

Classes

How to make your own custom types!

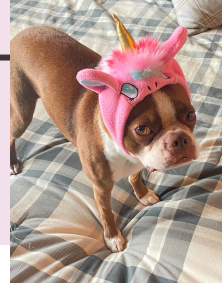
Attendance

bit.ly/3n9nwz5



Announcements

- [Section Leader App Open!](#)
- Already completed 106B? App due Thur, April 27th @ 11:59pm
- Currently in 106B? App due Fri, May 12th @ 11:59pm
- Being a section leader has been so rewarding! Ask us questions if you have any!



Jerry Cain's Awesome Emails

Greetings, everyone, and happy Week 4!

Kudos on pressing through Assignment 2 and the filesystems assessment! I suspect this is the first time since the beginning of the quarter that you've not had some looking CS110 deadline, and that's gotta feel all kinds of awesome.

Aside from Doris's birthday rave on Friday night, my weekend was pretty chill—so chill, that I really don't remember accomplishing much of anything on Saturday at all. I vaguely remember cooking some chicken and peaches thing I saw on **Tiktok** for Saturday night's dinner, and I baked some lemon rosemary bread on Sunday for my piano teacher (I've forgiven her) and for Doris's dog walker. I managed to watch two classic movies I'd not seen all of before (The Best Years of Our Lives, and The Apartment), and I started reading a novel called The Topeka School (not digging it yet, but I'm only 50 pages in).

Oh and by the way. Doris is over Thor. Thor's a jerk. She likes Brutus now.

Greetings, aggregators!

I know you're all exhausted, if for no other reason that we're coming off of a series of [three consecutive bones days](#) and you've been working nonstop. We don't know what today is, but I'm willing it to be a no bones day so you can rest and feel good about taking advantage of the extra hour you get to sleep or party or code tonight.

Scott and I had a fun night out in San Francisco last night with the core of our social gaggle, so tonight we're taking it easy and planning to cook ourselves dinner. I'm not sure what I'm making yet, but I'm thinking either going simple—spaghetti and meatballs, maybe—or going bold and cooking something from the [Hot and Hot Fish Club Cookbook](#) that was just delivered while I was typing this paragraph!

Doris and I have a big walk planned for tomorrow morning! It'll be her first extended walk in a while, and she is. Ready. For. It. She's used to being run into the ground at least five times a week, but she's been on house arrest—doggy doctor's orders—until today. Provided everything looks good that morning, her stitches come out on Tuesday, and with that we'll have Doris 2.0.

Today



- Classes Introduction
- Template Classes (intro)

Containers are all classes defined in the STL!

Today, we will be learning about making our OWN classes!

CS 106B covers the barebones of C++ classes... we'll be covering the rest

template classes • const-correctness • operator overloading •
special member functions • move semantics • RAI

Definition

Class: A programmer-defined custom type. An abstraction of an object or data type.

But don't structs do that?

```
struct Student {  
    string name; // these are called fields  
    string state; // separate these by semicolons  
    int age;  
};
```

```
Student s = {"Sarah", "CA", 21};
```

Issues with structs

- Public access to all internal state data by default

```
Student s = {"Sarah", "CA", 21};  
s.age = -5;  
//should guard against nonsensical values
```

Issues with structs

- Public access to all internal state data by default
- Users of struct need to explicitly initialize each data member.

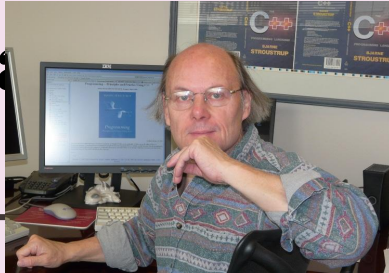
```
Student s;  
cout << s.name << endl; //s.name is garbage  
s.name = "Sarah";  
cout << s.name << endl; //now we're good!
```

“A struct simply feels like an open pile of bits with very little in the way of encapsulation or functionality. A class feels like a living and responsible member of society with intelligent services, a strong encapsulation barrier, and a well defined interface.”

- Bjarne Stroustrup

“A struct simply feels like an open pile of bits with very little in the way of encapsulation or functionality. A class feels like a living and responsible member of society with intelligent services, a strong encapsulation barrier, and a well defined interface.”

- Bjarne Stroustrup



Classes provide their users with a
public interface and separate this from
a **private implementation**

Turning Student into a class: Header File

//student.h

```
class Student {  
    public:  
        std::string getName();  
        void setName(string  
            name);  
        int getAge();  
        void setAge(int age);  
  
    private:  
        std::string name;  
        std::string state;  
        int age;  
};
```

Public section:

- Users of the Student object can directly access anything here!
- Defines an **interface** for interacting with the private member variables!

Turning Student into a class: Header File

//student.h

```
class Student {  
    public:  
        std::string getName();  
        void setName(string  
            name);  
        int getAge();  
        void setAge(int age);  
  
    private:  
        std::string name;  
        std::string state;  
        int age;  
};
```

Public section:

- Users of the Student object can directly access anything here!
- Defines an **interface** for interacting with the private member variables!

Private section:

- Usually contains all member variables
- Users can't access or modify anything in the private section

Turning Student into a class: Header File + .cpp File

//student.h

```
class Student {  
    public:  
        std::string getName();  
        void setName(string  
            name);  
        int getAge();  
        void setAge(int age);  
  
    private:  
        std::string name;  
        std::string state;  
        int age;  
};
```

//student.cpp

```
#include student.h  
std::string  
Student::getName() {  
    //implementation here!  
}  
void Student::setName() {  
}  
int Student::getAge() {  
}  
void Student::setAge(int  
    age) {  
}
```

Recall: namespaces

- Put code into logical groups, to avoid name clashes
- Each class has its own namespace
- Syntax for calling/using something in a namespace:

```
namespace_name::name
```

Function definitions with namespaces!

- `namespace_name::name` in a function prototype means “this is the implementation for an interface function in `namespace_name`”
- Inside the `{ ... }` the private member variables for `namespace_name` will be in scope!

```
std::string Student::getName() { ... }
```

//student.cpp

```
#include student.h
std::string Student::getName() {
    return name; //we can access name here!
}
void Student::setName(std::string name) {
}
int Student::getAge() {
}
void Student::setAge(int age) {
}
}
```

//student.h

```
class Student {
    public:
        std::string getName();
        void setName(string
name);
        int getAge();
        void setAge(int age);

    private:
        std::string name;
        std::string state;
        int age;
};
```

//student.cpp

```
#include student.h
std::string Student::getName() {
    return name; //we can access name here!
}
void Student::setName(std::string name) {
    name = name; //huh?
}
int Student::getAge() {

}
void Student::setAge(int age) {

}
```

//student.h

```
class Student {
    public:
        std::string getName();
        void setName(string
name);
        int getAge();
        void setAge(int age);

    private:
        std::string name;
        std::string state;
        int age;
};
```

The `this` keyword!

- Here, we mean “set the Student private member variable `name` equal to the parameter

```
void Student::setName(string name) {  
    name = name; //huh?  
}
```

The **this** keyword!

- Here, we mean “set the Student private member variable `name` equal to the parameter

```
void Student::setName(string name) {  
    this->name = name; //better!  
}
```

The **this** keyword!

- Here, we mean “set the Student private member variable `name` equal to the parameter `name`”
- `this->element_name` means “the item in this Student object with name *element_name*”.
Use **this** for resolving naming conflicts!

```
void Student::setName(string name) {  
    this->name = name; //better!  
}
```


//student.cpp

```
#include student.h
std::string Student::getName() {
    return name; //we can access name here!
}
void Student::setName(string name) {
    this->name = name; //resolved!
}
int Student::getAge() {
    return age;
}
void Student::setAge(int age) {

}
```

//student.h

```
class Student {
    public:
        std::string getName();
        void setName(string
name);
        int getAge();
        void setAge(int age);

    private:
        std::string name;
        std::string state;
        int age;
};
```

//student.cpp

```
#include student.h
std::string Student::getName() {
    return name; //we can access name here!
}
void Student::setName(string name) {
    this->name = name; //resolved!
}
int Student::getAge() {
    return age;
}
void Student::setAge(int age) {
    //We can define what "age" means!
    if(age >= 0) {
        this->age = age;
    }
    else error("Age cannot be negative!");
}
```

//student.h

```
class Student {
    public:
        std::string getName();
        void setName(string
name);
        int getAge();
        void setAge(int age);

    private:
        std::string name;
        std::string state;
        int age;
};
```

Constructors 1.0

- Define how the member variables of an object is initialized
- What gets called when you first create a Student object

//student.cpp

```
#include student.h
Student::Student() {
    age = 0;
    name = "";
    state = "";
}
```

Constructors 1.0

- Define how the member variables of an object is initialized
- What gets called when a Student object is created

BUT WHAT IS AN OBJECT???

- An Object is an instance of a Class.
- When a class is defined, no memory is allocated but when it is instantiated (i.e. an object is created) memory is allocated.
- A class works as a “blueprint” for creating objects

```
//student.cpp
```

```
#include student.h
Student::Student() {
    age = 0;
    name = "";
    state = "";
}
```

Constructors 2.0

- Overloadable!

//student.cpp

```
#include student.h
Student::Student() {...}
Student::Student(string name, int age, string state){
    this->name = name;
    this->age = age;
    this->state = state;
}
```

Constructors 3.0

- Use initializer lists for speedier construction!

Uniform Initialization!



//student.cpp

```
#include student.h
```

```
Student::Student() : name{"", age{0}, state{""} {}
```

```
Student::Student(string name, int age, string state) :  
    name{name}, age{name}, state{state} {}
```

Putting it all together: Using your shiny new class!

```
//main.cpp
```

```
#include student.h
```

```
int main() {
```

```
    Student sarah;
```

```
    sarah.setName("Sarah");
```

```
    sarah.setAge(21);
```

```
    sarah.setState("CA");
```

```
    cout << sarah.getName() << " is from " << sarah.getState() << endl;
```

```
}
```

Putting it all together: Using your shiny new class!

```
//main.cpp
```

```
#include student.h
```

```
int main() {
```

```
    Student sarah;
```

```
    sarah.setName("Sarah");
```

```
    sarah.setAge(21);
```

```
    sarah.setState("CA");
```

```
    cout << sarah.getName() << " is from " << sarah.getState() << endl;
```

```
    Student haven("Haven", 21, "AR");
```

```
    cout << haven.getName() << " is from " << haven.getState() << endl;
```

```
}
```


Aside... Arrays

- Arrays are a primitive type! They are the building blocks of all containers
- Think of them as lists of objects of **fixed size** that you can **index into**
- **Think of them as the struct version of vectors. You should not be using them in application code! Vectors are the STL interface for arrays!**

```
//int * is the type of an int array variable  
int *my_int_array;
```

```
//this is how you initialize an array  
int *my_int_array = new int[10];
```

```
//this is how you index into an array  
int one_element = my_int_array[0];
```

Recall: Arrays

```
//int * is the type of an int array variable
```

```
int *my_int_array;
```

```
//my_int_array is a pointer!
```

```
//this is how you initialize an array
```

```
my_int_array = new int[10];
```

```
+--+--+--+--+--+--+--+--+--+--+
```

```
//my_int_array -> |  |  |  |  |  |  |  |  |  |
```

```
+--+--+--+--+--+--+--+--+--+--+
```

```
//this is how you index into an array
```

```
int one_element = my_int_array[0];
```

Memory Management

- Arrays are memory **WE** allocate, so we need to give instructions for when to deallocate that memory!
- When we are done using our array, we need to delete [] it!

*//int * is the type of an array variable*

```
int *my_int_array;
```

//this is how you initialize an array

```
my_int_array = new int[10];
```

//this is how you index into an array

```
int one_element = my_int_array[0];
```

```
delete [] my_int_array;
```

Destructors

- deleting (almost) always happens in the **destructor** of a class!

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- The destructor is defined using `Class_name::~~Class_name()`

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- The destructor is defined using `Class_name::~~Class_name()`
- No one ever explicitly calls it! Its called when `Class_name` object go out of scope!

Destructors

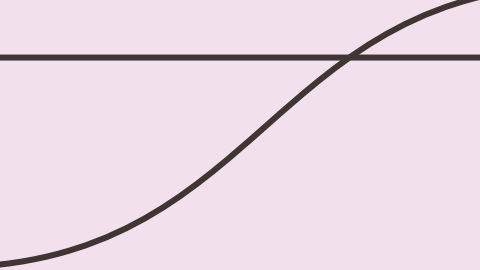
- deleting (almost) always happens in the **destructor** of a class!
- The destructor is defined using `Class_name::~~Class_name()`
- No one ever explicitly calls it! Its called when `Class_name` object go out of scope!
- Just like all member functions, declare it in the .h and implement in the .cpp!

Destructor

- Free your memory!

//student.cpp

```
#include student.h
Student::~~Student() {
    delete [] my_array; // For illustrative purposes
}
```

Code: `strvector.cpp`

Let's build a more complicated class!

Today



- ~~Classes Introduction~~
- **Template Classes (intro)**

Definition

Fundamental Theorem of Software Engineering: Any problem can be solved by adding enough layers of indirection.

The problem with StrVector

- Vectors should be able to contain any data type!

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Solution? Create IntVector, DoubleVector, BoolVector etc..

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- Vectors should be able to contain any data type!

Solution? Create IntVector, DoubleVector, BoolVector etc..

- What if we want to make a vector of `Students`?
 - How are we supposed to know about every custom class?
- What if we don't want to write a class for every type we can think of?

The problem with StrVector

- Vectors should be able to contain any data type!

~~Solution? Create IntVector, DoubleVector, BoolVector etc..~~

- What if we want to make a vector of `Students`?
 - How are we supposed to know about every custom class?
- What if we don't want to write a class for every type we can think of?

SOLUTION: Template classes!

Definition

Template Class: A class that is parametrized over some number of types. A class that is comprised of member variables of a general type/types.

Template Classes You've Used

- Vectors!

```
vector<int> numVec; vector<string> strVec;
```

Template Classes You've Used

- Vectors!

```
vector<int> numVec; vector<string> strVec;
```

- Maps!

```
map<int, string> int2Str; map<int, int> int2Int;
```

Template Classes You've Used

- Vectors!

```
vector<int> numVec; vector<string> strVec;
```

- Maps!

```
map<int, string> int2Str; map<int, int> int2Int;
```

- Sets!

```
set<int> someNums; set<Student> someStudents;
```

Pretty much all containers in STL!

Writing a template: Syntax

//Example: Structs

```
template<typename First, typename Second> struct MyPair {  
    First first;  
    Second second;  
};
```

Writing a template: Syntax

//Example: Structs

```
template<typename First, typename Second> struct MyPair {  
    First first;  
    Second second;  
};
```

//Exactly Functionally the same!

```
template<typename One, typename Two> struct MyPair {  
    One first;  
    Two second;  
};
```

Writing a Template Class: Syntax

//mypair.h

```
template<typename First, typename Second> class MyPair {  
    public:  
        /*...*/  
    private:  
        First first;  
        Second second;  
};
```

Writing a Template Class: Syntax

//mypair.h

```
template<typename First, typename Second> class MyPair {  
    public:  
        First getFirst();  
        Second getSecond();  
  
        void setFirst(First f);  
        void setSecond(Second f);  
    private:  
        First first;  
        Second second;  
};
```

Writing a Template Class: Syntax

```
//mypair.h
```

```
template<typename First, typename Second> class MyPair {  
    public:  
        First getFirst();  
        Second getSecond();  
  
        void setFirst(First f);  
        void setSecond(Second f);  
    private:  
        First first;  
        Second second;  
};
```

Use generic typename as placeholders!

Implementing a Template Class: Syntax

```
//mypair.cpp
```

```
#include "mypair.h"
```

```
First MyPair::getFirst() {  
    return first;  
}
```

Implementing a Template Class: Syntax

```
//mypair.cpp
```

```
#include "mypair.h"
```

```
First MyPair::getFirst() {  
    return first;  
}
```

```
//Compile error! Must announce every member function is templated :/
```

Implementing a Template Class: Syntax

```
//mypair.cpp
```

```
#include "mypair.h"
```

```
template<typename First, typename Second>
```

```
First MyPair::getFirst(){
```

```
    return first;
```

```
}
```

Implementing a Template Class: Syntax

```
//mypair.cpp
```

```
#include "mypair.h"
```

```
template<typename First, typename Second>  
First MyPair::getFirst() {  
    return first;  
}
```

```
template<typename Second, typename First>  
Second MyPair::getSecond() {  
    return second;  
}
```

Implementing a Template Class: Syntax

```
//mypair.cpp
```

```
#include "mypair.h"
```

```
template<typename First, typename Second>  
First MyPair::getFirst() {  
    return first;  
}
```

```
template<typename Second, typename First>  
Second MyPair::getSecond() {  
    return second;  
}
```

This is a super common
bug in the second assn!
Very important!

A sneaky bug

(if time)

The Takeaway

**Templates don't emit
code until instantiated,
so include the .cpp in the
.h instead of the other
way around!**

A compile error....

```
// vector.h
template <typename T>
class vector<T> {
    T& at(int i);
};
```

```
// vector.cpp
#include "vector.h"
template <typename T>
T& vector<T>::at(int i) {
    // oops
}
```

```
// main.cpp
#include "vector.h"
vector<int> a;
a.at(5);
```


A compile error....

```
// vector.h
template <typename T>
class vector<T> {
    T& at(int i);
};
```

```
// vector.cpp
#include "vector.h"
template <typename T>
T& vector<T>::at(int i) {
    // oops
}
```

```
// main.cpp
#include "vector.h"
vector<int> a;
a.at(5);
```

What the C++ compiler does with **non-template** classes

```
// main.cpp
#include "vectorint.h"
vectorInt a;
a.at(5);
```

1. `g++ -c vectorint.cpp main.cpp`: Compile and create all the code in `vectorint.cpp` and `main.cpp`. All the functions in `vectorint.h` have implementations that have been compiled now, and `main` can access them because it included `vectorint.h`

What the C++ compiler does with **non-template** classes

```
// main.cpp  
#include "vectorint.h"  
vectorInt a;  
a.at(5);
```

1. `g++ -c vectorint.cpp main.cpp`: Compile and create all the code in `vectorint.cpp` and `main.cpp`. All the functions in `vectorint.h` have implementations that have been compiled now, and `main` can access them because it included `vectorint.h`
2. “Oh look she used `vectorInt::at`, sure glad I compiled all that code and can access `vectorInt::at` right now!”

What the C++ compiler does with **template** classes

```
// main.cpp
#include "vector.h"
vector a;
a.at(5);
```

1. `g++ -c vector.cpp main.cpp`: Compile and create all the code in `main.cpp`. Compile `vector.cpp`, but since it's a template, don't create any code yet.

What the C++ compiler does with **template** classes

```
// main.cpp  
#include "vector.h"  
vector a;  
a.at(5);
```

1. `g++ -c vector.cpp main.cpp`: Compile and create all the code in `main.cpp`. Compile `vector.cpp`, but since it's a template, don't create any code yet.
2. "Oh look she made a `vector<int>`! Better go generate all the code for one of those!"

What the C++ compiler does with **template** classes

```
// main.cpp
#include "vector.h"
vector a;
a.at(5);
```

1. `g++ -c vector.cpp main.cpp`: Compile and create all the code in `main.cpp`. Compile `vector.cpp`, but since it's a template, don't create any code yet.
2. "Oh look she made a `vector<int>`! Better go generate all the code for one of those!"
3. "Oh no! All I have access to is `vector.h`! There's no implementation for the interface in that file! And I can't go looking for `vector<int>.cpp`!"

The fix...

```
// vector.h
template <typename T>
class vector<T> {
    T& at(int i);
};
```

```
// vector.cpp
#include "vector.h"
template <typename T>
T& vector<T>::at(int i) {
    // oops
}
```

```
// main.cpp
#include "vector.h"
vector<int> a;
a.at(5);
```

Include vector.cpp in vector.h!

```
// vector.h
#include "vector.cpp"
template <typename T>
class vector<T> {
    T& at(int i);
};
```

```
// vector.cpp
```

```
template <typename T>
T& vector<T>::at(int i) {
    // oops
}
```

```
// main.cpp
```

```
#include "vector.h"
vector<int> a;
a.at(5);
```


What the C++ compiler does with template classes

```
// main.cpp
#include "vector.h"
vector<int> a;
a.at(5);
```

1. “Oh look she included vector.h! That’s a template, **I’ll wait to link the implementation until she instantiates a specific kind of vector**”
2. “Oh look she made a vector<int>! Better go generate all the code for one of those!”
3. “vector.h includes all the code in vector.cpp, which tells me how to create a vector<int>::at function :)”

The Takeaway

**Templates don't emit
code until instantiated,
so include the .cpp in the
.h instead of the other
way around!**

Practice with Classes!

[Two practice problems](#) available on the class website:

- Simple problem: Build a simple car class
- A slightly more complex problem: Build a (very simple) dynamic array to get practice with memory management

Click “Code” under
lecture 7 to access the
practice problems

JANUARY 31

7. Classes

 Slides

 Code

Next time: `vector.cpp`

No more “this is the simplified version of the real thing”... We are writing the real thing!