  
  
private:  
    string name_; // data member  
};
```

```
class Datum {  
public:  
  
    double value() { return value_; }  
    double error() { return error_; }  
  
    void print() {  
        cout << "datum: " << value_  
             << " +/- " << error_  
             << endl;  
    }  
  
private:  
    double value_; // public data member!!!  
    double error_; // private data member  
};
```

Getter Methods

- getters are helpers methods with explicit names returning individual data members
 - Do not modify the data members simply return them
 - Good practice: call these methods as getFoo() or foo() for member foo_
- Return value of a getter method should be that of the data member

```
class Datum {  
public:  
    Datum(double val, double error) {  
        val_ = val;  
        err_ = error;  
    }  
  
    double value() { return val_; }  
    double error() { return err_; }  
  
    void setValue(double value) { val_ = value; }  
    void setError(double error) { err_ = error; }  
  
    void print() {  
        cout << "datum: " << val_ << " +/- " << err_  
            << endl;  
    }  
  
private:  
    double val_;  
    double err_;  
};
```

```
// Student  
#include <iostream>  
#include <string>  
using namespace std;  
  
class Student {  
public:  
    // default constructor  
    Student() { name_ = ""; }  
  
    // another constructor  
    Student(const string& name) { name_ = name; }  
  
    // getter method: access to info from the class  
    string name() { return name_; }  
  
    // setter: set attribute of object  
    void setName(const string& name) { name_ = name; }  
  
    // utility method  
    void print() {  
        cout << "My name is: " << name_ << endl;  
    }  
  
private:  
    string name_; // data member  
};
```

Setter Methods

- Setters are member functions that modify attributes of an object after it is created
 - Typically defined as void
 - Could return other values for error handling purposes
 - Very useful to assign correct attributes to an object in algorithms
 - As usual abusing setter methods can cause unexpected problems

```
// class8.cc
#include <iostream>
using namespace std;

class Datum {
public:
    Datum(double val, double error) {
        value_ = val;
        error_ = error;
    }

    double value() { return value_; }
    double error() { return error_; }

    void setValue(double value) { value_ = value; }
    void setError(double error) { error_ = error; }

    void print() {
        cout << "datum: " << value_ << " +/- "
            << error_ << endl;
    }

private:
    double value_;
    double error_;
};
```

```
int main() {

    Datum d1(23.4, 7.5);
    d1.print();

    d1.setValue( 8.563 );
    d1.setError( 0.45 );
    d1.print();

    return 0;
}
```

```
$ g++ -o class8 class8.cc
$ ./class8
datum: 23.4 +/- 7.5
datum: 8.563 +/- 0.45
```

Pointers and References to Objects

```
// app2.cpp
#include <iostream>
using std::cout; // use using only for specific
classes
using std::endl; // not for entire namespace

class Counter {
public:
    Counter() { count_ = 0; x_=0.0; }
    int value() { return count_; }
    void reset() { count_ = 0; x_=0.0; }
    void increment() { count_++; }
    void increment(int step)
        { count_ = count_+step; }
    void print() {
        cout << "---- Counter::print() ----" << endl;
        cout << "my count_: " << count_ << endl;
        // this is special pointer
        cout << "my address: " << this << endl;
        cout << "&x_ : " << &x_ << " sizeof(x_) : "
            << sizeof(x_) << endl;
        cout << "&count_ : " << &count_
            << " sizeof(count_) : "
            << sizeof(count_) << endl;
        cout << "---- Counter::print()----" << endl;
    }

private:
    int count_;
    double x_; // dummy variable
};
```

```
void printCounter(Counter& counter) {
    cout << "counter value: " << counter.value() << endl;
}

void printByPtr(Counter* counter) {
    cout << "counter value: " << counter->value() << endl;
}
```

```
int main() {
    Counter counter;
    counter.increment(7);

    // ptr is a pointer to a Counter Object
    Counter* ptr = &counter;
    cout << "ptr = &counter: " << &counter << endl;

    // use . to access member of objects
    cout << "counter.value(): " << counter.value() << endl;

    // use -> with pointer to objects
    cout << "ptr->value(): " << ptr->value() << endl;

    printCounter( counter );
    printByPtr( ptr );

    ptr->print();

    cout << "sizeof(ptr): " << sizeof(ptr) << "\t"
        << "sizeof(counter): " << sizeof(counter)
        << endl;
}

return 0;
}
```

-> instead of . When using pointers to objects

Size and Address of Objects

gcc 3.4.4 on cygwin

```
$ g++ -o app2 app2.cpp
$ ./app2
ptr = &counter: 0x22ccd0
counter.value(): 7
ptr->value(): 7
printCounter: counter value: 7
printByPtr: counter value: 7
---- Counter::print() : begin ----
my count_: 7
my address: 0x22ccd0
&count_ : 0x22ccd0  sizeof(count_) : 4
&x_ : 0x22ccd8  sizeof(x_) : 8
---- Counter::print() : end ----
&i: 0x22ccc8
sizeof(ptr): 4  sizeof(counter): 16
sizeof(int): 4  sizeof(double): 8
```

gcc 4.1.1 on fedora core 6

```
$ g++ -o app2 app2.cpp
$ ./app2
ptr = &counter: 0xbf841e20
counter.value(): 7
ptr->value(): 7
printCounter: counter value: 7
printByPtr: counter value: 7
---- Counter::print() : begin ----
my count_: 7
my address: 0xbf841e20
&count_ : 0xbf841e20  sizeof(count_) : 4
&x_ : 0xbf841e24  sizeof(x_) : 8
---- Counter::print() : end ----
&i: 0xbf841e1c
sizeof(ptr): 4  sizeof(counter): 12
sizeof(int): 4  sizeof(double): 8
```

- Different size of objects on different platform!
 - Different configuration of compiler
 - Optimization for access to memory
- Address of object is address of first data member in the object

Classes and Applications

- So far we have always included the definition of classes together with the main application in one file
- The advantage is that we have only one file to modify
- Disadvantage are many
 - There is always ONE file to modify no matter what kind of modification you want to make
 - This file becomes VERY long after a very short time
 - Hard to maintain everything in only one place
 - We compile everything even after very simple changes

Example of Typical Application So Far

```
// app3.cpp
#include <iostream>
using std::cout;
using std::endl;

#include "Counter.h"

Counter makeCounter() {
    Counter c;
    return c;
}

void printCounter(Counter& counter) {
    cout << "counter value: " << counter.value() << endl;
}

void printByPtr(Counter* counter) {
    cout << "counter value: " << counter->value() << endl;
}
```

```
int main() {
    Counter counter;
    counter.increment(7);

    Counter* ptr = &counter;

    cout << "counter.value(): " << counter.value()
        << endl;
    cout << "ptr = &counter: " << &counter << endl;
    cout << "ptr->value(): " << ptr->value() << endl;

    Counter c2 = makeCounter();
    c2.increment();

    printCounter( c2 );

    cout << "sizeof(ptr): " << sizeof(ptr)
        << " sizeof(c2): " << sizeof(c2)
        << endl;

    return 0;
}
```

Separating Classes and Applications

- It's good practice to separate classes from applications
- Create one file with only your application
 - Use #include directive to add all classes needed in your application
 - Keep a separate file for each class
- Compile your classes separately
- Include compiled classes (or libraries) when linking your application

First Attempt at Improving Code Management

```
// Datum1.cc
// include all header files needed
#include <iostream>
using namespace std;

class Datum {
public:
    Datum() { }

    Datum(double x, double y) {
        value_ = x;
        error_ = y;
    }

    Datum(const Datum& datum) {
        value_ = datum.value_;
        error_ = datum.error_;
    }

    void print() {
        cout << "datum: " << value_
            << " +/- " << error_
            << endl;
    }

private:
    double value_;
    double error_;
};
```

```
// app1.cpp
#include "Datum1.cc"

int main() {

    Datum d1;
    d1.print();

    Datum d2(0.23,0.212);
    d2.print();

    Datum d3( d2 );
    d3.print();

    return 0;
}
```

```
$ g++ -o app1 app1.cpp
$ ./app1
datum: NaN +/- 8.48798e-314
datum: 0.23 +/- 0.212
datum: 0.23 +/- 0.212
```

Problems with Previous Example

- Although we have two files it is basically if we had just one!
- Datum1.cc includes not only the declaration but also the definition of class Datum
 - Implementation of all methods exposed to user
- When compiling app1.cpp we also compile class Datum every time!
 - We do not need any library because app1.cpp includes all source code!
 - When compiling and linking app1.cpp we also create compiled code for Datum to be used in our application
 - *Remember what #include does!*

Pre-Compiled version of `Datum1.cc`

- Our source file is only a few lines long

```
$ wc -l Datum1.cc  
30 Datum1.cc  
  
$ wc -l app1.cpp  
16 app1.cpp  
  
$ g++ -E -c Datum1.cc > Datum1.cc-precompiled  
  
$ wc -l Datum1.cc-precompiled  
23740 Datum1.cc-precompiled
```

- The precompiled version is almost 24000 lines!
 - This is all code included in and by iostream

```
$ grep "#include" /usr/lib/gcc/i686-pc-cygwin/3.4.4/include/c++/  
iostream  
 * This is a Standard C++ Library header. You should @c #include  
this header  
#include <bits/c++config.h>  
#include <iostream>  
#include <iostream>
```

iostream

```
#ifndef _GLIBCXX_IOSTREAM
#define _GLIBCXX_IOSTREAM 1

#pragma GCC system_header

#include <bits/c++config.h>
#include <iostream>
#include <iostream>

namespace std
{
    /**
     * @name Standard Stream Objects
     *
     */
// @{
extern istream cin;      ///< Linked to standard input
extern ostream cout;     ///< Linked to standard output
extern ostream cerr;     ///< Linked to standard error (unbuffered)
extern ostream clog;     ///< Linked to standard error (buffered)

#ifdef _GLIBCXX_USE_WCHAR_T
extern wistream wcin;    ///< Linked to standard input
extern wostream wcout;   ///< Linked to standard output
extern wostream wcerr;  ///< Linked to standard error (unbuffered)
extern wostream wclog;  ///< Linked to standard error (buffered)
#endif
// @@
}

// For construction of filebuffers for cout, cin, cerr, clog et. al.
static ios_base::Init __ioinit;
} // namespace std

#endif /* _GLIBCXX_IOSTREAM */
```

I have removed all comments from the file to make it fit in this slide

Additional code included by the header files in this file

How do you find **iostream** file on your computer?

Separating Interface from Implementation

- Clients of your classes only need to know the interface of your classes
- Remember:
 - Users should only rely on public members of your class
 - Internal data structure must be hidden and not needed in applications
- Compiler needs only the declaration of your classes, its functions and their signature to compile the application
 - Signature of a function is the exact set of arguments passed to a function and its return type
- The compiled class code (definition) is needed only at link time
 - Libraries are needed to link not to compile!

Header and Source Files

- We can separate the declaration of a class from its implementation
 - Declaration tells the compiler about data members and member functions of a class
 - We know how many and what type of arguments a function has by looking at the declaration but we don't know how the function is implemented
- Declaration of a class Counter goes into a file usually called Counter.h or Counter.hh suffix
- Implementation of methods goes into the source file usually called Counter.cc

Counter.h and Counter.cc

```
// Counter.h
// Counter Class: simple counter class.
// Allows simple or step
// increments and also a reset function

// include header files for types
// and classes used in the declaration

class Counter {
public:
    Counter();
    int value();
    void reset();
    void increment();
    void increment(int step);

private:
    int count_;
};
```

Scope operator :: is used to tell methods belong to Class Counter

```
// Counter.cc
// include class header files
#include "Counter.h"

// include any additional header files
// needed in the class
// definition
#include <iostream>
using std::cout;
using std::endl;

Counter::Counter() {
    count_ = 0;
}

int Counter::value() {
    return count_;
}

void Counter::reset() {
    count_ = 0;
}

void Counter::increment() {
    count_++;
}

void Counter::increment(int step) {
    count_ = count_+step;
}
```

What is included in header files?

- Declaration of the class
 - Public and data members
- All header files for types and classes used in the header
 - data members, arguments or return types of member functions
- Sometimes when we have very simple methods these are directly implemented in the header file
- Methods implemented in the header file are referred to as inline functions
 - For example getter methods are a good candidate to become inline functions

What is included in source file?

- Header file of the class being implemented
 - Compiler needs the prototype (declaration) of the methods
- Implementation of methods declared in the header file
 - Scope operator :: must be used to tell the compiler methods belong to a class
- Header files for all additional types used in the implementation but not needed in the header!
 - Nota bene: header files include in the header file of the class are automatically included in the source file

Compiling Source Files of a Class

```
$ g++ Counter.cc  
/usr/lib/gcc/i686-pc-cygwin/3.4.4/../../../../libcygwin.a(libcmain.o) ::  
undefined reference to `__WinMain@16'  
collect2: ld returned 1 exit status
```

WinXP+
cygwin

```
$ g++ Counter.cc  
/usr/lib/gcc/i386-redhat-linux/4.0.2/../../../../crt1.o(.text+0x18) :  
In function `__start':: undefined reference to `main'  
collect2: ld returned 1 exit status
```

Linux

- Do you understand the error?
- What does undefined symbol usually mean?
- Why we did not encounter this error earlier?

- ▷ Separating Interface
- ▷ Implementation of Classes
- ▷ Header and Source Files
- ▷ Dynamic Memory Management
- ▷ Class Destructors

Reminder about g++

- g++ by default looks for a main function in the file being compiled unless differently instructed
- The main function becomes the program to run when the compiler is finished linking the binary application
 - Compiling: translate user code in high level language into binary code that system can use
 - Linking: put together binary pieces corresponding to methods used in the main function
 - Application: product of the linking process
- Source files of classes do not have any main method
- We need to tell g++ (and other compilers) no linking is needed

Compiling without Linking

- g++ has a `-c` option that allows to specify only compilation is needed
- User code is translated into binary but no attempt to look for main method and creating an application

```
$ ls -l Counter.*  
-rw-r--r-- 1 rahatlou users 449 May 15 00:55 Counter.cc  
-rw-r--r-- 1 rahatlou users 349 May 15 00:55 Counter.h  
  
$ g++ -c Counter.cc  
  
$ ls -l Counter.*  
-rw-r--r-- 1 rahatlou users 449 May 15 00:55 Counter.cc  
-rw-r--r-- 1 rahatlou users 349 May 15 00:55 Counter.h  
-rw-r--r-- 1 rahatlou users 1884 May 15 01:23 Counter.o
```

By default g++ creates a .o (object file) for the .cc file

Using Header Files in Applications

```
// app2.cpp
#include <iostream>
using namespace std;

#include "Counter.h"

Counter makeCounter() {
    Counter c;
    return c;
}

void printCounter(Counter& counter) {
    cout << "counter value: "
        << counter.value() << endl;
}

void printByPtr(Counter* counter) {
    cout << "counter value: "
        << counter->value() << endl;
}

int main() {
    Counter counter;
    counter.increment(7);

    Counter* ptr = &counter;

    cout << "counter.value(): "
        << counter.value() <<
    endl;
    cout << "ptr = &counter: "
        << &counter << endl;
    cout << "ptr->value(): "
        << ptr->value() << endl;

    Counter c2 = makeCounter();
    c2.increment();

    printCounter( c2 );
    return 0;
}
```

```
$ g++ -o app2 app2.cpp
/tmp/ccJuugJc.o:app2.cpp:(.text+0x10d): undefined reference to `Counter::Counter()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x124): undefined reference to `Counter::value()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x16e): undefined reference to `Counter::value()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x1dc): undefined reference to `Counter::Counter()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x1ef): undefined reference to `Counter::increment(int)'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x200): undefined reference to `Counter::value()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x272): undefined reference to `Counter::value()'
/tmp/ccJuugJc.o:app2.cpp:(.text+0x2b7): undefined reference to `Counter::increment()'
collect2: ld returned 1 exit status
```

Providing compiled Class Code at Link Time

■ Including the header file is not sufficient!

- It tells the compiler only about arguments and return type
- But it does not tell him what to execute
- Compiler doesn't have the binary code to use to create the application!

■ We must use the compiled object file at link time

- g++ is told to make an application called app2 from source code in app2.cpp and using also the binary file Counter.o to find any symbol needed in app2.cpp

```
$ g++ -o app2 app2.cpp Counter.o
$ ./app2
counter.value(): 7
ptr = &counter: 0x23ef10
ptr->value(): 7
counter value: 1
```

Problem: Multiple Inclusion of Header Files!

- What if we include the same header file several times?
 - This can happen in many ways
- Some pretty common ways are
 - **App.cpp** includes both **Foo.h** and **Bar.h**
 - **Foo.h** is included in **Bar.h** and **Bar.cc**

```
// Bar.h

#include "Foo.h"

class Bar {

    // class goes here
    Bar(const Foo& afoo, double x);

}
```

```
// App.cpp

#include "Foo.h"
#include "Bar.h"

int main() {

    // program goes here
    Foo f1;
    Bar b1(f1, 0.3);

    return 0;
}
```

Example of Multiple Inclusion

```
// app3.cpp
#include <iostream>
using namespace std;
#include "Counter.h"

Counter makeCounter() {
    Counter c;
    return c;
}

void printCounter(Counter& counter) {
    cout << "counter value: " << counter.value() << endl;
}

void printByPtr(Counter* counter) {
    cout << "counter value: " << counter->value() << endl;
}

#include "Counter.h"      Line 19
int main() {
    Counter counter;
    counter.increment(7);

    Counter c2 = makeCounter();
    c2.increment();

    printCounter( counter );
    printCounter( c2 );

    return 0;
}
```

```
// Counter.h
// Counter Class: simple counter class. Allows simple
// increments and also a reset function

// include header files for types and classes
// used in the declaration

class Counter {           Line 8
public:
    Counter();
    int value();
    void reset();
    void increment();
    void increment(int step);

private:
    int count_;
}
```

```
$ g++ -o app3 app3.cpp Counter.o
In file included from app3.cpp:19:
Counter.h:8: error: redefinition of `class Counter'
Counter.h:8: error: previous definition of `class Counter'
```

#define, #ifndef and #endif directives

- Problem of multiple inclusion can be solved at pre-compiler level

1: if Datum_h is not defined
follow the instruction until
#endif

2: define a new variable
called Datum_h

3: end of ifndef block

```
#ifndef Datum_h
#define Datum_h
// Datum.h

class Datum {
public:
    Datum();
    Datum(double x, double y);
    Datum(const Datum& datum);
    double value() { return value_; }
    double error() { return error_; }

private:
    double value_;
    double error_;
};

#endif
```

Example: application using Datum

```
// app4.cpp
#include "Datum.h"
#include <iostream>

void print(Datum& input) {
    using namespace std;
    cout << "input: " << input.value()
        << " +/- " << input.error()
        << endl;
}

#include "Datum.h"

int main() {
    Datum d1(-1.4, 0.3);
    print(d1);

    return 0;
}
```

```
$ g++ -c Datum.cc
$ g++ -o app4 app4.cpp Datum.o
$ ./app4
input: -1.4 +/- 0.3
```

Typical Errors

- Forget to use the scope operator :: in .cc files

```
#ifndef FooDatum_h
#define FooDatum_h
// FooDatum.h

class FooDatum {
public:
    FooDatum();
    FooDatum(double x, double y);
    FooDatum(const FooDatum& datum);
    double value() { return value_; }
    double error() { return error_; }
    double significance();

private:
    double value_;
    double error_;
};

#endif
```

```
#include "FooDatum.h"

FooDatum::FooDatum() { }

FooDatum::FooDatum(double x, double y) {
    value_ = x;
    error_ = y;
}

FooDatum::FooDatum(const FooDatum& datum) {
    value_ = datum.value_;
    error_ = datum.error_;
}

double
significance() {
    return value_/error_;
}
```

```
$ g++ -c FooDatum.cc
FooDatum.cc: In function `double significance()':
FooDatum.cc:17: error: `value_' undeclared (first use this function)
FooDatum.cc:17: error: (Each undeclared identifier is reported only once
for each function it appears in.)
FooDatum.cc:17: error: `error_' undeclared (first use this function)
```

- Functions implemented as global
- error when applying function as a member function to objects
- No error compiling the classes but error when compiling the application

Reminder: Namespace of Classes

- C++ uses namespace as integral part of a class, function, data member
- Any quantity declared within a namespace can be accessed ONLY by using the scope operator :: and by specifying its namespace
- When using a new class, you must look into its header file to find out which namespace it belongs to
 - There are no shortcuts!
- When implementing a class you must specify its namespace
 - Unless you use the using directive

Another Example of Namespace

```
#ifndef CounterNS_h_
#define CounterNS_h_
#include <string>

namespace rome {
    namespace didattica {

        class Counter {
            public:
                Counter(const std::string& name);
                ~Counter();
                int value();
                void reset();
                void increment(int step =1);
                void print();

            private:
                int count_;
                std::string name_;
        }; // class counter

    } // namespace didattica
} //namespace rome
#endif
```

```
#include "CounterNS.h"

int main() {
    rome::didattica::Counter c1("c1");
    c1.print();
    return 0;
}
```

```
// CounterNS.cc
#include "CounterNS.h"

// include any additional header files needed in the class
// definition
#include <iostream> // needed for input/output
using std::cout;
using std::endl;
using namespace rome::didattica;

Counter::Counter(const std::string& name) {
    count_ = 0;
    name_ = name;
    cout << "Counter::Counter() called for Counter " << name_
    << endl;
}

Counter::~Counter() {
    cout << "Counter::~Counter() called for Counter " <<
    name_ << endl;
}

int Counter::value() {
    return count_;
}

void Counter::reset() {
    count_ = 0;
}

void Counter::increment(int step) {
    count_ = count_ +step;
}

void Counter::print() {
    cout << "Counter::print(): name: " << name_ << "  value:
    " << count_ << endl;
}
```

Class std::vector<T>

```
#include <iostream>
#include <vector>
#include "Datum.h"

int main() {

    std::vector<double> vals;
    vals.push_back(1.3);
    vals.push_back(-2.1);

    std::vector<double> errs;
    errs.push_back(0.2);
    errs.push_back(0.3);

    std::vector<Datum> data;
    data.push_back( Datum(1.3, 0.2) );
    data.push_back( Datum(-2.1, 0.3) );

    std::cout << "# dati:: " << data.size() << std::endl;

    // using traditional loop on an array
    int i=0;
    std::cout << "Using [] operator on vector" << std::endl;
    for(i=0; i< data.size(); ++i) {
        std::cout << "i: " << i
            << "\t data: " << data[i].value() << " +/- " << data[i].error()
            << std::endl;
    }

    // using vector iterator
    i=0;
    std::cout << "std::vector<T>::iterator " << std::endl;
    for(std::vector<Datum>::iterator d = data.begin(); d != data.end(); d++) {
        //std::cout << "d: " << d << std::endl;
        i++;
        std::cout << "i: " << i
            << "\t data: " << d->value() << " +/- " << d->error()
            << std::endl;
    }

    // using vector iterator
    i=0;
    std::cout << "C+11 extension feature " << std::endl;
    for(Datum dit : data) {
        i++;
        std::cout << "i: " << i
            << "\t data: " << dit.value() << " +/- " << dit.error()
            << std::endl;
    }

    return 0;
}
```

```
$ g++ -o app.exe vector1.cc Datum.cc
vector1.cc:45:17: warning: range-based for loop is a C++11 extension
[-Wc++11-extensions]
    for(Datum dit : data) {
                           ^
1 warning generated.
$ ./app.exe
# dati:: 2
Using [] operator on vector
i: 0          data: 1.3 +/- 0.2
i: 1          data: -2.1 +/- 0.3
std::vector<T>::iterator
i: 1          data: 1.3 +/- 0.2
i: 2          data: -2.1 +/- 0.3
C+11 extension feature
i: 1          data: 1.3 +/- 0.2
i: 2          data: -2.1 +/- 0.3
```

Interface of `std::vector<T>`

<http://www.cplusplus.com/reference/vector/vector/>

<https://en.cppreference.com/w/cpp/container/vector>

Member functions

<code>(constructor)</code>	constructs the vector (public member function)
<code>(destructor)</code>	destructs the vector (public member function)
<code>operator=</code>	assigns values to the container (public member function)
<code>assign</code>	assigns values to the container (public member function)
<code>get_allocator</code>	returns the associated allocator (public member function)

Element access

<code>at</code>	access specified element with bounds checking (public member function)
<code>operator[]</code>	access specified element (public member function)
<code>front</code>	access the first element (public member function)
<code>back</code>	access the last element (public member function)
<code>data (C++11)</code>	direct access to the underlying array (public member function)

Iterators

<code>begin</code>	returns an iterator to the beginning
<code>cbegin</code>	(public member function)
<code>end</code>	returns an iterator to the end
<code>cend</code>	(public member function)
<code>rbegin</code>	returns a reverse iterator to the beginning
<code>crbegin</code>	(public member function)
<code>rend</code>	returns a reverse iterator to the end
<code>crend</code>	(public member function)

Capacity

<code>empty</code>	checks whether the container is empty (public member function)
<code>size</code>	returns the number of elements (public member function)
<code>max_size</code>	returns the maximum possible number of elements (public member function)
<code>reserve</code>	reserves storage (public member function)

Using std::vector<T> in functions

```
#include <vector>
Using std::vector;

Datum average(vector<float>& val,
vector<float>& err) {
    double mean = 0.;
    double meanErr(0.); // same as = 0.

    // loop over data
    // compute average

    Datum res(mean, meanErr);
    return res;
}
```

Constructor is called with arguments
Same behavior for **double** and **Datum**

```
#include <vector>
Using std::vector;

Datum average(vector<float>& val,
vector<float>& err) {
    double mean = 0.;
    double meanErr(0.); // same as =
0.

    // loop over data
    // compute average

    return Datum(mean, meanErr);
}
```

Object **res** is like any other variable **mean** or **meanErr**
res simply returned as output to caller

```
#include <vector>
Using std::vector;

double average(vector<float>& val) {
    double mean = 0.;

    // loop over data
    // compute average

    return mean;
}
```

Since **res** not really needed within function
we can just create it while returning the function
output

Dynamic Memory Allocation: **new** and **delete**

- C++ allows dynamic management memory at run time via two dedicated operators: **new** and **delete**
- **new**: allocates memory for objects of any built-in or user-defined type
 - The amount of allocated memory depends on the size of the object
 - For user-defined types the size is determined by the data members
- Which memory is used by **new**?
 - **new** allocated objects in the free store also known as heap
 - This is region of memory assigned to each program at run time
 - Memory allocated by **new** is unavailable until we free it and give it back to system via **delete** operator
- **delete**: de-allocates memory used by **new** and give it back to system to be re-used

Stack and Heap

```
// app7.cpp
#include <iostream>
using namespace std;

int main() {
    double* ptr1 = new double[100000];
    ptr1[0] = 1.1;

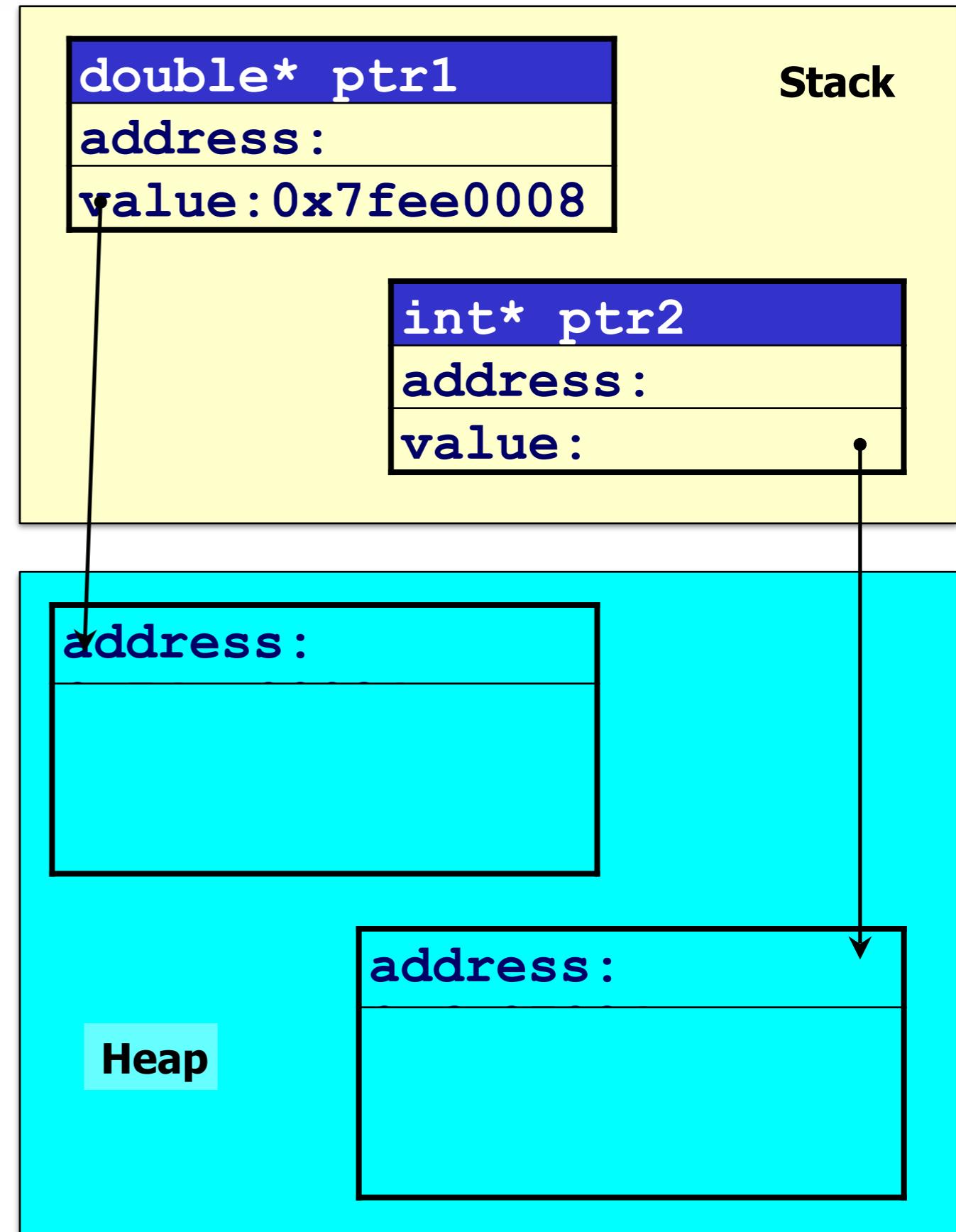
    cout << "ptr1[0]: " << ptr1[0]
        << endl;

    int* ptr2 = new int[1000];
    ptr2[233] = -13423;

    cout << "&ptr1: " << &ptr1
        << " sizeof(ptr1): " << sizeof(ptr1)
        << " ptr1: " << ptr1 << endl;

    cout << "&ptr2: " << &ptr2
        << " sizeof(ptr2): " << sizeof(ptr2)
        << " ptr2: " << ptr2 << endl;
    delete[] ptr1;
    delete[] ptr2;
    return 0;
}
```

```
$ g++ -Wall -o app7 app7.cpp
$ ./app7
ptr1[0]: 1.1
&ptr1: 0x22cce4  sizeof(ptr1): 4  ptr1: 0x7fee0008
&ptr2: 0x22cce0  sizeof(ptr2): 4
ptr2: 0x6a0700
```

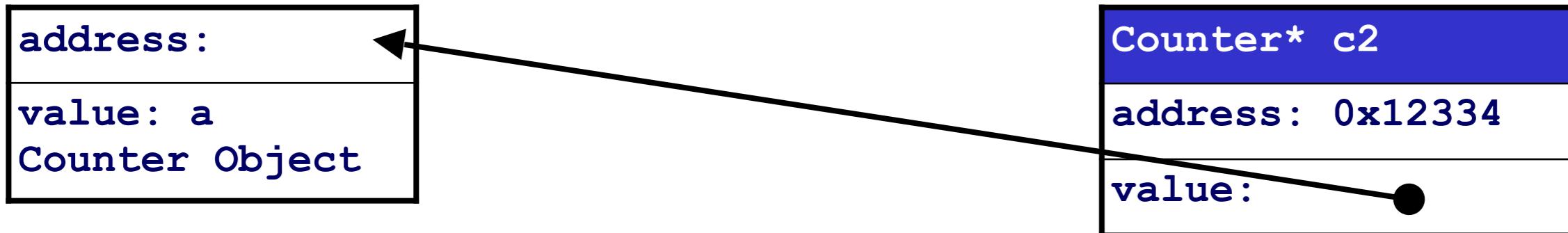


What does **new** do?

Dynamic object
in the heap

```
Counter* c2 = new Counter("c2");  
  
delete c2; // de-allocate memory!
```

Automatic variable
in the stack



- `new` allocates an amount of memory given by `sizeof(Counter)` somewhere in memory
- returns a pointer to this location
- we assign `c2` to be this pointer and access the dynamically allocated memory
- `delete` de-allocates the region of memory pointed to by `c2` and makes this memory available to be re-used by the program

Memory Leak: Killing the System

- Perhaps one of the most common problems in C++ programming
- User allocates memory at run time with `new` but never releases the memory – forgets to call `delete`!
- Golden rule: every time you call `new` ask yourself
 - Do I really need to use `new`?
 - where and when `delete` is called to free this memory ?
- Even small amount of leak can lead to a crash of the system
 - Leaking 10 kB in a loop over 1M events leads to 1 GB of allocated and un-useable memory!

Simple Example of Memory Leak

```
// app6.cpp
#include <iostream>
using namespace std;

int main() {

    for(int i=0; i<10000; ++i){

        double* ptr = new double[100000];
        ptr[0] = 1.1;

        cout << "i: " << i
            << ", ptr: " << ptr
            << ", ptr[0]: " << ptr[0]
            << endl;

        // delete[] ptr; // ops! memory
leak!
    }
    return 0;
}
```

- At each iteration **ptr** is a pointer to a new (and large) array of 100k doubles!
- This memory is not released because we forgot the **delete** operator!
- At each turn more memory becomes unavailable until the system runs out of memory and crashes!

```
$ g++ -o leak1 leak1.cpp
$ ./leak1
i: 0, ptr: 0x4a0280, ptr[0]: 1.1
i: 1, ptr: 0x563bf8, ptr[0]: 1.1
...
i: 1381, ptr: 0x4247e178, ptr[0]: 1.1
i: 1382, ptr: 0x42541680, ptr[0]: 1.1
Abort (core dumped)
```

Advantages of Dynamic Memory Allocation

- No need to fix size of data to be used at compilation time
 - Easier to deal with real life use cases with variable and unknown number of data objects
 - No need to reserve very large but FIXED-SIZE arrays of memory
 - Example: interaction of particle in matter
 - How many particles are produced due to particle going through a detector?
 - Number not fixed a priori
 - Use dynamic allocation to create new particles as they are generated
- Disadvantage: correct memory management
 - Must keep track of **ownership** of **objects**
 - If not de-allocated can cause memory leaks which leads to slow execution and crashes
 - Most difficult part specially at the beginning or in complex systems

Destructor Method of a Class

- Constructor used by compiler to initialise instance of a class (an object)
 - Assign proper values to data members and allocate the object in memory
- Destructors are special member function doing reverse work of constructors
 - Do cleanup when object goes out of scope
- Destructor performs termination house keeping when objects go out of scope
 - No de-allocation of memory
 - Tells the program that memory previously occupied by the object is again free and can be re-used
- Destructors are **FUNDAMENTAL** when using dynamic memory allocation

Special Features of Destructors

- Destructors have no arguments
- Destructors do not have a return type
 - Similar to constructors
- Destructor of class Counter
MUST be called **~Counter()**

```
#ifndef Counter_h_
#define Counter_h_
// Counter.h
#include <string>

class Counter {
public:
    Counter(const std::string& name);
    ~Counter();
    int value();
    void reset();
    void increment();
    void increment(int step);
    void print();

private:
    int count_;
    std::string name_;
};

#endif
```

Trivial Example of Destructor

Constructor initializes data members

```
#ifndef Counter_h_
#define Counter_h_
// Counter.h
#include <string>

class Counter {
public:
    Counter(const std::string& name);
    ~Counter();
    int value();
    void reset();
    void increment();
    void increment(int step);
    void print();

private:
    int count_;
    std::string name_;
};

#endif
```

Destructor does nothing

```
#include "Counter.h"
#include <iostream> // needed for input/output
using std::cout;
using std::endl;

Counter::Counter(const std::string& name) {
    count_ = 0;
    name_ = name;
    cout << "Counter::Counter() called for Counter "
        << name_ << endl;
}

Counter::~Counter() {
    cout << "Counter::~Counter() called for Counter "
        << name_ << endl;
}

int Counter::value() {
    return count_;
}

void Counter::reset() {
    count_ = 0;
}

void Counter::increment() {
    count_++;
}

void Counter::increment(int step) {
    count_ = count_+step;
}

void Counter::print() {
    cout << "Counter::print(): name: " << name_
        << " value: " << count_ << endl;
}
```

Who and When Calls the Destructor?

Constructors are called by compiler when new objects are created

```
// app1.cpp
#include "Counter.h"
#include <string>

int main() {

    Counter c1( std::string("c1") );
    Counter c2( std::string("c2") );
    Counter c3( std::string("c3") );

    c2.increment(135);
    c1.increment(5677);

    c1.print();
    c2.print();
    c3.print();

    return 0;
}
```

Create in order objects c1, c2, and c3

Destructors are called implicitly by compiler when objects go out of scope!

Destructors are called in reverse order of creation

```
$ g++ -c Counter.cc
$ g++ -o app1 app1.cpp Counter.o
$ ./app1
Counter::Counter() called for Counter c1
Counter::Counter() called for Counter c2
Counter::Counter() called for Counter c3
Counter::print(): name: c1 value: 5677
Counter::print(): name: c2 value: 135
Counter::print(): name: c3 value: 0
Counter::~Counter() called for Counter c3
Counter::~Counter() called for Counter c2
Counter::~Counter() called for Counter c1
```

Destruct c3, c2, and c1

Another Example of Destructors

```
// app2.cpp
#include "Counter.h"
#include <string>

int main() {

    Counter c1( std::string("c1") );

    int count = 344;

    if( 1.1 <= 2.02 ) {
        Counter c2( std::string("c2") );

        Counter c3( std::string("c3") );
        if( count == 344 ) {
            Counter c4( std::string("c4") );
        }

        Counter c5( std::string("c5") );

        for(int i=0; i<3; ++i) {
            Counter c6( std::string("c6") );
        }
    }

    return 0;
}
```

```
$ g++ -o app2 app2.cpp Counter.o
$ ./app2
Counter::Counter() called for Counter c1
Counter::Counter() called for Counter c2
Counter::Counter() called for Counter c3
Counter::Counter() called for Counter c4
Counter::~Counter() called for Counter c4
Counter::Counter() called for Counter c5
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c5
Counter::~Counter() called for Counter c3
Counter::~Counter() called for Counter c2
Counter::~Counter() called for Counter c1
```

Who and When Calls the Destructor?

Constructors are called by compiler when new objects are created

```
// app1.cpp
#include "Counter.h"
#include <string>

int main() {

    Counter c1( std::string("c1") );
    Counter c2( std::string("c2") );
    Counter c3( std::string("c3") );

    c2.increment(135);
    c1.increment(5677);

    c1.print();
    c2.print();
    c3.print();

    return 0;
}
```

Create in order objects c1, c2, and c3

Destructors are called implicitly by compiler when objects go out of scope!

Destructors are called in reverse order of creation

```
$ g++ -c Counter.cc
$ g++ -o app1 app1.cpp Counter.o
$ ./app1
Counter::Counter() called for Counter c1
Counter::Counter() called for Counter c2
Counter::Counter() called for Counter c3
Counter::print(): name: c1 value: 5677
Counter::print(): name: c2 value: 135
Counter::print(): name: c3 value: 0
Counter::~Counter() called for Counter c3
Counter::~Counter() called for Counter c2
Counter::~Counter() called for Counter c1
```

Destruct c3, c2, and c1

Another Example of Destructors

```
// app2.cpp
#include "Counter.h"
#include <string>

int main() {

    Counter c1( std::string("c1") );

    int count = 344;

    if( 1.1 <= 2.02 ) {
        Counter c2( std::string("c2") );

        Counter c3( std::string("c3") );
        if( count == 344 ) {
            Counter c4( std::string("c4") );
        }

        Counter c5( std::string("c5") );

        for(int i=0; i<3; ++i) {
            Counter c6( std::string("c6") );
        }
    }

    return 0;
}
```

```
$ g++ -o app2 app2.cpp Counter.o
$ ./app2
Counter::Counter() called for Counter c1
Counter::Counter() called for Counter c2
Counter::Counter() called for Counter c3
Counter::Counter() called for Counter c4
Counter::~Counter() called for Counter c4
Counter::Counter() called for Counter c5
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c6
Counter::~Counter() called for Counter c6
Counter::Counter() called for Counter c5
Counter::~Counter() called for Counter c3
Counter::~Counter() called for Counter c2
Counter::~Counter() called for Counter c1
```

Using new and delete Operators

```
// app6.cpp
#include "Counter.h"
#include "Datum.h"
#include <iostream>
using namespace std;

int main() {

    Counter c1("c1");

    Counter* c2 = new Counter("c2");
    c2->increment(6);

    Counter* c3 = new Counter("c3");

    Datum d1(-0.3,0.07);

    Datum* d2 = new Datum( d1 );
    d2->print();

    delete c2; // de-allocate memory!
    delete c3; // de-allocate memory!
    delete d2;

    return 0;
}
```

```
$ g++ -o app6 app6.cpp Datum.o Counter.o
$ ./app6
Counter::Counter() called for Counter c1
Counter::Counter() called for Counter c2
Counter::Counter() called for Counter c3
datum: -0.3 +/- 0.07
Counter::~Counter() called for Counter c2
Counter::~Counter() called for Counter c3
Counter::~Counter() called for Counter c1
```

Order of calls to destructors has changed!

delete calls explicitly the destructor of the object to de-allocate memory

Vital for objects holding pointers to dynamically allocated memory

Why no message when destructing d2 ?

constant Member Functions

- Enforce principle of least privilege
 - Give privilege ONLY if needed
- **const** member functions cannot
 - modify data members
 - cannot be called on non-constant objects
- **const** member functions tell user, the function only ‘uses’ the input data or data members but makes **no changes to data members**
- Pay attention which function can be called on which objects
 - Objects can be constant
 - You can not modify a constant object
 - calling non-constant methods on constant objects does not make sense!

Datum Class and const Member Functions

```
class Datum {  
public:  
    Datum();  
    Datum(double x, double y);  
    Datum(const Datum& datum);  
  
    double value() { return value_; }  
    double error() { return error_; }  
    double significance();  
    void print();  
  
    void setValue(double x) { value_ = x; }  
    void setError(double x) { error_ = x; }  
  
private:  
    double value_;  
    double error_;  
};
```

Which methods
could become constant?

Datum Class with const Methods

All methods that only return a value and do not change the attributes of an object!

All getters can be constant

```
#ifndef Datum1_h
#define Datum1_h
// Datum1.h
#include <iostream>
using namespace std;

class Datum {
public:
    Datum();
    Datum(double x, double y);
    Datum(const Datum& datum);

    double value() const { return value_; }
    double error() const { return error_; }
    double significance() const;
    void print() const;

    void setValue(double x) { value_ = x; }
    void setError(double x) { error_ = x; }

private:
    double value_;
    double error_;
};

#endif
```

what about setter
methods?

```
#include "Datum1.h"
#include <iostream>

Datum::Datum() {
    value_ = 0.; error_ = 0.;
}

Datum::Datum(double x, double y) {
    value_ = x; error_ = y;
}

Datum::Datum(const Datum& datum) {
    value_ = datum.value_;
    error_ = datum.error_;
}

double
Datum::significance() const {
    return value_/error_;
}

void Datum::print() const {
    using namespace std;
    cout << "datum: " << value_
        << " +/- " << error_ << endl;
}
```

Typical error with constant methods

```
#ifndef Datum2_h
#define Datum2_h
// Datum2.h
#include <iostream>
using namespace std;

class Datum {
public:
    Datum();
    Datum(double x, double y);
    Datum(const Datum& datum);

    double value() const { return value_; }
    double error() const { return error_; }
    double significance() const;
    void print() const;

    void setValue(double x) const { value_ = x; }
    void setError(double x) const { error_ = x; }

private:
    double value_;
    double error_;
};

#endif
```

Setters can never be constant!

Setter method is used to modify data members

Similarly constructors and destructors can not be constant

```
$ g++ -c Datum2.cc
In file included from Datum2.cc:1:
Datum2.h: In member function `void Datum::setValue(double) const':
Datum2.h:18: error: assignment of data-member `Datum::value_' in read-only structure
Datum2.h: In member function `void Datum::setError(double) const':
Datum2.h:19: error: assignment of data-member `Datum::error_' in read-only structure
```

Example of Error using non-constant functions

```
#ifndef Datum4_h
#define Datum4_h
// Datum4.h
#include <iostream>
#include <string>
using namespace std;

class Datum {
public:
    Datum();
    Datum(double x, double y);
    Datum(const Datum& datum);

    double value() const { return value_; }
    double error() const { return error_; }
    double significance() const;

    void print(const std::string& comment) ;
    void setValue(double x) { value_ = x; }
    void setError(double x) { error_ = x; }

private:
    double value_;
    double error_;
};

#endif
```

print MUST have been constant!
bad design of the class!

```
void Datum::print(const std::string& comment) {
    using namespace std;
    cout << comment << ": " << value_
        << " +/- " << error_ << endl;
```

```
// appl.cpp

#include "Datum4.h"

int main() {

    Datum d1(-67.03, 32.12);
    const Datum d2(-67.03, 32.12);

    d1.print("datum");

    d2.print("const datum");

    return 0;
}
```

```
$ g++ -o appl appl.cpp Datum4.o
appl.cpp: In function `int main()':
appl.cpp:12: error: passing `const Datum' as `this'
argument of `void Datum::print(const std::string&)'
discards qualifiers
```

Default Values for Methods

- Functions (not only member functions in classes) might be often invoked with recurrent values for their arguments
- It is possible to provide default values for arguments of any function in C++
 - Default arguments must be provided the first time the name of the function occurs
 - In declaration if separate implementation
 - In definition if the function is declared and defined at the same time
- Only the right-most argument can be omitted
 - Including all arguments to the right of omitted argument

Example of Default Values

```
// Counter.h

class Counter {
public:
    Counter();
    int value();
    void reset();
    void increment();
    void increment(int step);

private:
    int count_;
};
```

Two increment() methods
but very similar functionality

increment() is a special case of
increment(int step) with step=1

Why two different methods?

```
// Counter.cc
// include class header files
#include "Counter.h"

// include any additional header files
// needed in the class
// definition
#include <iostream>
using std::cout;
using std::endl;

Counter::Counter() {
    count_ = 0;
}

int Counter::value() {
    return count_;
}

void Counter::reset() {
    count_ = 0;
}

void Counter::increment() {
    count_++;
}

void Counter::increment(int step) {
    count_ = count_+step;
}
```

Default Value for Counter::increment(int step)

```
#ifndef Counter_Old_h_
#define Counter_Old_h_
// CounterOld.h

class Counter {
public:
    Counter();
    int value();
    void reset();
    void increment(int step = 1);
private:
    int count_;
};

#endif
```

Bad Practice!
Name of class
different from name
of file

```
// CounterOld.cc
#include "CounterOld.h"
#include <iostream>
using std::cout;
using std::endl;

Counter::Counter() {
    count_ = 0;
}

int Counter::value() {
    return count_;
}

void Counter::reset() {
    count_ = 0;
}

void Counter::increment(int step) {
    count_ = count_+step;
}
```

```
// app3.cpp
#include "CounterOld.h" // old counter class
#include <iostream>
using namespace std;

int main() {

    Counter c1;

    c1.increment(); // no argument
    cout << "counter: " << c1.value() << endl;

    c1.increment(14); // provide argument, same function
    cout << "counter: " << c1.value() << endl;

    return 0;
}
```

```
$ g++ -c CounterOld.cc
$ g++ -o app3 app3.cpp
CounterOld.o
.$ ./app3
counter: 1
counter: 15
```

Ambiguous Use of Default Arguments

```
#ifndef Datum_h
#define Datum_h
// Datum.h
#include <iostream>
using namespace std;

class Datum {
public:
    //Datum();
    Datum(double x=1.0, double
y=0.0);
    Datum(const Datum& datum);
    double value() { return value_; }
    double error() { return error_; }
    double significance();

private:
    double value_;
    double error_;
};

#endif
```

Does it make sense to have default value and error?

```
$ g++ -c Datum.cc
$ g++ -o app4 app4.cpp Datum.o
$ ./app4
datum: -0.23 +/- 0.05
datum: 5.23 +/- 0
datum: 1 +/- 0
```

```
#include "Datum.h"

Datum::Datum(double x, double y) {
    value_ = x;
    error_ = y;
}

Datum::Datum(const Datum& datum) {
    value_ = datum.value_;
    error_ = datum.error_;
}

double
Datum::significance() {
    return value_/error_;
```

```
#include "Datum.h"
int main() {

    Datum d1(-0.23, 0.05); // provide arguments
    d1.print();

    Datum d2(5.23); // default error ...
    d2.print();

    Datum d3; // default value and error!
    d3.print();
    return 0;
}
```

Don't Abuse Default Arguments!

- Default values must be used for functions very similar in functionality and with obvious default values
- If default values are not intuitive for user think twice before using them!
- Quite often different constructors correspond to DIFFERENT ways to create an object
 - Default values could be misleading
- If arguments are physical quantities ask yourself: is the default value meaningful and useful for everyone?

*C++ Applications
command line arguments,
g++ options, I/O to/from file
External Libraries: ROOT*

Options of g++

The screenshot shows the first page of the `g++` manual from the `gcc` package. The title is "GNU" and the subtitle is "Screen Shot". The date is "2018-09-11 17:53:22". The page content includes the synopsis of the `g++` command:

```
gcc [ | | ] [ standard ]
      [ ] [ ] [ level ]
      [ warn... ] [ ]
      [ dir... ] [ dir... ]
      [ macro[=defn]... ] [ macro ]
      [ option... ] [ machine-option... ]
      [ outfile ] [ @file ] infile...
```

Text below the synopsis states:

Only the most useful options are listed here; see below for the remainder. `g++` accepts mostly the same options as `cc`.

The "DESCRIPTION" section explains:

When you invoke `GCC`, it normally does preprocessing, compilation, assembly and linking. The "overall options" allow you to stop this process at an intermediate stage. For example, the `-c` option says not to run the linker. Then the output consists of object files output by the assembler.

The "NOTES" section notes:

Other options are passed on to one stage of processing. Some options control the preprocessor and others the compiler itself. Yet other options control the assembler and linker; most of these are not documented here, since you rarely need to use any of them.

The "SEE ALSO" section lists:

Most of the command line options that you can use with `GCC` are useful for C programs; when an option is only useful with another language (usually C++), the explanation says so explicitly. If the description for a particular option does not mention a source language, you can use that option with all supported languages.

The "STANDARDS" section states:

The `g++` program accepts options and file names as operands. Many options have multi-letter names; therefore multiple single-letter options may not be grouped: `-d -O` is very different from `-O -d`.

Some Already Familiar Options

```
$ ls -l color.*  
-rw-r--r-- 1 rahatlou None 601 May 22 13:10 color.cpp
```

- -E : stop after running pre-compiler to resolve pre-compiler directives
 - Don't compile nor link the binary

```
$ g++ -E -o color.pre-compiler color.cpp  
$ ls -l color.*  
-rw-r--r-- 1 rahatlou None 601 May 22 13:10 color.cpp  
-rw-r--r-- 1 rahatlou None 681002 May 23 11:19 color.pre-compiler
```

- -C : stop after compilation
 - Doesn't link so no executable is produced

```
$ g++ -c color.cpp  
$ ls -lrt color.*  
-rw-r--r-- 1 rahatlou None 601 May 22 13:10 color.cpp  
-rw-r--r-- 1 rahatlou None 681002 May 23 11:19 color.pre-compiler  
-rw-r--r-- 1 rahatlou None 29489 May 23 11:21 color.o
```

- -O : specify name of the output

```
$ g++ -c color.cpp  
$ ls -lrt  
-rw-r--r-- 1 rahatlou None 601 May 22 13:10 color.cpp  
-rw-r--r-- 1 rahatlou None 681002 May 23 11:19 color.pre-compiler  
-rw-r--r-- 1 rahatlou None 29489 May 23 11:21 color.o  
-rwxr-xr-x 1 rahatlou None 524423 May 23 11:22 a.out
```

Default name
of binary

Increasing Warning Level

```
// app1.cpp
#include <string>
#include <iostream>
int index() {
    int i = 27;
}

std::string name() {
    std::string str("test of g++ options");
    return str;

    // text after return
    int j = 56;
}

int main() {
    int i = index();
    std::string st = name();
    std::cout << "i: " << i
                  << "st: " << st
                  << std::endl;
    return 0;
}
```

Very often simple warnings
are a clear signal there is
something seriously wrong

```
$ g++ -o app1 app1.cpp

$ g++ -o app1 -Wall app1.cpp
app1.cpp: In function `int index()':
app1.cpp:6: warning: unused variable 'i'
app1.cpp:7: warning: control reaches end of non-void function
app1.cpp: In function `std::string name()':
app1.cpp:14: warning: unused variable 'j'
$ ./app1
i:0      st: test of g++ options
```

Value of index() is always 0! ignores completely your implementation!

Debug Symbols with -g

- Produce debugging information to be used by debuggers, e.g. GDB
 - larger binary
- Extremely useful when first developing your code
 - You can see the high level labels (your function names and variables)
- It slows down a bit the code but might pay off in development phase
- Once code fully tested you can remove this option and fully optimize

-g Produce debugging information in the operating system's native format (stabs, COFF, XCOFF, or DWARF). GDB can work with this debugging information.

On most systems that use stabs format, -g enables use of extra debugging information that only GDB can use; this extra information makes debugging work better in GDB but will probably make other debuggers crash or refuse to read the program. If you want to control for certain whether to generate the extra information, use -gstabs+, -gstabs, -gxcoff+, -gxcoff, or -gvms (see below).

Unlike most other C compilers, GCC allows you to use -g with -O. The shortcuts taken by optimized code may occasionally produce surprising results: some variables you declared may not exist at all; flow of control may briefly move where you did not expect it; some statements may not be executed because they compute constant results or their values were already at hand; some statements may execute in different places because they were moved out of loops.

Nevertheless it proves possible to debug optimized output. This makes it reasonable to use the optimizer for programs that might have bugs.

Libraries of Compiled Code

- Libraries are simple archives that contain compiled code (object files)
- Two types of libraries
 - Static Library: used by linker to include compiled code in the executable at linking time.
 - Larger executable since includes ALL binary code run during execution
 - Does not require presence of libraries at runtime since all code already included in the executable
 - Shared Library: used by executable at runtime
 - The binary holds only references to functions in the libraries but the code is not included in the executable itself
 - Smaller executable size but REQUIRES library to be available at runtime
 - We might discuss shared libraries in a future lecture

Creating and Using Static Libraries

```
$ g++ -c Datum.cc
$ g++ -c Result.cc
$ g++ -c InputService.cc
$ g++ -c Calculator.cc

$ ar -r libMyLib.a Datum.o Result.o InputService.o Calculator.o
ar: creating libMyLib.a

$ ar tv libMyLib.a
rw-r--r-- 1003/513      1940 May 23 12:21 2006 Datum.o
rw-r--r-- 1003/513       748 May 23 12:21 2006 Result.o
rw-r--r-- 1003/513     4482 May 23 12:21 2006 InputService.o
rw-r--r-- 1003/513   22406 May 23 12:21 2006 Calculator.o

$ g++ -o wgtavg wgtavg.cpp -lMyLib -L.

$ ./wgtavg
```

Commonly Used g++ Options with External Libraries

- Usually when using external libraries you are provided with
 - path to directory where you can find include files
 - path to directory where you can find libraries
 - NO access to source code!
 - But you don't need the source code to compile. Only header files. Remember only interface matters!
- -L : path to directory containing libraries
 - **-L /usr/local/root/5.08.00/lib**
- -I : path to directory containing header files
 - **-I /usr/local/root/5.08.00/include**
- -l : specify name of libraries to be used at link time
 - **-l Core -lHbook**
 - you don't have to specify the prefix “lib” nor the extension “.a”

Optimizing Your Executable

- g++ offers many options to optimize your executable and reduce execution time
 - Compiler analyzes your code to determine the best execution path
 - Takes longer to compile with optimization
 - It's harder to debug an optimized program
 - Remember: your optimized and non-optimized executables MUST give the same results or you have a bug!

Options That Control Optimization

These options control various sorts of optimizations.

Without any optimization option, the compiler's goal is to reduce the cost of compilation and to make debugging produce the expected results. Statements are independent: if you stop the program with a breakpoint between statements, you can then assign a new value to any variable or change the program counter to any other statement in the function and get exactly the results you would expect from the source code.

Turning on optimization flags makes the compiler attempt to improve the performance and/or code size at the expense of compilation time and possibly the ability to debug the program.

The compiler performs optimization based on the knowledge it has of the program. Using the -funit-at-a-time flag will allow the compiler to consider information gained from later functions in the file when compiling a function. Compiling multiple files at once to a single output file (and using -funit-at-a-time) will allow the compiler to use information gained from all of the files when compiling each of them.

Not all optimizations are controlled directly by a flag. Only optimizations that have a flag are listed.

Levels of Optimization

-O1 Optimize. Optimizing compilation takes somewhat more time, and a lot more memory for a large function.

With **-O**, the compiler tries to reduce code size and execution time, without performing any optimizations that take a great deal of compilation time.

-O turns on the following optimization flags: **-fdefer-pop -fmerge-constants -fthread-jumps -floop-optimize -fif-conversion -fif-conversion2 -fdelayed-branch -fguess-branch-probability -fcprop-registers**

-O also turns on **-fomit-frame-pointer** on machines where doing so does not interfere with debugging.

-O2 Optimize even more. GCC performs nearly all supported optimizations that do not involve a space-speed tradeoff. The compiler does not perform loop unrolling or function inlining when you specify **-O2**. As compared to **-O**, this option increases both compilation time and the performance of the generated code.

-O2 turns on all optimization flags specified by -O. It also turns on the following optimization flags:

-fforce-mem -foptimize-sibling-calls -fstrength-reduce -fcse-follow-jumps -fcse-skip-blocks -fre-run-cse-after-loop -frerun-loop-opt -fgcse -fgcse-lm -fgcse-sm -fgcse-las -fdelete-null-pointer-checks -fexpensive-optimizations -fregmove -fschedule-insns -fschedule-insns2 -fsched-interblock -fsched-spec -fcaller-saves -fpeephole2 -freorder-blocks -freorder-functions -fstrict-aliasing -funit-at-a-time -falign-functions -falign-jumps -falign-loops -falign-labels -fcrossjumping

Please note the warning under **-fgcse** about invoking **-O2** on programs that use computed gotos.

-O3 Optimize yet more. **-O3 turns on all optimizations specified by -O2 and also turns on the -finline-functions, -fweb and -frename-registers options.**

-O0 Do not optimize. This is the default.

You should notice the difference
in your application when using **-O3**

Passing Arguments to C++ Applications

```
// app12.cpp

#include <iostream>
using namespace std;

int main(int argc, char* argv[]) {

    cout << "# of cmd line arguments argc: " << argc << endl;
    cout << "argv[0]: " << argv[0] << endl;

    cout << "Running " << argv[0] << endl;

    return 0;
}
```

```
$ g++ -o app2 app2.cpp
$ ./app2
# of cmd line arguments argc: 1
argv[0]: ./app2
Running ./app2
```

■ **argc** is number of command line arguments

- it includes the name of the application as well!

■ **argv** is vector of pointers to characters

- interprets each set of disjoint characters as a token

Passing non-string values

```
// args.cpp
#include <iostream>
using namespace std;

int main(int argc, char* argv[]) {
    cout << "# of cmd line arguments argc: " << argc << endl;
    cout << "argv[0]: " << argv[0] << endl;

    if(argc < 4 ) {
        cout << "Error... not enough arguments!" << endl;
        cout << "Usage: args <integer> <double> <string>" << endl;
        cout << "now exiting..." << endl;
        return -1; // can be used by user to determine error condition
    }

    int index = atoi( argv[1] );
    double mean = atof( argv[2] );
    std::string name( argv[3] );

    cout << "Running " << argv[0]
        << " with "
        << "index: " << index
        << ", mean: " << mean
        << ", name: " << name
        << endl;

    return 0;
}
```

atoi: converts char to int

atof: converts char to double

User responsibility to check validity of arguments provided at runtime

```
$ ./args
# of cmd line arguments argc: 1
argv[0]: ./args
Error... not enough arguments!
Usage: args <integer> <double> <string>
now exiting...
$ ./args 34
# of cmd line arguments argc: 2
argv[0]: ./args
Error... not enough arguments!
Usage: args <integer> <double> <string>
now exiting...
$ ./args 34 3
# of cmd line arguments argc: 3
argv[0]: ./args
Error... not enough arguments!
Usage: args <integer> <double> <string>
now exiting...
$ ./args 34 3.1322 sprogrammazione
# of cmd line arguments argc: 4
argv[0]: ./args
Running ./args with index: 34, mean: 3.1322, name: sprogrammazione
```

Input from file with ifstream

```
// readfile.cc

#include <iostream>
#include <fstream>
#include <string>

using namespace std;

int main() {

    // file name
    const char filename[30] = "input.txt";

    // create object for input file
    ifstream infile(filename); //input file object

    // string to hold each line
    string line;

    // make sure input file is open otherwise exit
    if(!infile.is_open()) {
        cerr << "cant open inut file" << endl;
        return -1;
    }
}
```

Parsing input lines with `sscanf`

```
// readfile.cc -- continued

// variables to read in from file at each line
char nome[30];
double val, errpos;
float errneg;

// loop over file until end-of-file
while(! infile.eof() ) {
    // get current line
    getline(infile,line);
    if( line == "\n" || line == "" ) continue;

    // parse line with the provided format and put data in variables
    // NB: USING POINTERS TO VARIABLES
    // format: %s string      %f float      %lf double
    sscanf(line.c_str(),"%s %lf %lf %f",nome,&val,&errpos, &errneg);

    // print out for debug purposes
    cout << "nome: " << nome
        << "\tvalore: " << val << "\terr pos: " << errpos
        << "\terr neg: " << errneg << endl;
} // !eof

infile.close(); // close input file before exiting
return 0;
}
```

ROOT for data analysis

ROOT: An object oriented data analysis framework



ROOT
Data Analysis Framework

<http://root.cern.ch>

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[Reference Guide](#)



[Forum](#)



[Gallery](#)

Reference guide is all you need!

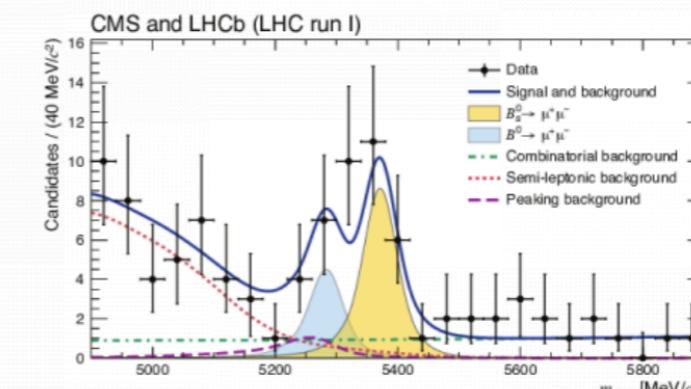
ROOT is ...

A modular scientific software toolkit. It provides all the functionalities needed to deal with big data processing, statistical analysis, visualisation and storage. It is mainly written in C++ but integrated with other languages such as Python and R.

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Do you like [Docker](#)? Would you like to use ROOT? We provide an *alpha* version of the ROOT [Docker](#) container!

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Release 6.14/04 - 2018-08-23

ROOT Reference Guide



ROOT 6.15/01
Reference Guide

<https://root.cern/doc/master/>

ROOT Home Main Page Tutorials Functional Parts Namespaces ▾ All Classes ▾ Files ▾ Release Notes TH

ROOT Reference Documentation

Introduction

Welcome to ROOT

This documentation describes the software classes and functions that make up the ROOT software system as well as an introduction of ROOT, for this please refer to the [ROOT User Guides and Manuals](#). This documentation is generated and kept up to date. The version of ROOT corresponding to this documentation is indicated at the page heading. You may also find in [reference documentation page](#) pointers to reference manuals for other ROOT versions.

How to use this reference documentation

The [User's Classes](#) in the top bar provides the user API, mainly the list of main Users' classes organized by module or functionality. The full list of classes, both for the public API and for the implementation details are available under the [All Classes](#) tab. A classification of classes based on their C++ namespace can be found under the [Namespace](#) tab. The fully indexed list of all source code is available under the tab [Files](#).

ROOT provides other types of documentation:

- A general [Users Guide](#) is provided for a more in depth explanation of concepts and functionality available in the ROOT system.
- A number of topical [User Guides and Manuals](#) for various components of the system.
- A rich set of ROOT [tutorials](#) and [code examples](#) are offered to developers to exercise specific functionality.
- A rich set of [HowTo's](#) is also present to discuss issues commonly faced by ROOT users.

Caveat

We have moved recently to generate the documentation with Doxygen. To achieve this the comments in the source code needed to be formatted and written specifically for Doxygen to generate proper documentation. If you find missing documentation or inaccuracies please report them to our [bug tracker](#). Detailed instructions on how to submit a bug can be found [here](#).

The ROOT Mathematical Libraries
The Dataset Stager
th ROOT::R::TRInterface
TH1
TH1.cxx
TH1.h
TH1C
TH1C.h
TH1D
TH1D.h
TH1DModel
TH1Editor
TH1Editor.cxx
TH1Editor.h



1D Histogram of floats: TH1F

TH1F Class Reference

Histogram Library

[LIST OF ALL MEMBERS](#) | [PUBLIC MEMBER FUNCTIONS](#) | [PROTECTED MEMBER FUNCTIONS](#) | [FRIENDS](#) | [LIST OF ALL FRIENDS](#)

1-D histogram with a float per channel (see [TH1](#) documentation)}

Definition at line [571](#) of file [TH1.h](#).

Public Member Functions

[TH1F \(\)](#)

Constructor. [More...](#)

[TH1F \(const char *name, const char *title, Int_t nbinsx, Double_t xlow, Double_t xup\)](#)

Create a 1-Dim histogram with fix bins of type float (see [TH1::TH1](#) for explanation of parameters) [More...](#)

[TH1F \(const char *name, const char *title, Int_t nbinsx, const Float_t *xbins\)](#)

Create a 1-Dim histogram with variable bins of type float (see [TH1::TH1](#) for explanation of parameters) [More...](#)

[TH1F \(const char *name, const char *title, Int_t nbinsx, const Double_t *xbins\)](#)

Create a 1-Dim histogram with variable bins of type float (see [TH1::TH1](#) for explanation of parameters) [More...](#)

[TH1F \(const TVectorF &v\)](#)

Create a histogram from a TVectorF by default the histogram name is "TVectorF" and title = "". [More...](#)

[TH1F \(const TH1F &h1f\)](#)

Copy Constructor. [More...](#)

[virtual ~TH1F \(\)](#)

Destructor. [More...](#)

[virtual void AddBinContent \(Int_t bin\)](#)

Increment bin content by 1. [More...](#)

[virtual void AddBinContent \(Int_t bin, Double_t w\)](#)

Increment bin content by a weight w. [More...](#)

[virtual void Copy \(TObject &hnew\) const](#)

Copy this to newth1. [More...](#)

Using ROOT

- ▷ Use classes from root in your application
- ▷ Use 1D histograms to plot your data
- ▷ Use canvas provided by root to store the histogram as output in a file (eps or gif)
- ▷ Use root functionalities to make your plot nicer
 - Change color, labels, names, fonts
- ▷ Become familiar with using external libraries without access to source files

Interface and Libraries are All You Need!

Public Member Functions

[TH1F \(\)](#)

Constructor. More...

<https://root.cern/doc/master/classTH1F.html>

[TH1F \(const char *name, const char *title, Int_t nbinsx, Double_t xlow, Double_t xup\)](#)

Create a 1-Dim histogram with fix bins of type float (see [TH1::TH1](#) for explanation of parameters) More...

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Create a 1-Dim histogram with variable bins of type float (see [TH1::TH1](#) for explanation of parameters) More...

[TH1F \(const TVectorF &v\)](#)

Create a histogram from a TVectorF by default the histogram name is "TVectorF" and title = "". More...

[TH1F \(const TH1F &h1f\)](#)

Copy Constructor. More...

virtual [~TH1F \(\)](#)

Destructor. More...

virtual void [AddBinContent \(Int_t bin\)](#)

Increment bin content by 1. More...

virtual void [AddBinContent \(Int_t bin, Double_t w\)](#)

Increment bin content by a weight w. More...

virtual void [Copy \(TObject &hnew\) const](#)

Copy this to newth1. More...

TH1F & [operator= \(const TH1F &h1\)](#)

Operator =. More...

virtual void [Reset \(Option_t *option=""\)](#)

Reset. More...

virtual void [SetBinsLength \(Int_t n=-1\)](#)

Set total number of bins including under/overflow Reallocate bin contents array. More...

◆ [TH1F\(\) \[2/6\]](#)

```
TH1F::TH1F ( const char * name,  
              const char * title,  
              Int_t      nbinsx,  
              Double_t   xlow,  
              Double_t   xup  
            )
```

Create a 1-Dim histogram with fix bins of type float (see [TH1::TH1](#) for explanation of parameters)

Definition at line 9349 of file [TH1.cxx](#).

Installing ROOT

- ▷ Information for downloading ROOT available at
<https://root.cern/downloading-root>
- ▷ Binaries provided for variety of architecture and OS
 - See latest release 6.22/02: <https://root.cern/releases/release-62202/>

Binary distributions

Platform	Files	Size	
CentOS 7	root_v6.22.02.Linux-centos7-x86_64-gcc4.8.tar.gz	186M	
Fedora 30	root_v6.22.02.Linux-fedora30-x86_64-gcc9.3.tar.gz	225M	
Fedora 31	root_v6.22.02.Linux-fedora31-x86_64-gcc9.3.tar.gz	225M	preview Windows
Fedora 32	root_v6.22.02.Linux-fedora32-x86_64-gcc10.2.tar.gz	227M	Visual Studio 2019 root_v6.22.02.win32.vc16.debug.exe 155M (debug)
Ubuntu 16	root_v6.22.02.Linux-ubuntu16-x86_64-gcc5.4.tar.gz	200M	
Ubuntu 18	root_v6.22.02.Linux-ubuntu18-x86_64-gcc7.5.tar.gz	218M	preview Windows
Ubuntu 19	root_v6.22.02.Linux-ubuntu19-x86_64-gcc9.2.tar.gz	223M	Visual Studio 2019 root_v6.22.02.win32.vc16.debug.zip 227M (debug)
Ubuntu 20	root_v6.22.02.Linux-ubuntu20-x86_64-gcc9.3.tar.gz	224M	
macOS 10.13 Xcode 10	root_v6.22.02.macosx64-10.13-clang100.pkg	315M	<!-- REMOVED due to virus false positive: preview Windows Visual Studio 2019 root_v6.22.02.win32.vc16.exe (https://root.cern/download/root_v6.22.02.win32.vc16.exe) 84M -->
macOS 10.13 Xcode 10	root_v6.22.02.macosx64-10.13-clang100.tar.gz	200M	
macOS 10.14 Xcode 10	root_v6.22.02.macosx64-10.14-clang100.pkg	314M	preview Windows
macOS 10.14 Xcode 10	root_v6.22.02.macosx64-10.14-clang100.tar.gz	200M	Visual Studio 2019 root_v6.22.02.win32.vc16.zip 114M
macOS 10.15 Xcode 11	root_v6.22.02.macosx64-10.15-clang110.pkg	314M	
macOS 10.15 Xcode 11	root_v6.22.02.macosx64-10.15-clang110.tar.gz	200M	

Using root libraries and header files

```
// app13.cc  
  
#include "TH1F.h"  
  
int main() {  
  
    TH1F h1;  
    h1.Print();  
  
    return 0;  
}
```

Using ROOT libraries

```
csh> setenv ROOTSYS /home/rahatlou/root/5.11.02
```

Needed at runtime to find libraries

```
bash> export ROOTSYS=/home/rahatlou/root/5.11.02
```

```
csh> setenv LD_LIBRARY_PATH $ROOTSYS/lib
```

Provide path to header files and libraries

```
bash> export LD_LIBRARY_PATH=$ROOTSYS/lib
```

```
$ g++ -o app1 app1.cpp `$ROOTSYS/bin/root-config --cflags --libs`
```

```
$ ./app1
```

```
TH1.Print Name = , Entries= 0, Total sum= 0
```

root-config

```
> $ROOTSYS/bin/root-config --cflags --libs  
-pthread -stdlib=libc++ -std=c++11 -m64 -I/Users/  
rahatlou/Library/root/v6.14.00/include -L/Users/rahatlou/  
Library/root/v6.14.00/lib -lCore -lImt -lRIO -lNet -lHist  
-lGraf -lGraf3d -lGpad -lROOTDataFrame -lROOTVecOps  
-lTree -lTreePlayer -lRint -lPostscript -lMatrix  
-lPhysics -lMathCore -lThread -lMultiProc -lpthread  
-stdlib=libc++ -lm -ldl
```

- ▷ provides you with all options needed to compile and/or link your application
- ▷ Use at on command line with " quotes instead of writing manually
- ▷ We will soon use makefiles to make such settings easier for users

First classes to use

- ▷ **TH1F: 1D histogram**
 - look at constructors
 - public methods to add data to histogram
 - public methods to add comments or change labels of axes
- ▷ **TCavnvas: canvas to draw your histogram**
 - how to make one
 - changing properties such as color
 - drawing 1D histogram on a canvas
 - storing the canvas as a graphic file, e.g. eps or gif

Simple Example with TH1

```
// app14.cc
#include "TH1F.h"
#include "TCanvas.h"

int main() {

    // create histogram
    TH1F h1("h1","my first histogram",100,-6.0,6.0);

    // fill histogram with 10000 random gaussian numbers
    h1.FillRandom("gaus",10000);

    // add labels to axis
    h1.GetXaxis()->SetTitle("Gaussian variable");
    h1.GetYaxis()->SetTitle("arbitrary Units");

    // create a canvas to draw tour histogram
    TCanvas c1("c1","my canvas",1024,800);

    // draw the histogram
    h1.Draw();

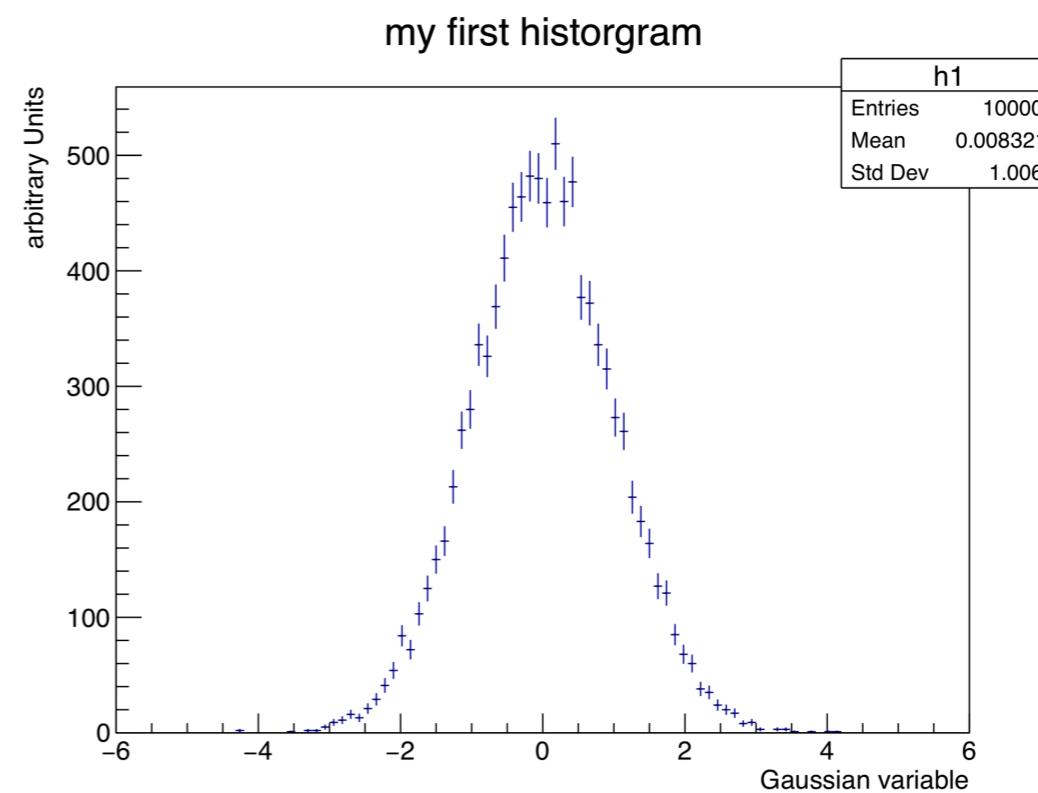
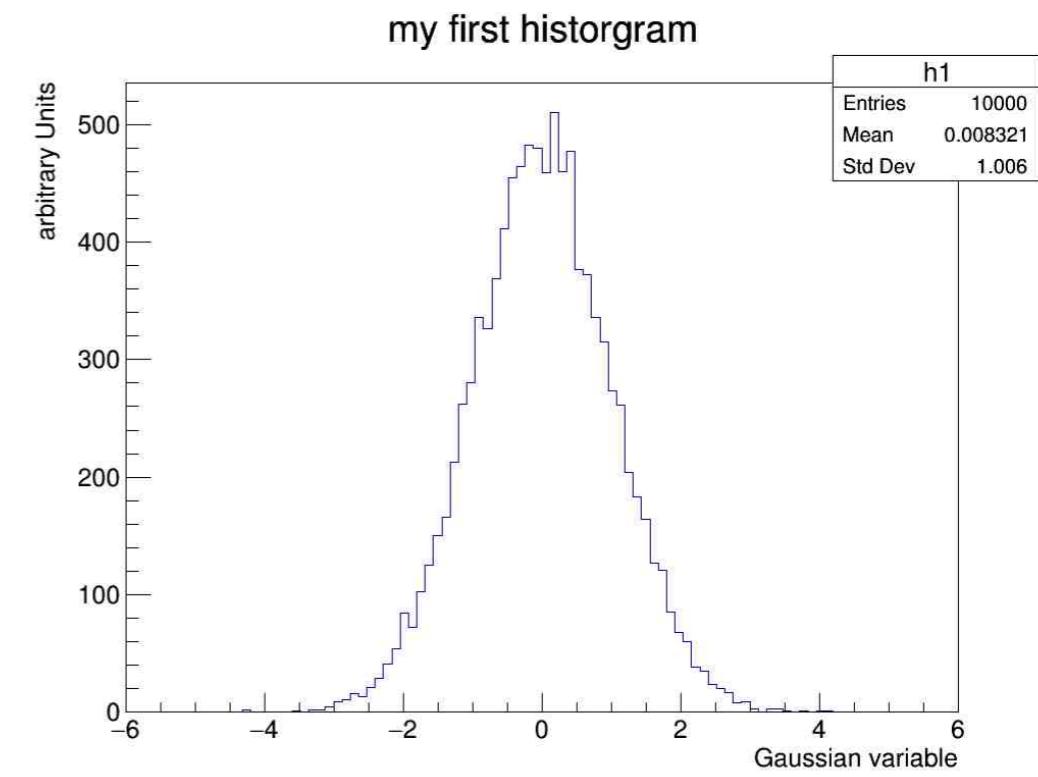
    // save canvas a JPG file
    c1.SaveAs("canvas.jpg");

    // change fill color to blue
    h1.SetFillColor(kBlue);

    // draw again the histogram
    h1.Draw();
    c1.SaveAs("canvas-blue.jpg");

    // dra histograms as points with errors
    h1.Draw("pe");

    // save canvas a PDF file
    c1.SaveAs("canvas-points.pdf");
    return 0;
}
```



```
$ g++ -Wall -o app14 app14.cc `root-config --libs --cflags`  
$ ./app14
```

A Few Tips about Using ROOT

- ▷ Look at the reference guide to find out what is provided by the interface
- ▷ Start by simply creating new objects and testing them before making fancy use of many different classes

- More on dynamically allocated data members
- Operators in C++
- Overloading operators
- special pointer `this`
- Examples
 - Class Datum

Dynamically Allocated Data Members

```
#ifndef Worker_h
#define Worker_h

#include "Algo.h"

class Worker {
public:
    Worker();
    Worker(const& Worker w);
    Worker(Algo* algo);
    Worker(const Algo& algo);

    ~Worker();

    void setAlgo(Algo* algo);

private:
    Algo* alg_;
};

#endif
```

```
#ifndef Algo_h
#define Algo_h

class Algo {
public:
    Algo() { params_ = 0; }
    Algo(const Algo& algo) {
        params_ = algo.params_;
    }

    double compute(const double& arg) const;

private:
    int params_;
};

#endif
```

- Data member is a pointer!
- How would you implement class Worker ?
- Why so many different constructors?

Possible Implementation of Worker

```
#include "Worker.h"

Worker::Worker() {
    alg_ = new Algo();
}

Worker::Worker(Algo* algo) {
    alg_ = algo;
}

Worker::Worker(const& Worker w) {
    alg_ = w.alg_;
}

Worker::Worker(const Algo& algo) {
    alg_ = new Algo(algo);
}

Worker::~Worker() {
    delete alg_;
}

void Worker::setAlgo(Algo* algo) {
    cout << "Worker::setAlgo changed
alg_ from "
        << alg_
        << " to " << algo << endl;
    alg_ = algo;
}
```

- Implementation far from being OK
- Identify errors and suggest solution

```
// app0.cpp
// testing Worker class

#include <iostream>
using namespace std;

#include "Worker.h"
#include "Algo.h"

int main() {

    Worker work1;
    // dynamic allocation
    Algo* alg1 = new Algo();
    work1.setAlgo( alg1 );
    work1.setAlgo( new Algo() );
    delete alg1;

    return 0;
}
```

```
$ g++ -Wall -o app0 app0.cpp Algo.cc Worker.cc
$ ./app0
Worker() alg_: 0x6a0290
Worker::setAlgo changed alg_ from 0x6a0290 to 0x6a06a8
Worker::setAlgo changed alg_ from 0x6a06a8 to 0x6a06b8
~Worker() deleting alg_: 0x6a06b8
```

Same data member for `w1` and `work2` : bug or feature?

```
#include "Worker.h"

Worker::Worker() {
    alg_ = new Algo();
    // even better: alg_ = 0;
}
Worker::Worker(Algo* algo) {
    alg_ = algo;
}

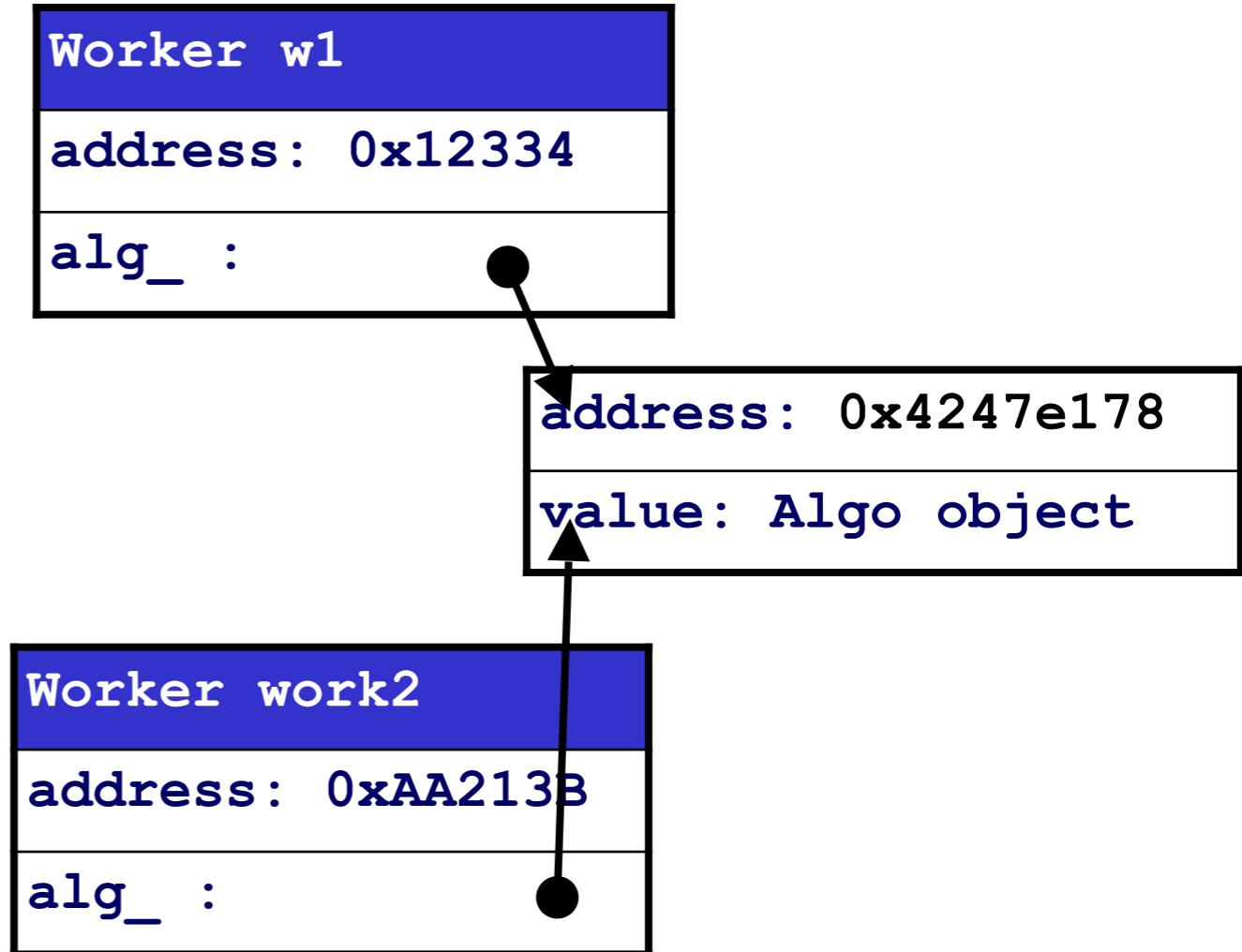
Worker::Worker(const& Worker w) {
    alg_ = w.alg_;
}

Worker::Worker(const Algo& algo) {
    alg_ = new Algo(algo);
}

Worker::~Worker() {
    delete alg_;
}

void Worker::setAlgo(Algo* algo) {
    alg_ = algo;
}
```

```
Worker w1 ( new Algo() );
Worker work2( w1 )
```



- Both objects point to the same dynamically allocated `Algo` object.
- Changing parameters of `w1` affects `work2`!

Potential Problem with Sharing pointers

```
#ifndef Worker_h
#define Worker_h

#include "Algo.h"

class Worker {
public:
    Worker();
    Worker(const& Worker w);
    Worker(Algo* algo);
    Worker(const Algo& algo);

    ~Worker();

    void setAlgo(Algo* algo);

    Algo* algo()
        { return alg_; }

private:
    Algo* alg_;
};

#endif
```

```
Worker w1 ( new Algo() );
// same algo used in work2
Worker work2( w1 );

// change params of algo of w1
w1.algo()->setParam(0, 1.23);
```

w1.algo() returns pointer to w1::alg_

Algo::setParam(i, value) is a method of class Algo to change value of ith parameter

- Since both **w1** and **work2** point to same **Algo** object, the above code will change behavior for both **w1** and **work2**
- User of **work2** might not even know nor understand why his/her algorithm has changed!

One Solution: one Algo for each Worker

```
#include "Worker.h"

Worker::Worker() {
    alg_ = new Algo();
}

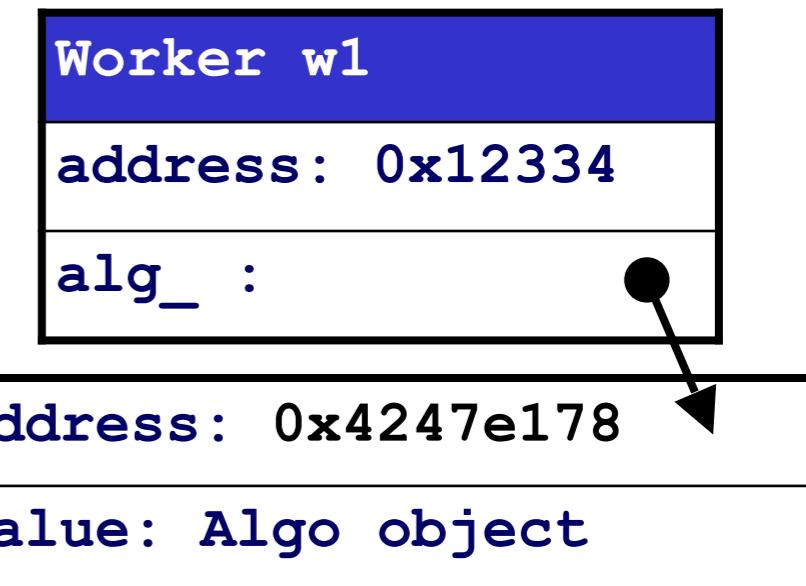
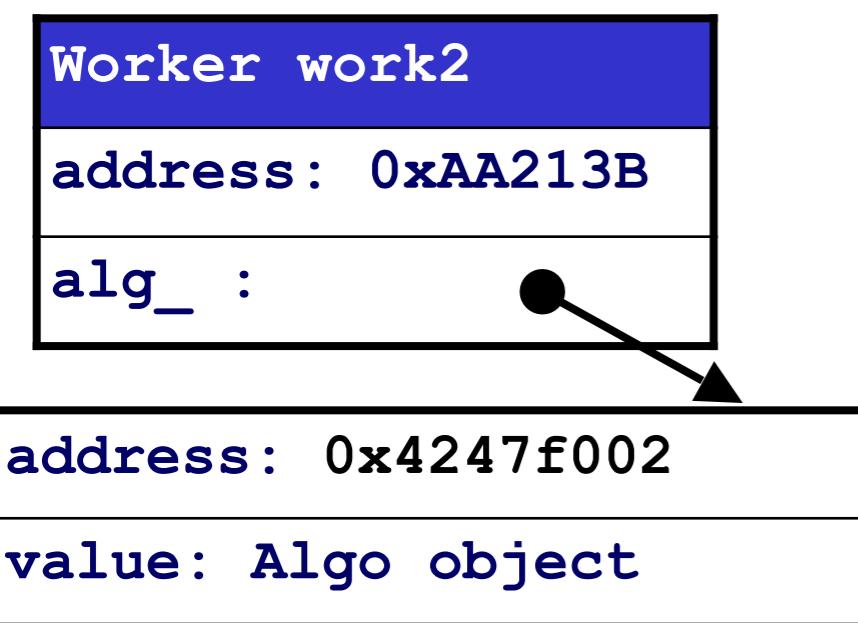
Worker::Worker(Algo* algo) {
    alg_ = algo;
}

Worker::Worker(const& Worker w) {
    alg_ = new Algo( w.alg_ );
}

Worker::Worker(const Algo& algo) {
    alg_ = new Algo(algo);
}
```

```
Worker w1 ( new Algo() );
Worker work2( w1 )
```

- Same code as before but different behavior
- Instead of using the same object we clone `w1::alg_`
- `Work2::alg_` is a new dynamically allocated object that has the same parameters of `w1::alg_`
- Two independent object that can be configured separately



General guidelines for dynamically allocated members

- There are really no general solutions
- Very much depends on specific use case for individual classes
- If all workers MUST or should use the same algorithm then our first implementation was fine
 - But in general having object that can change without user explicitly calling any of its methods is a red flag pointing to weakness
- Very often objects must be fully independent from each other

Operators

Operation between Datum Objects

- Since Datum represents user data we could imagine having

```
Datum d1 (-3.87,0.16);  
Datum d2 (6.55,2.1);  
  
Datum d3 = d1.plus( d2 );  
  
Datum d4 = d1.minus( d2 );  
  
Datum d5 =  
d1.product( d2 );
```

- These functions are easy to implement and provide behavior similar to doubles, ints, floats
- But they are functions not operators! They look different from what we are used to do with simple numbers

Operators

- C++ has a variety of built-in operators for built-in types

```
int i = 8;  
int j = 10;  
  
int l = i + j;  
int k = i * j;
```

- C++ allows you to implement such built-in operators also for user-defined types (classes!)

```
Datum d1(-3.87,0.16);  
Datum d2(6.55,2.1);  
  
Datum d3 = d1 + d2;
```

- This is called **overloading of operators**
 - We need to tell the compiler what to do when adding two Datum objects!

C++ Operators

- Binary operators require two operands
 - right-hand and left-hand operands
- Unary operators

+	<code>+ =</code>	<code><< =</code>
-	<code>- =</code>	<code>==</code>
*	<code>* =</code>	<code>!=</code>
/	<code>/ =</code>	<code><=</code>
%	<code>% =</code>	<code>>=</code>
<code>^</code>	<code>^ =</code>	<code>&&</code>
<code>&</code>	<code>& =</code>	<code> </code>
<code> </code>	<code> =</code>	,
<code>></code>	<code>>></code>	<code>()</code>
<code><</code>	<code><<</code>	<code>[]</code>
=	<code>>> =</code>	<code>- > *</code>

+
-
*
&
<code>- ></code>
<code>~</code>
!
<code>++</code>
<code>--</code>

Example of Overloaded Operator

```
class Datum {  
public:  
    // interface same as before  
  
    Datum operator+( const Datum& rhs ) const;  
  
private:  
    // same data members  
};  
#endif
```

```
// appl.cpp  
#include <iostream>  
using namespace std;  
  
#include "Datum.h"  
  
int main() {  
    Datum d1( 1.2, 0.3 );  
    Datum d2( -0.4, 0.4 );  
    cout << "input data d1 and d2: " << endl;  
    d1.print();  
    d2.print();  
  
    Datum d3 = d1 + d2;  
  
    cout << "output d3 = d1+d2 " << endl;  
    d3.print();  
  
    Datum d4 = d1.operator+( d2 );  
    d4.print();  
  
    return 0;  
}
```

```
#include "Datum.h"  
#include <iostream>  
#include <cmath>  
  
// other member functions same as before  
  
Datum Datum::operator+( const Datum& rhs ) const {  
  
    // sum of central values  
    double val = value_ + rhs.value_;  
  
    // assume data are uncorrelated.  
    // sum in quadrature of errors  
    double err = sqrt( error_*error_ +  
                      (rhs.error_)*(rhs.error_) );  
  
    // result of the sum  
    return Datum(val,err);  
}
```

```
$ g++ -Wall -o appl appl.cpp Datum.cc  
$ ./appl  
input data d1 and d2:  
datum: 1.2 +/- 0.3  
datum: -0.4 +/- 0.4  
output d3 = d1+d2  
datum: 0.8 +/- 0.5  
datum: 0.8 +/- 0.5
```

Understanding Overloading of Operators: the syntax

```
Datum Datum::operator+( const Datum& rhs ) const {  
  
    // sum of central values  
    double val = value_ + rhs.value_;  
  
    // assume data are uncorrelated.  
    // sum in quadrature of errors  
    double err = sqrt( error_*error_ +  
                      (rhs.error_)*(rhs.error_) );  
  
    // result of the sum  
    return Datum(val,err);  
}
```

■ **operator+** is a member function of class **Datum**

- it returns a **Datum** object in output by value
- it has **one argument** called **rhs**
- it is a **constant** function: can not modify the object it is applied to

■ In this example we assume data points are not correlated

- values are added
- error on the sum is the sum in quadrature of the errors

Using Operators with Objects

- Operators can be called on objects exactly like any other member function of a class

```
Datum d1( 1.2, 0.3 );
Datum d2( -0.4, 0.4 );

Datum d4 = d1.operator+( d2 );
```

- `operator+` is called on object `d3` with argument `d2` and result is stored in `d4`
- However, since they are operators, they can also be used like the operators for the built-in C++ types

```
Datum d1( 1.2, 0.3 );
Datum d2( -0.4, 0.4 );

Datum d3 = d1 + d2;
```

Operator versus Function

```
#ifndef Datum_h
#define Datum_h
// Datum.h
#include <iostream>
using namespace std;

class Datum {
public:
    Datum();
    Datum(double x=1.0, double y=0.0);
    Datum(const Datum& datum);
    ~Datum() { };

    double value() const { return value_; }
    double error() const { return error_; }
    double significance() const;
    void print() const;

    Datum operator+( const Datum& rhs ) const;
    Datum sum( const Datum& rhs ) const;

private:
    double value_;
    double error_;
};

#endif
```

```
int main() {
    Datum d1( 1.2, 0.3 );
    Datum d2( -0.4, 0.4 );

    Datum d3 = d1 + d2;
    Datum d4 = d1.sum( d2 );
    d3.print();
    d4.print();

    return 0;
}
```

```
Datum Datum::operator+( const Datum& rhs) const {

    // sum of central values
    double val = value_ + rhs.value_;
    // assume data are uncorrelated. sum in quadrature of errors
    double err = sqrt( error_*error_ + (rhs.error_)*(rhs.error_) );

    // result of the sum
    return Datum(val,err);
}

Datum Datum::sum( const Datum& rhs) const {

    // sum of central values
    double val = value_ + rhs.value_;
    // assume data are uncorrelated. sum in quadrature of errors
    double err = sqrt( error_*error_ + (rhs.error_)*(rhs.error_) );

    // result of the sum
    return Datum(val,err);
}
```

```
$ g++ -Wall -o app2 app2.cpp Datum.cc
datum: 0.8 +/- 0.5
datum: 0.8 +/- 0.5
```

Why is operator+ constant?

- As usual, if not declared constant you can't call it constant objects

```
Datum Datum::operator+( const Datum& rhs ) {  
  
    // sum of central values  
    double val = value_ + rhs.value_;  
  
    // assume data are uncorrelated.  
    // sum in quadrature of errors  
    double err = sqrt( error_*error_ +  
                      (rhs.error_)*(rhs.error_) );  
  
    // result of the sum  
    return Datum(val,err);  
}
```

```
// app3.cpp  
#include <iostream>  
using namespace std;  
  
#include "Datum1.h"  
  
int main() {  
    const Datum d1( 1.2, 0.3 );  
    const Datum d2( -0.4, 0.4 );  
  
    Datum d3 = d1 + d2;  
    d3.print();  
  
    return 0;  
}
```

```
$ g++ -Wall -o app3 app3.cpp Datum1.cc  
app3.cpp: In function `int main()':  
app3.cpp:12: error: passing `const Datum' as `this' argument of  
Datum Datum::operator+(const Datum&) discards qualifiers
```

- Adding constant objects is perfectly reasonable
 - Your mistake! operator+ MUST be constant!

Rules of the Game: What You Can or Cannot Do

- You can overload any of the built-in C++ operators for your classes
- Overload operators for classes should mimic functionality of built-in operators for built-in types
 - operator * should not be implemented as a division!
 - Purpose of overloading operators is to extend the C++ language for custom user types (classes)
 - Overload only operators that are meaningful
 - What is the meaning of ++ operator for class Datum ?
- You CANNOT
 - create new operators but only overload existing ones
 - change meaning of operators for built-in types
 - change parity of operators: a binary operator can not be overloaded to become a unary operator

Assignment Operator `Datum::operator=(const Datum& rhs)`

```
class Datum {  
public:  
    Datum();  
    Datum(double x, double y);  
    Datum(const Datum& datum);  
    ~Datum() {};  
  
    double value() const { return value_; }  
    double error() const { return error_; }  
    double significance() const;  
    void print() const;  
  
    Datum operator+( const Datum& rhs ) const;  
    Datum sum( const Datum& rhs ) const;  
  
    const Datum& operator=( const Datum& rhs );  
  
private:  
    double value_;  
    double error_;  
};
```

remember this ?

```
$ g++ -Wall -o app4 app4.cpp Datum.cc  
$ ./app4  
datum: 1.2 +/- 0.3  
datum: -0.4 +/- 0.4
```

```
const Datum& Datum::operator=(const Datum& rhs) {  
    value_ = rhs.value_;  
    error_ = rhs.error_;  
  
    return *this;  
}
```

```
// app4.cpp  
#include <iostream>  
using namespace std;  
  
#include "Datum.h"  
  
int main() {  
    const Datum d1( 1.2, 0.3 );  
    Datum d2( -0.4, 0.4 );  
  
    Datum d3 = d1;  
    d3.print();  
  
    Datum d4;  
    d4.operator=(d2);  
    d4.print();  
  
    return 0;  
}
```

This operator cannot be constant...
We need to modify the object it is applied to!

Another Example of Use of Assignment Operator

```
// app5.cpp
#include <iostream>
using namespace std;

#include "Datum.h"

int main() {
    Datum d1( 1.2, 0.3 );
    const Datum d2 = d1; // OK.. init the constant

    Datum d3( -0.2, 1.1 );
    d2 = d3; // error!

    return 0;
}
```

```
$ g++ -Wall -o app5 app5.cpp Datum.cc
app5.cpp: In function `int main()':
app5.cpp:13: error: passing `const Datum' as `this' argument of
`const Datum& Datum::operator=(const Datum&)' discards qualifiers
```

Special Pointer **this** in a Class

- Special pointer provided in C++
- Allows an object to get a pointer to itself from within any member function of the class
- Useful when an object (instance of a class) has to compare itself with other objects
- Particularly useful for overloading operators
 - many operators are used to modify an object: `=`, `+=`, `*=`, etc.
 - All these operators should return an object of the type of the class
 - When overloading you want an object to modify itself AND return itself

One More Example of `this`

```
// this.cpp
#include <iostream>
#include <string>
using namespace std;

class Example {
public:
    Example() { name_ = ""; }
    Example(const string& name);
    void printSelf() const;
private:
    string name_;
};

Example::Example(const string& name) {
    name_ = name;
}

void
Example::printSelf() const {
    cout << "name: " << name_
        << "\t this: " << this
        << endl;
}
```

```
int main() {
    Example ex1("ex1");
    ex1.printSelf();

    cout << "&ex1: " << &ex1 <<
endl;

    return 0;
}
```

```
$ g++ -o this this.cpp
$ ./this
name: ex1          this: 0x23eef0
&ex1: 0x23eef0
```

`this` is the reference of `ex1`
accessible from within `ex1`

Exercise

- ▷ Complete class Datum with remaining operators and make sure errors are treated correctly (assuming no correlation)
 - for example * and /
 - add operator to multiply Datum by float

```
Datum d1 (-1.1, 0.2);  
Datum d2 = d1 * 3.5;
```

- How can you take into account correlations between Datum objects?
- ▷ Write a new class Vector3D and implement following methods
 - + and - operators
 - = operator
 - operator to multiply or divide by a float
 - distance() and angle()
 - scalarProduct() and vectorProduct()