7.1 Objects: Introduction

Grouping things into objects

The physical world is made up of material items like wood, metal, plastic, fabric, etc. To keep the world understandable, people deal with higher-level objects, like chairs, tables, and TV's. Those objects are groupings of the lower-level items.

Likewise, a program is made up of items like variables and functions. To keep programs understandable, programmers often deal with higher-level groupings of those items known as objects. In programming, an ***object*** is a grouping of data (variables) and operations that can be performed on that data (functions).

PARTICIPATION ACTIVITY 7.1.1: The world is viewed not as materials, but rather as objects.

Animation captions:

1. The world consists of items like, wood, metal, fabric, etc.
2. But people think in terms of higher-level objects, like chairs, couches, and drawers.
3. In fact, people think mostly of the operations that can be done with the object. For a drawer, operations are put stuff in, or take stuff out.

PARTICIPATION ACTIVITY 7.1.2: Programs commonly are not viewed as variables and functions/methods, but rather as objects.

Animation captions:

1. A program consists of variables and functions/methods. But programmers may prefer to think of higher-level objects like Restaurants and Hotels.
2. In fact, programmers think mostly of the operations that can be done with the object, like setting main info, or adding a review.

PARTICIPATION ACTIVITY 7.1.3: Objects.

Some of the variables and functions for a used-car inventory program are to be grouped into an object type named CarOnLot. Select True if the item should become part of the CarOnLot object type, and False otherwise.

1) int carStickerPrice;
   - True
   - False

2) double todaysTemperature;
   - True
   - False

3) int daysOnLot;
   - True
   - False

4) int origPurchasePrice;
   - True
   - False

5) int numSalespeople;
   - True
   - False

6) GetDaysOnLot()
   - True
   - False

7) DecreaseStickerPrice()
   - True
   - False

8) DetermineTopSalesperson()
   - True
   - False

Abstraction / Information hiding

Abstraction means to have a user interact with an item at a high-level, with lower-level internal details hidden from the user (aka ***information hiding*** or ***encapsulation***). Ex: An oven supports an abstraction of a food compartment and a knob to control heat. An oven's user need not interact with internal parts of an oven.

Objects strongly support abstraction, hiding entire groups of functions and variables, exposing only certain functions to a user.

An ***abstract data type*** (***ADT***) is a data type whose creation and update are constrained to specific well-defined operations. A class can be used to implement an ADT.

PARTICIPATION ACTIVITY 7.1.4: Objects strongly support abstraction / information hiding.

Animation captions:

1. Abstraction simplifies our world. An oven is viewed as having a compartment for food, and a knob that can be turned to heat the food.
2. People need not be concerned with an oven's internal workings. Ex: People don't reach inside trying to adjust the flame.
3. Similarly, an object has operations that a user can apply. The object's internal data, and possibly other operations, are hidden from the user.

PARTICIPATION ACTIVITY 7.1.5: Abstraction / information hiding.

1) A car presents an abstraction to a user, including a steering wheel, gas pedal, and brake.
   - ○ True
   - ○ False

2) A refrigerator presents an abstraction to a user, including freon gas, a compressor, and a fan.
   - ○ True
   - ○ False

3) A software object is created for a soccer team. A reasonable abstraction allows setting the team's name, adding or deleting players, and printing a roster.
   - ○ True
   - ○ False

4) A software object is created for a university class. A reasonable

abstraction allows viewing and modifying variables for the teacher's name, and variables implementing a list of every student's name as well.

- True
- False

7.2 Using a class

Classes intro: Public member functions

The ***class*** construct defines a new type that can group data and functions to form an object. A class' ***public member functions*** indicate all operations a class user can perform on the object. The power of classes is that a class user need not know how the class' data and functions are implemented, but need only understand how each public member function behaves. The animation below shows a class' public member function declarations only; the remainder of the class definition is discussed later.

PARTICIPATION ACTIVITY 7.2.1: A class example: Restaurant class.

Animation captions:

1. A class definition creates a new type that can be used to create objects. The class declares all functions a programmer can call to operate on such an object.
2. A class user can declare a variable of the class type to create a new object.
3. Then, the class user can call the functions to operate on the object. A class user need not know how the class' data or functions are implemented.

PARTICIPATION ACTIVITY 7.2.2: Using a class.

Consider the example above.

1) Which operation can a class user perform on an object of type Restaurant?
   - Get the name
   - Set the name

- Get the rating

2) Calling Print() on an object of type Restaurant might yield which output?

- Marias -- 5
- 5
  Marias
- Marias
  5

3) Although not visible in the part of the class definition shown above, how many internal data variables does the class contain?

- 1
- 2
- Unknown

Using a class

A programmer can create one or more objects of the same class. Declaring a variable of a class type creates an ***object*** of that type. Ex: `Restaurant favLunchPlace;` declares a Restaurant object named favLunchPlace.

The "." operator, known as the ***member access operator***, is used to invoke a function on an object. Ex: `favLunchPlace.SetRating(4)` calls the SetRating() function on the favLunchPlace object, which sets the object's rating to 4.

PARTICIPATION ACTIVITY 7.2.3: Using the Restaurant class.

Animation captions:

1. Declaring a variable of the class type Restaurant creates an object of that type. The compiler allocates memory for the objects, each of which may require numerous memory locations.
2. The SetName() and SetRating() functions are invoked on the object favLunchPlace, setting that object's name to "Central Deli" and rating to 4. The object stores these values internally.
3. Invoking the SetName() and SetRating() method on the favDinnerPlace object setting that object's name to "Friends Cafe" and rating to 5.
4. Invoking the Print() operation on a Restaurant object, prints the restaurant's name and rating.

PARTICIPATION ACTIVITY 7.2.4: Using the Restaurant class.

The following questions consider *using* the Restaurant class.

1) Type a variable declaration that creates an object named favBreakfastPlace.

Check Show answer

2) Using separate variable declarations, create an object bestDessertPlace, followed by an object bestIndianFood.

Check Show answer

3) Given the code below, how many objects are created?

```
Restaurant bestIndianFood;
Restaurant bestSushi;
Restaurant bestCoffeeShop;
int newRating;
```

Check Show answer

4) Object bestSushi is of type Restaurant. Type a statement that sets bestSushi's name to "Sushi Station".

Check Show answer

5) Type a statement to print bestCoffeeShop's name and rating.

Check Show answer

Class example: string

C++'s string type is a class. The string class stores a string's characters in memory, along with variables indicating the length and other things, but a string's user need not know such details. Instead, the string's user just needs to know what public member functions can be used, such as those shown below. (Note: size_t is an unsigned integer type).

Figure 7.2.1: Some string public member functions (many more exist).


```
char& at(size_t pos); // Returns a reference to the character at position pos in the string.

size_t length() const; // Returns the number of characters in the string

void push_back(char c); // Appends character c to the string's end (increasing length by 1).
```

PARTICIPATION ACTIVITY 7.2.5: Using the string class.

Consider the public member functions shown above for the string class.

1) Given string s = "Hi". How many bytes does object s utilize in memory?
   - 2
   - 3
   - Unknown

2) Given string s = "Hi", how can a user append "!" to have s become "Hi!".
   - s.push_back('!')
   - s.at('!')
   - Unknown

3) What enables a user to utilize the string class?
   - Nothing; strings are built into C++
   - #include <string>

7.3 Defining a class

Private data members

In addition to public member functions, a class definition has ***private data members***: variables that member functions can access but class users cannot. Private data members appear after the word "private:" in a class definition.

PARTICIPATION ACTIVITY 7.3.1: Private data members.

Animation captions:

1. A class definition has private data members for storing local data.
2. A class user cannot access a class' private data members; only the class' member functions can.

PARTICIPATION ACTIVITY 7.3.2: Private data members.

Consider the example above.

1) After declaring Restaurant x, a class *user* can use a statement like x.name = "Sue's Diner".
   - True
   - False

2) After declaring a Restaurant object x, a class user can use a statement like myString = x.name.
   - True
   - False

3) A class definition should provide comments along with each private data member so that a class user knows how those data members are used.
   - True
   - False

Defining a class' public member functions

A programmer defining a class first *declares* member functions after the word "public:" in the class definition. A ***function declaration*** provides the function's name, return type, and parameter types, but not the function's statements.

The programmer must also *define* each member function. A ***function definition*** provides a class name, return type, parameter names and types, and the function's statements. A member function definition has the class name and two colons (::), known as the ***scope resolution operator***, preceding the function's name. A member function definition can access private data members.

PARTICIPATION ACTIVITY | 7.3.3: Defining a member function of a class using the scope resolution operator.

Animation captions:

1. Without the scope resolution operator, Fct1() will yield compiler errors: numA is undefined, MyClass' Fct1()'s definition is missing.
2. Using the scope resolution operator as in MyClass::Fct1() indicates Fct1() is a member function of MyClass. Private class data becomes visible.

Figure 7.3.1: A complete class definition, and use of that class.

```
My favorite
restaurants:
Central Deli -- 4
Friends Cafe -- 5
```

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

class Restaurant {                          // Info about a
restaurant
   public:
      void SetName(string restaurantName);  // Sets the
restaurant's name
      void SetRating(int userRating);       // Sets the rating (1-
5, with 5 best)
      void Print();                         // Prints name and
rating on one line

   private:
      string name;
      int rating;
};

// Sets the restaurant's name
void Restaurant::SetName(string restaurantName) {
   name = restaurantName;
}

// Sets the rating (1-5, with 5 best)
void Restaurant::SetRating(int userRating) {
   rating = userRating;
}

// Prints name and rating on one line
void Restaurant::Print() {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant favLunchPlace;
   Restaurant favDinnerPlace;

   favLunchPlace.SetName("Central Deli");
   favLunchPlace.SetRating(4);

   favDinnerPlace.SetName("Friends Cafe");
   favDinnerPlace.SetRating(5);

   cout << "My favorite restaurants: " << endl;
   favLunchPlace.Print();
   favDinnerPlace.Print();

   return 0;
}
```


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PARTICIPATION ACTIVITY 7.3.4: Class definition.

Consider the example above.

1) How is the Print() member function *declared*?

- `Print();`
- `void Print();`
- `void Restaurant::Print();`

2) How does the Print() member function's *definition* begin?

- `void Print();`
- `void Restaurant::Print();`
- `void Restaurant::Print()`

3) Could the Print() function's definition begin as follows?

```
void Restaurant::Print(int x)
```

- Yes
- No

4) Which private data members of class Restaurant do the Print() function definition's statements access?

- SetName
- favLunchPlace and favDinnerPlace
- name and rating

Example: RunnerInfo class

The RunnerInfo class below maintains information about a person who runs, allowing a class user to set the time run and the distance run, and to get the runner's speed. The subsequent question set asks for the missing parts to be completed.

Figure 7.3.2: Simple class example: RunnerInfo.

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

class RunnerInfo {
   public:
      void SetTime(int timeRunSecs);       // Time run in seconds
      void SetDist(double distRunMiles);   // Distance run in miles
      double GetSpeedMph() const;                // Speed in miles/hour
   __(A)__
      int timeRun;
      double distRun;
};

void __(B)__::SetTime(int timeRunSecs) {
   timeRun = timeRunSecs;  // timeRun refers to data member
}

void __(C)__SetDist(double distRunMiles) {
   distRun = distRunMiles;
}

double RunnerInfo::GetSpeedMph() const {
   return distRun / (timeRun / 3600.0); // miles / (secs / (hrs / 3600 secs))
}

int main() {
   RunnerInfo runner1; // User-created object of class type RunnerInfo
   RunnerInfo runner2; // A second object

   runner1.SetTime(360);
   runner1.SetDist(1.2);

   runner2.SetTime(200);
   runner2.SetDist(0.5);

   cout << "Runner1's speed in MPH: " << runner1.__(D)__ << endl;
   cout << "Runner2's speed in MPH: " << __(E)__ << endl;

   return 0;
}
```

```
Runner1's speed in MPH: 12
Runner2's speed in MPH: 9
```


PARTICIPATION ACTIVITY 7.3.5: Class example: RunnerInfo.

Complete the missing parts of the figure above.

1) (A)

Check Show answer

2) (B)

Check Show answer

3) (C)

Check Show answer

4) (D)

Check Show answer

5) (E)

Check Show answer

Exploring further:

- Classes from cplusplus.com
- Classes from msdn.microsoft.com

CHALLENGE ACTIVITY 7.3.1: Classes.

Start

Type the program's output

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

class Person {
   public:
      void SetName(string nameToSet);
      string GetName() const;
   private:
      string name;
};

void Person::SetName(string nameToSet) {
   name = nameToSet;
}

string Person::GetName() const {
   return name;
}

int main() {
   string userName;
   Person person1;

   userName = "Sam";

   person1.SetName(userName);
   cout << "You are " << person1.GetName();

   return 0;
}
```


1 2 3

Check Next

CHALLENGE ACTIVITY 7.3.2: Basic class use.

Print person1's kids, apply the IncNumKids() function, and print again, outputting text as below. End each line with a newline.
Sample output for below program with input 3:

```
Kids: 3
New baby, kids now: 4
```



```
1 #include <iostream>
2 using namespace std;
3
4 class PersonInfo {
5    public:
6       void   SetNumKids(int personsKidsToSet);
7       void   IncNumKids();
```

```
   int    GetNumKids() const;
private:
   int    numKids;
};

void PersonInfo::SetNumKids(int personsKidsToSet) {
   numKids = personsKidsToSet;
}

void PersonInfo::IncNumKids() {
```


Run

View your last submission

CHALLENGE ACTIVITY 7.3.3: Basic class definition.

Define the missing function. licenseNum is created as: (100000 * customID) + licenseYear, where customID is a function parameter. Sample output with inputs 2014 777:

```
Dog license: 77702014
```

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

class DogLicense {
   public:
      void   SetYear(int yearRegistered);
      void   CreateLicenseNum(int customID);
      int    GetLicenseNum() const;
   private:
      int    licenseYear;
      int    licenseNum;
};

void DogLicense::SetYear(int yearRegistered) {
   licenseYear = yearRegistered;
}

// FIXME: Write CreateLicenseNum()
```


Run

View your last submission

7.4 Inline member functions

Inline member functions

A member function's definition may appear within the class definition, known as an ***inline member function***. Programmers may inline short function definitions to yield more compact code, keeping longer function definitions outside the class definition to avoid clutter.

PARTICIPATION ACTIVITY 7.4.1: Inline member functions.

Animation content:

undefined

Animation captions:

1. A member function's definition normally appears separate from the class definition, associated with the class using the :: operator.
2. Some programmers put a short member function's definition in the class definition, for compacted code. Care must be taken not to clutter the class definition.

Figure 7.4.1: A class with two inline member functions.

```
My favorite
restaurants:
Central Deli -- 4
Friends Cafe -- 5
```

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

class Restaurant {                          // Info about a
restaurant
   public:
      void SetName(string restaurantName) { // Sets the
restuarant's name
         name = restaurantName;
      }
      void SetRating(int userRating) {      // Sets the rating (1-
5, with 5 best)
         rating = userRating;
      }
      void Print();                         // Prints name and
rating on one line

   private:
      string name;
      int rating;
};

// Prints name and rating on one line
void Restaurant::Print() {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant favLunchPlace;
   Restaurant favDinnerPlace;

   favLunchPlace.SetName("Central Deli");
   favLunchPlace.SetRating(4);

   favDinnerPlace.SetName("Friends Cafe");
   favDinnerPlace.SetRating(5);

   cout << "My favorite restaurants: " << endl;
   favLunchPlace.Print();
   favDinnerPlace.Print();

   return 0;
}
```


PARTICIPATION ACTIVITY 7.4.2: Inline member functions.

Consider the example above.

1) Member function SetName() was defined _____.

   - inlined
   - not inlined

2) Inline member function SetRating() _____ a semicolon after the function name and parentheses, just like a function declaration.
   - has
   - does not have

3) Member function Print() was _____.
   - inlined
   - not inlined

4) A function with a long definition likely ____ be inlined.
   - should
   - should not

5) A function defined as an inline member function _____ also have a definition outside the class as well.
   - may
   - may not

Exception to variables being declared before used

Normally, items like variables must be declared before being used, but this rule does not apply within a class definition. Ex: Above, SetRating() accesses rating, even though rating is declared a few lines after. This rule exception allows a class to have the desired form of a public region at the top and a private region at the bottom: A public inline member function can thus access a private data member even though that private data member is declared after the function.

PARTICIPATION ACTIVITY 7.4.3: Inline member functions.

Consider the following class definition.

```
class PickupTruck {
   public:
      void SetLength(double fullLength);
      void SetWidth (double fullWidth) {
         widthInches = fullWidth;
      }
   private:
      double lengthInches;
      double widthInches;
};

void PickupTruck::SetLength(double fullLength) {
   lengthInches = fullLength;
}
```


1) Inside the class definition, SetLength() is declared but not defined.
   - True
   - False

2) Inside the class definition, SetWidth() is declared but not defined.
   - True
   - False

3) SetWidth() is an inline member function.
   - True
   - False

4) SetWidth()'s use of widthInches is an error because widthInches is declared after that use.
   - True
   - False

5) If the programmer defines SetWidth() inline as above, then the programmer should probably define SetLength() as inline too.
   - True
   - False

Inline member functions on one line

Normally, good style dictates putting a function's statements below the function's name and indenting. But, many programmers make an exception by putting very-short inline member function statements on the same line, for improved readability. This material may use that style at times. Example:

```
...
      void SetName(string restaurantName) { name = restaurantName; }
      void SetRating(int userRating) { rating = userRating; }
...
```


CHALLENGE ACTIVITY 7.4.1: Inline member functions.

Start

Type the program's output

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

class Book {
   public:
      void SetTitle(string bookTitle) {
         title = bookTitle;
      }
      void SetNumPages(int bookNumPages) {
         numPages = bookNumPages;
      }
      void Print() const;

   private:
      string title;
      int numPages;
};

void Book::Print() const {
   cout << title << ". Pages: " << numPages << endl;
}

int main() {
   Book myBook;

   myBook.SetTitle("Blackcollar");
   myBook.SetNumPages(302);

   myBook.Print();

   return 0;
}
```


1 2

Check Next

7.5 Mutators, accessors, and private helpers

Mutators and accessors

A class' public functions are commonly classified as either mutators or accessors.

- A ***mutator*** function may modify ("mutate") a class' data members.
- An ***accessor*** function accesses data members but does not modify a class' data members.

Commonly, a data member has two associated functions: a mutator for setting the value, and an accessor for getting the value, known as a ***setter*** and ***getter*** function, respectively, and typically with names starting with set or get. Other mutators and accessors may exist that aren't associated with just one data member, such as the Print() function below.

Accessor functions usually are defined as const to make clear that data members won't be changed. The keyword ***const*** after a member function's name and parameters causes a compiler error if the function modifies a data member. If a const member function calls another member function, that function must also be const.

Figure 7.5.1: Mutator and accessor public member functions.

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

class Restaurant {
   public:
      void   SetName(string restaurantName); // Mutator
      void   SetRating(int userRating);      // Mutator
      string GetName() const;                // Accessor
      int    GetRating() const;              // Accessor
      void   Print() const;                  // Accessor

   private:
      string name;
      int rating;
};

void Restaurant::SetName(string restaurantName) {
   name = restaurantName;
}

void Restaurant::SetRating(int userRating) {
   rating = userRating;
}

string Restaurant::GetName() const {
   return name;
}

int Restaurant::GetRating() const {
   return rating;
}

void Restaurant::Print() const {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant myPlace;

   myPlace.SetName("Maria's Diner");
   myPlace.SetRating(5);

   cout << myPlace.GetName() << " is rated ";
   cout << myPlace.GetRating() << endl;

   return 0;
}
```



```
Maria's Diner is rated 5
```


PARTICIPATION ACTIVITY 7.5.1: Mutators and accessors.

1) A mutator should not change a class' private data members.

- ○ True
- ○ False

2) An accessor should not change a class' private data members.
   - True
   - False

3) A private data member sometimes has a pair of associated set and get functions.
   - True
   - False

4) Accessor functions are required to be defined as const.
   - True
   - False

5) A const accessor function may call a non-const member function.
   - True
   - False

Private helper functions

A programmer commonly creates private functions, known as ***private helper functions***, to help public functions carry out tasks.

PARTICIPATION ACTIVITY 7.5.2: Private helper member functions.

Animation captions:

1. In addition to public member functions, a class may define private member functions.
2. Any member function (public or private) may call a private member function.
3. A user of the class can call public member functions, but a user can not call private member functions (which would yield a compiler error).

PARTICIPATION ACTIVITY 7.5.3: Private helper functions.

1) A class' private helper function can be called from main().
   -

True

False

2) A private helper function typically helps public functions carry out their tasks.

True

False

3) A private helper function cannot call another private helper function.

True

False

4) A public member function may not call another public member function.

True

False

CHALLENGE ACTIVITY 7.5.1: Mutators, accessors, and private helpers.

Start

Type the program's output

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

class Dog {
   public:
      void SetAge(int monthsToSet);
      string GetStage() const;
   private:
      int months;
};

void Dog::SetAge(int monthsToSet) {
   months = monthsToSet;
}

string Dog::GetStage() const {
   string stage;
   if (months < 9) {
      stage = "Puppy";
   }
   else if (months < 19) {
      stage = "Adolescence";
   }
   else if (months < 40) {
      stage = "Adulthood";
   }
   else {
      stage = "Senior";
   }

   return stage;
}

int main() {
   Dog buddy;

   buddy.SetAge(78);

   cout << buddy.GetStage();
   return 0;
}
```


1 2 3

Check Next

7.6 Initialization and constructors

A good practice is to initialize all variables when declared. This section deals with initializing the data members of a class when a variable of the class type is declared.

Data member initialization (C++11)

Since C++11, a programmer can initialize data members in the class definition. Any variable declared of that class type will initially have those values.

Figure 7.6.1: A class definition with initialized data members.

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

class Restaurant {
   public:
      void SetName(string restaurantName);
      void SetRating(int userRating);
      void Print();

   private:
      string name = "NoName";  // NoName indicates name was not set
      int rating = -1;         // -1 indicates rating was not set
};

void Restaurant::SetName(string restaurantName) {
   name = restaurantName;
}

void Restaurant::SetRating(int userRating) {
   rating = userRating;
}

void Restaurant::Print() {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant favLunchPlace;  // Initializes members with values in class definition

   favLunchPlace.Print();

   favLunchPlace.SetName("Central Deli");
   favLunchPlace.SetRating(4);

   favLunchPlace.Print();

   return 0;
}
```

```
NoName -- -1
Central Deli -- 4
```


PARTICIPATION ACTIVITY 7.6.1: Initialization.

Consider the example above.

1) When favLunchPlace is initially declared, what is the value of favLunchPlace's rating?

Check Show answer

2) After the call to SetRating(), what is the value of favLunchPlace's rating?

Check Show answer

Constructors

C++ has a special class member function, a ***constructor***, called *automatically* when a variable of that class type is declared, and which can initialize data members. A constructor callable without arguments is a ***default constructor***, like the Restaurant constructor below.

A constructor has the same name as the class. A constructor function has no return type, not even void. Ex: `Restaurant::Restaurant() {...}` defines a constructor for the Restaurant class.

If a class has no programmer-defined constructor, then the compiler *implicitly* defines a default constructor having no statements.

Figure 7.6.2: Adding a constructor member function to the Restaurant class.

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

class Restaurant {
   public:
      Restaurant();
      void SetName(string restaurantName);
      void SetRating(int userRating);
      void Print();
   private:
      string name;
      int rating;
};

Restaurant::Restaurant() {  // Default constructor
   name = "NoName";         // Default name: NoName indicates name was not set
   rating = -1;             // Default rating: -1 indicates rating was not set
}

void Restaurant::SetName(string restaurantName) {
   name = restaurantName;
}

void Restaurant::SetRating(int userRating) {
   rating = userRating;
}

// Prints name and rating on one line
void Restaurant::Print() {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant favLunchPlace;  // Automatically calls the default constructor

   favLunchPlace.Print();

   favLunchPlace.SetName("Central Deli");
   favLunchPlace.SetRating(4);
   favLunchPlace.Print();

   return 0;
}
```

```
NoName -- -1
Central Deli -- 4
```


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PARTICIPATION ACTIVITY 7.6.2: Default constructors.

Assume a class named Seat.

1) A default constructor declaration in class Seat { ... } is:

```
class Seat {
   ...
   void Seat();
}
```

- True
- False

2) A default constructor definition has this form:

```
Seat::Seat() {
   ...
}
```


- True
- False

3) Not defining any constructor is essentially the same as defining a constructor with no statements.

- True
- False

4) The following calls the default constructor once:

```
Seat mySeat;
```

- True
- False

5) The following calls the default constructor once:

```
Seat seat1;
Seat seat2;
```

- True
- False

6) The following calls the default constructor 5 times:

```
vector<Seat> seats(5);
```


- True
- False

Note: Since C++11, data members can be initialized in the class definition as in `int price = -1;`, which is usually preferred over using a constructor. However, sometimes initializations are more complicated, in which case a constructor is needed.

Exploring further:

- Constructors from msdn.microsoft.com

CHALLENGE ACTIVITY 7.6.1: Basic constructor definition.

Define a constructor as indicated. Sample output for below program:

```
Year: 0, VIN: -1
Year: 2009, VIN: 444555666
```

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

class CarRecord {
   public:
      void   SetYearMade(int originalYear);
      void   SetVehicleIdNum(int vehIdNum);
      void   Print() const;
      CarRecord();
   private:
      int    yearMade;
      int    vehicleIdNum;
};

// FIXME: Write constructor, initialize year to 0, vehicle ID num to -1.

/* Your solution goes here  */
```

Run

View your last submission

7.7 Classes and vectors/classes

Vector of objects: A reviews program

Combining classes and vectors is powerful. The program below creates a Review class (reviews might be for a restaurant, movie, etc.), then manages a vector of Review objects.

Figure 7.7.1: Classes and vectors: A reviews program.

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

class Review {
   public:
      void SetRatingAndComment(int revRating, string
revComment) {
         rating = revRating;
         comment = revComment;
      }
      int GetRating() const { return rating; }
      string GetComment() const { return comment; }

   private:
      int rating = -1;
      string comment = "NoComment";
};

int main() {
   vector<Review> reviewList;
   Review currReview;
   int currRating;
   string currComment;
   unsigned int i;

   cout << "Type rating + comments. To end: -1" << endl;
   cin >> currRating;
   while (currRating >= 0) {
      getline(cin, currComment); // Gets rest of line
      currReview.SetRatingAndComment(currRating,
currComment);
      reviewList.push_back(currReview);
      cin >> currRating;
   }

   // Output all comments for given rating
   cout << endl << "Type rating. To end: -1" << endl;
   cin >> currRating;
   while (currRating != -1) {
      for (i = 0; i < reviewList.size(); ++i) {
         currReview = reviewList.at(i);
         if (currRating == currReview.GetRating()) {
            cout << currReview.GetComment() << endl;
         }
      }
      cin >> currRating;
   }

   return 0;
}
```

```
Type rating + comments. To
end: -1
5 Great place!
5 Loved the food.
2 Pretty bad service.
4 New owners are nice.
2 Yuk!!!
4 What a gem.
-1

Type rating. To end: -1
5
 Great place!
 Loved the food.
1
4
 New owners are nice.
 What a gem.
-1
```


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PARTICIPATION ACTIVITY 7.7.1: Reviews program.

Consider the reviews program above.

1) How many member functions does the Review class have?

Check Show answer

2) When currReview is declared, what is the initial rating?

Check Show answer

3) As rating and comment pairs are read from input, what function adds them to vector reviewList? Type the name only, like: append.

Check Show answer

4) How many comments were output for reviews having a rating of 5?

Check Show answer

A class with a vector: The Reviews class

A class' private data often involves vectors. The program below redoes the example above, creating a Reviews class for managing a vector of Review objects.

The Reviews class has functions for reading reviews and printing comments. The resulting main() is clearer than above.

The Reviews class has a "getter" function returning the average rating. The function computes the average rather than reading a private data member. The class user need not know how the function is implemented.

Figure 7.7.2: Improved reviews program with a Reviews class.

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

class Review {
   public:
      void SetRatingAndComment(int revRating, string
revComment) {
         rating = revRating;
         comment = revComment;
      }
      int GetRating() const { return rating; }
      string GetComment() const { return comment; }

   private:
      int rating = -1;
      string comment = "NoComment";
};
// END Review class


class Reviews {
   public:
      void InputReviews();
      void PrintCommentsForRating(int currRating) const;
      int GetAverageRating() const;

   private:
      vector<Review> reviewList;
};

// Get rating comment pairs, add each to list. -1 rating
ends.
void Reviews::InputReviews() {
   Review currReview;
   int currRating;
   string currComment;

   cin >> currRating;
   while (currRating >= 0) {
      getline(cin, currComment); // Gets rest of line
      currReview.SetRatingAndComment(currRating,
currComment);
      reviewList.push_back(currReview);
      cin >> currRating;
   }
}

// Print all comments for reviews having the given
rating
void Reviews::PrintCommentsForRating(int currRating)
const {
   Review currReview;
   unsigned int i;

   for (i = 0; i < reviewList.size(); ++i) {
      currReview = reviewList.at(i);
      if (currRating == currReview.GetRating()) {
         cout << currReview.GetComment() << endl;
      }
   }
}

int Reviews::GetAverageRating() const {
   int ratingsSum;
   unsigned int i;
```

```
Type ratings + comments. To
end: -1
5 Great place!
5 Loved the food.
2 Pretty bad service.
4 New owners are nice.
2 Yuk!!!
4 What a gem.
-1
Average rating: 3
Type rating. To end: -1
5
 Great place!
 Loved the food.
1
4
 New owners are nice.
 What a gem.
-1
```

```
   ratingsSum = 0;
   for (i = 0; i < reviewList.size(); ++i) {
      ratingsSum += reviewList.at(i).GetRating();
   }
   return (ratingsSum / reviewList.size());
}
// END Reviews class

int main() {
   Reviews allReviews;
   string currName;
   int currRating;

   cout << "Type ratings + comments. To end: -1" <<
endl;
   allReviews.InputReviews();

   cout << endl << "Average rating: ";
   cout << allReviews.GetAverageRating() << endl;

   // Output all comments for given rating
   cout << endl << "Type rating. To end: -1" << endl;
   cin >> currRating;
   while (currRating != -1) {
      allReviews.PrintCommentsForRating(currRating);
      cin >> currRating;
   }

   return 0;
}
```


PARTICIPATION ACTIVITY 7.7.2: Reviews program.

Consider the reviews program above.

1) The first class is named Review. What is the second class named?
   - Reviews
   - reviewList
   - allReviews

2) How many private data members does the Reviews class have?
   - 0
   - 1
   - 2

3) Which function reads all reviews?
   - GetReviews()
   - InputReviews()

4) What does PrintCommentsForRating() do?

- Prints ratings sorted by rating level.
- Print all ratings above a rating level.
- Print all ratings having a particular rating level.

5) Does main() declare a vector?

- Yes
- No

Using Reviews in the Restaurant class

Programmers commonly use classes within classes. The program below improves the Restaurant class by having a Reviews object rather than a single rating.

Figure 7.7.3: Improved reviews program with a Restaurant class.

```
Type restaurant name:
Maria's Healthy Food

Type ratings + comments. To end: -1
5 Great place!
5 Loved the food.
2 Pretty bad service.
4 New owners are nice.
2 Yuk!!!
4 What a gem.
-1

Comments for each rating level:
1:
2:
 Pretty bad service.
 Yuk!!!
3:
4:
 New owners are nice.
 What a gem.
5:
 Great place!
 Loved the food.
```

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

// Review and Reviews classes omitted from figure
// ...


class Restaurant {
   public:
      void SetName(string restaurantName) {
         name = restaurantName;
      }
      void ReadAllReviews();
      void PrintCommentsByRating() const;

   private:
      string name;
      Reviews reviews;
};

void Restaurant::ReadAllReviews() {
   cout << "Type ratings + comments. To end: -1" <<
endl;
   reviews.InputReviews();
}

void Restaurant::PrintCommentsByRating() const {
   int i;

   cout << "Comments for each rating level: " << endl;
   for (i = 1; i <= 5; ++i) {
     cout << i << ":" << endl;
     reviews.PrintCommentsForRating(i);
   }
}

int main() {
   Restaurant ourPlace;
   string currName;

   cout << "Type restaurant name: " << endl;
   getline(cin, currName);
   ourPlace.SetName(currName);
   cout << endl;

   ourPlace.ReadAllReviews();
   cout << endl;

   ourPlace.PrintCommentsByRating();

   return 0;
}
```


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PARTICIPATION ACTIVITY 7.7.3: Restaurant program with reviews.

Consider the Restaurant program above.

1) How many private data members does the Restaurant class have?

- 0
- 1
- 2

2) Which Restaurant member function reads all reviews?

- GetReviews()
- InputReviews()
- ReadAllReviews()

3) What does PrintCommentsByRating() do?

- Prints comments sorted by rating level.
- Print all ratings having a particular rating level.

4) Does main() declare a Reviews object?

- Yes
- No

CHALLENGE ACTIVITY 7.7.1: Enter the output of classes and vectors.

Start

Type the program's output

Input

```
10 Chees
11 Foil
12 Socks
-1
```


Output

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

class Product {
   public:
      void SetPriceAndName(int productPrice, string productName) {
         price = productPrice;
         name = productName;
      };
      int GetPrice() const { return price; };
      string GetName() const { return name; };
   private:
      int price; // in dollars
      string name;
};

int main() {
   vector<Product> productList;
   Product currProduct;
   int currPrice;
   string currName;
   unsigned int i;
   Product resultProduct;

   cin >> currPrice;
   while (currPrice > 0) {
      cin >> currName;
      currProduct.SetPriceAndName(currPrice, currName);
      productList.push_back(currProduct);
      cin >> currPrice;
   }

   resultProduct = productList.at(0);
   for (i = 0; i < productList.size(); ++i) {
      if (productList.at(i).GetPrice() > resultProduct.GetPrice()) {
         resultProduct = productList.at(i);
      }
   }

   cout << resultProduct.GetName() << ": " << resultProduct.GetPrice() << endl;

   return 0;
}
```


1 2

Check Next

CHALLENGE ACTIVITY 7.7.2: Writing vectors with classes.

Start

Write code to assign x and y coordinates to currCoord, and store currCoord in criticalPoints. Input first receives an x value, then a y value. Input example: `12 32 88 2 -1 -1`

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

class Coordinate {
   public:
      void SetXAndY(int coordinateX, int coordinateY) {
         x = coordinateX;
         y = coordinateY;
      }
      void PrintCoordinate() const {
         cout << x << " - " << y << endl;
      }
      int GetX() const { return x; }
      int GetY() const { return y; }

   private:
      int x;
      int y;
};

int main() {
   vector<Coordinate> criticalPoints;
   Coordinate currCoord;
   int currX;
   int currY;
   unsigned int i;

   cin >> currX;
   cin >> currY;
   while ((currX >= 0) && (currY >= 0)) {

      /* Your code goes here */

      cin >> currX;
```


1 2 3

Check Next

7.8 Separate files for classes

Two files per class

Programmers typically put all code for a class into two files, separate from other code.

- ***ClassName.h*** contains the class definition, including data members and member function declarations.

- ***ClassName.cpp*** contains member function definitions.

A file that uses the class, such as a main file or ClassName.cpp, must include ClassName.h. The .h file's contents are sufficient to allow compilation, as long as the corresponding .cpp file is eventually compiled into the program too.

The figure below shows how all the .cpp files might be listed when compiled into one program. Note that the .h file is not listed in the compilation command, due to being included by the appropriate .cpp files.

Figure 7.8.1: Using two separate files for a class.

StoreItem.h

```
#ifndef STOREITEM_H
#define STOREITEM_H

class StoreItem {
   public:
      void SetWeightOunces(int
ounces);
      void Print() const;
   private:
      int weightOunces;
};

#endif
```

StoreItem.cpp

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

#include "StoreItem.h"

void StoreItem::SetWeightOunces(int ounces) {
   weightOunces = ounces;
}

void StoreItem::Print() const {
   cout << "Weight (ounces): " << weightOunces
<< endl;
}
```

main.cpp

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

#include "StoreItem.h"

int main() {
   StoreItem item1;

   item1.SetWeightOunces(16);
   item1.Print();

   return 0;
}
```

Compilation example

```
% g++ -Wall StoreItem.cpp main.cpp
% a.out
Weight (ounces): 16
```


Good practice for .cpp and .h files

Sometimes multiple small related classes are grouped into a single file to avoid a proliferation of files. But for typical classes, good practice is to create a unique .cpp and .h file for each class.

PARTICIPATION ACTIVITY 7.8.1: Separate files.

1) Commonly a class definition and associated function definitions are placed in a .h file.
   - True
   - False

2) The .cpp file for a class should #include the associated .h file.
   - True
   - False

3) A drawback of the separate file approach is longer compilation times.
   - True
   - False

Ex: Restaurant review classes

The restaurant review program, introduced in an earlier section, declared the Review, Reviews, and Restaurant classes in main.cpp. Each of the 3 classes should instead be implemented in .h/.cpp files, thus making for cleaner code in main.cpp.

Figure 7.8.2: .h and .cpp files for Review, Reviews, and Restaurant classes.

Review.h

Review.cpp

```
#include "Review.h"
using namespace std;

void Review::SetRatingAndComment(int
revRating, string revComment) {
   rating = revRating;
   comment = revComment;
}

int Review::GetRating() const {
   return rating;
}

string Review::GetComment() const {
   return comment;
}
```

```
#ifndef REVIEW_H
#define REVIEW_H

#include <string>

class Review {
   public:
      void SetRatingAndComment(
         int revRating,
         std::string revComment);
      int GetRating() const;
      std::string GetComment()
const;

   private:
      int rating = -1;
      std::string comment =
"NoComment";
};

#endif
```


Reviews.h

```
#ifndef REVIEWS_H
#define REVIEWS_H

#include <vector>
#include "Review.h"

class Reviews {
   public:
      void InputReviews();
      void
PrintCommentsForRating(int
currRating) const;
      int GetAverageRating() const;

   private:
      std::vector<Review>
reviewList;
};

#endif
```

Reviews.cpp

```
#include <iostream>
#include "Reviews.h"
using namespace std;

// Get rating comment pairs, add each to
list. -1 rating ends.
void Reviews::InputReviews() {
   Review currReview;
   int currRating;
   string currComment;

   cin >> currRating;
   while (currRating >= 0) {
      getline(cin, currComment); // Gets
rest of line

currReview.SetRatingAndComment(currRating,
currComment);
      reviewList.push_back(currReview);
      cin >> currRating;
   }
}

// Print all comments for reviews having the
given rating
void Reviews::PrintCommentsForRating(int
currRating) const {
   Review currReview;
   unsigned int i;

   for (i = 0; i < reviewList.size(); ++i) {
      currReview = reviewList.at(i);
      if (currRating ==
currReview.GetRating()) {
         cout << currReview.GetComment() <<
endl;
      }
   }
}

int Reviews::GetAverageRating() const {
   int ratingsSum;
   unsigned int i;

   ratingsSum = 0;
   for (i = 0; i < reviewList.size(); ++i) {
      ratingsSum +=
reviewList.at(i).GetRating();
   }
   return (ratingsSum / reviewList.size());
}
```


Restaurant.h

Restaurant.cpp

```
#ifndef RESTAURANT_H
#define RESTAURANT_H

#include <string>
#include "Reviews.h"

class Restaurant {
   public:
      void SetName(std::string
restaurantName);
      void ReadAllReviews();
      void PrintCommentsByRating()
const;

   private:
      std::string name;
      Reviews reviews;
};

#endif
```

```
#include <iostream>
#include "Restaurant.h"
using namespace std;

void Restaurant::SetName(string
restaurantName) {
   name = restaurantName;
}

void Restaurant::ReadAllReviews() {
   cout << "Type ratings + comments. To end:
-1" << endl;
   reviews.InputReviews();
}

void Restaurant::PrintCommentsByRating()
const {
   int i;

   cout << "Comments for each rating level:
" << endl;
   for (i = 1; i <= 5; ++i) {
      cout << i << ":" << endl;
      reviews.PrintCommentsForRating(i);
   }
}
```


PARTICIPATION ACTIVITY 7.8.2: Restaurant reviews program's main.cpp.

Animation content:

undefined

Animation captions:

1. The Review, Reviews, and Restaurant classes are included in main.cpp by including Restaurant.h.
2. main()'s code is reasonably short, since reusable code resides in external files.

PARTICIPATION ACTIVITY 7.8.3: Restaurant review program .h and .cpp files.

Review.cpp | Reviews.cpp | Review.h | Restaurant.h | Restaurant.cpp | Reviews.h

	#includes the "Restaurant.h" header file.
	Uses cin and getline() statements to get ratings and comments from the user.
	Makes the Restaurant, Reviews, and Review classes available when being #included by another code file.
	Does not #include any of the 3 header files.
	#includes the <vector> header file.
	Implements class member functions, none of which use cin or cout.

Reset

CHALLENGE ACTIVITY 7.8.1: Enter the output of separate files.

Start

Type the program's output

main.cpp | Product.h | Product.cpp

Input

```
9 Che
6 Foil
13 So
-1
```

Outpu

```
#include <iostream>
#include <vector>
#include "Product.h"
using namespace std;

int main() {
   vector<Product> productList;
   Product currProduct;
   int currPrice;
   string currName;
   unsigned int i;
   Product resultProduct;

   cin >> currPrice;
   while (currPrice > 0) {
      cin >> currName;
      currProduct.SetPriceAndName(currPrice, currName);
      productList.push_back(currProduct);
      cin >> currPrice;
   }

   resultProduct = productList.at(0);
   for (i = 0; i < productList.size(); ++i) {
      if (productList.at(i).GetPrice() > resultProduct.GetPrice()) {
         resultProduct = productList.at(i);
      }
   }

   cout << "$" << resultProduct.GetPrice() << " " << resultProduct.GetName() << endl;

   return 0;
}
```


1 2

Check Next

7.9 Choosing classes to create

Decomposing into classes

Creating a program may start by a programmer deciding what "things" exist, and what each thing contains and does.

Below, the programmer wants to maintain a soccer team. The programmer realizes the team will have people, so decides to sketch a Person class. Each Person class will have private (shown by "-") data like name and age, and public (shown by "+") functions like get/set name, get/set age, and print. The programmer then sketches a Team class, which uses Person objects.

PARTICIPATION ACTIVITY 7.9.1: Creating a program by first sketching classes.

Animation content:

```
Programmer decides what "things" exist:
My program
Will have a soccer team
The team will have a head coach, assistant coach, list of players, name,
etc.
Each coach and player will have a name, age, phone, etc.

Programmer sketches a Person class:
I need a class for a "person" (coaches, players)
Person
-name : string
-age : int
+get/set name
+get/set age
+print

Programmer sketches a Team class:
And for a "team"
Team
-head coach : Person
-asst coach : Person
+get/set head coach
+get/set asst coach
+print
More to come (list of players, name, etc.)
```


Animation captions:

1. A programmer thinks of what "things" a program may involve. The programmer decides one thing is a Team, and another thing is a Person.
2. The programmer sketches a Person class. Private items (shown by "-") are name and age. Public items (shown by "+") are getters/setters and print.
3. The programmer then sketches a Team class. Private items are head coach and asst coach, both of Person type. Public items are getters/setters and print.

PARTICIPATION ACTIVITY 7.9.2: Decomposing a program into classes.

Consider the example above.

1) Only one way exists to decompose a program into classes.
   - True
   - False

2) The - indicates a class' private item.
   - True
   - False

3) The + indicates additional private items.
   - True
   - False

4) The Team class uses the Person class.
   - True
   - False

5) The Person class uses the Team class.
   - True
   - False

Coding the classes

A programmer can convert the class sketches above into code. The programmer likely would first create and test the Person class, followed by the Team class.

Figure 7.9.1: SoccerTeam and TeamPerson classes.

TeamPerson.h	TeamPerson.cpp

```
#ifndef TEAMPERSON_H
#define TEAMPERSON_H

#include <string>
using namespace std;

class TeamPerson {
   public:
      void   SetFullName(string
firstAndLastName);
      void   SetAgeYears(int ageInYears);
      string GetFullName() const;
      int    GetAgeYears() const;
      void   Print() const;

   private:
      string fullName;
      int    ageYears;
};

#endif
```

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

#include "TeamPerson.h"

void TeamPerson::SetFullName(string
firstAndLastName) {
   fullName = firstAndLastName;
}

void TeamPerson::SetAgeYears(int
ageInYears) {
   ageYears = ageInYears;
}

string TeamPerson::GetFullName() const {
   return fullName;
}

int TeamPerson::GetAgeYears() const {
   return ageYears;
}

void TeamPerson::Print() const {
   cout << "Full name: "   << fullName
<< endl;
   cout << "Age (years): " << ageYears
<< endl;
}
```


SoccerTeam.h

```
#ifndef SOCCERTEAM_H
#define SOCCERTEAM_H

#include "TeamPerson.h"

class SoccerTeam {
   public:
      void SetHeadCoach(TeamPerson
teamPerson);
      void SetAssistantCoach (TeamPerson
teamPerson);

      TeamPerson GetHeadCoach() const;
      TeamPerson GetAssistantCoach() const;

      void Print() const;

   private:
      TeamPerson headCoach;
      TeamPerson assistantCoach;
      // Players omitted for brevity
};

#endif
```

SoccerTeam.cpp

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

#include "SoccerTeam.h"

void SoccerTeam::SetHeadCoach(TeamPerson
teamPerson) {
   headCoach = teamPerson;
}

void
SoccerTeam::SetAssistantCoach(TeamPerson
teamPerson) {
   assistantCoach = teamPerson;
}

TeamPerson SoccerTeam::GetHeadCoach()
const {
   return headCoach;
}

TeamPerson
SoccerTeam::GetAssistantCoach() const {
   return assistantCoach;
}

void SoccerTeam::Print() const {
   cout << "HEAD COACH: " << endl;
   headCoach.Print();
   cout << endl;

   cout << "ASSISTANT COACH: " << endl;
   assistantCoach.Print();
   cout << endl;
}
```


main.cpp

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

#include "SoccerTeam.h"
#include "TeamPerson.h"

int main() {
   SoccerTeam teamCalifornia;
   TeamPerson headCoach;
   TeamPerson asstCoach;

   headCoach.SetFullName("Mark Miwerds");
   headCoach.SetAgeYears(42);
   teamCalifornia.SetHeadCoach(headCoach);

   asstCoach.SetFullName("Stanley Lee");
   asstCoach.SetAgeYears(30);

teamCalifornia.SetAssistantCoach(asstCoach);

   teamCalifornia.Print();

   return 0;
}
```

```
HEAD COACH:
Full name: Mark Miwerds
Age (years): 42

ASSISTANT COACH:
Full name: Stanley Lee
Age (years): 30
```

PARTICIPATION ACTIVITY 7.9.3: Coding classes.

Consider the example above.

1) The programmer first sketched the desired classes, before writing the code seen above.
   - True
   - False
2) The programmer wrote one large file containing all the classes.
   - True
   - False
3) Good practice would be to first write the TeamPerson class and then test that class, followed by writing the SoccerTeam class and testing that class.
   - True
   - False

Included files

Above, note that each file only includes needed header files. SoccerTeam.h has a TeamPerson member so includes TeamPerson.h. SoccerTeam.cpp includes SoccerTeam.h. main.cpp declares objects of both types so also includes both .h files. A common error is to include unnecessary .h files, which misleads the reader.

Note that only .h files are included, never .cpp files.

PARTICIPATION ACTIVITY 7.9.4: Classes and includes.

Consider the earlier SoccerTeam and TeamPerson classes. Indicate which .h files should be included in each file.

1) TeamPerson.h
   - TeamPerson.h

SoccerTeam.h

No .h file needed

2) TeamPerson.cpp

- TeamPerson.h
- SoccerTeam.h
- No .h file needed

3) SoccerTeam.h

- TeamPerson.h
- SoccerTeam.h
- No .h file needed

4) SoccerTeam.cpp

- TeamPerson.h
- SoccerTeam.h
- TeamPerson.cpp
- TeamPerson.h and SoccerTeam.h

5) main.cpp

- main.h
- TeamPerson.h
- TeamPerson.h and SoccerTeam.h
- TeamPerson.cpp
- SoccerTeam.cpp

7.10 Grouping data: struct

Sometimes two data items are really aspects of the same data. For example, time might be recorded in hours and minutes, as in 4 hours and 23 minutes. Or a point on a plot might be recorded as x = 5, y = 7. Storing such data in separate variables, such as runTimeHours and runTimeMinutes, is not as clear as grouping that data into a single variable, like runTime, which might have subitems runTime.hourValue and runTime.minuteValue.

PARTICIPATION ACTIVITY 7.10.1: Naturally grouped data.

1) Select the pair forming part of a person's height (in U.S. units)
   - Feet and inches
   - Inches and salary
   - Pounds and ounces

2) Select the group of items indicating the change provided to a person who pays for a meal.
   - Ounce, gill, pint, quart, and gallon
   - Mile, furlong, yard, feet, and inches
   - Dollars, quarters, dimes, nickels, and pennies

The ***struct*** construct defines a new type, which can be used to declare a variable with subitems. The following animation illustrates.

PARTICIPATION ACTIVITY 7.10.2: A struct enables creating a variable with data members.

Animation content:

```
Code snippet is as follows:
struct TimeHrMin {
   int hourValue;
   int minuteValue;
};

...

   TimeHrMin runTime1;
   TimeHrMin runTime2;
   TimeHrMin runTime3;

   runTime1.hourValue = 5;
   runTime1.minuteValue = 46;
   runTime3.hourValue = runTime1.hourValue;

Final memory contents is as follows:
```

```
96 (runTime1's hourValue): 5
97 (runTime1's hourValue): 46
98 (runTime2's hourValue): ?
99 (runTime2's hourValue): ?
100 (runTime3's hourValue): 5
101 (runTime3's hourValue): ?
102: empty
```


Animation captions:

1. The struct construct just declares new type; no memory is allocated.
2. Variable definitions allocate memory for each object's member.
3. Accesses refer to an object member's memory location.

The programmer uses a struct to define and use a new type as follows.

Construct 7.10.1: Defining and using a new struct type.

```
struct StructTypeName {
   type item1;
   type item2;
   ...
   type itemN;
};

...
StructTypeName myVar;

myVar.item1 = ...
```

Each `type` may be any type like int or char. Each struct subitem is called a ***data member***. For a declared variable, each struct data member can be accessed using ".", known as a ***member access*** operator, sometimes called ***dot notation***.

Assigning a variable of a struct type to another such variable automatically assigns each corresponding data member, as shown below.

PARTICIPATION ACTIVITY 7.10.3: Assigning a struct type.

Animation content:

Code snippet is as follows:

```
struct TimeHrMin {
   int hourValue;
   int minuteValue;
};

...

   TimeHrMin runTime1;
   TimeHrMin runTime2;
   TimeHrMin runTime3;

   runTime1.hourValue = 5;
   runTime1.minuteValue = 46;
   runTime2 = runTime1;

Final memory contents is as follows:
96 (runTime1's hourValue): 5
97 (runTime1's hourValue): 46
98 (runTime2's hourValue): ?
99 (runTime2's hourValue): ?
100 (runTime3's hourValue): 5
101 (runTime3's hourValue): ?
102: empty
```


Animation captions:

1. Assigning a variable of a struct type to another such variable automatically assigns each corresponding data member.

PARTICIPATION ACTIVITY 7.10.4: The struct construct.

1) A struct definition for CartesianPoint has subitems int x and int y. How many int locations in memory does the struct definition allocate?

Check Show answer

2) If struct definition CartesianPoint has subitems int x and int y, how many total int locations in memory are allocated

for these variable declarations?

```
int myNum;
CartesianPoint myPoint1;
CartesianPoint myPoint2;
```

Check Show answer

3) Given time1 is of type TimeHrMin defined earlier. What is the value of variable min after the following statements?

```
time1.hourValue   = 5;
time1.minuteValue = 4;
min = (60 * time1.hourValue) +
time1.minuteValue;
```

Check Show answer

4) Write a statement to assign 12 to the hourValue data member of TimeHrMin variable time1.

Check Show answer

5) Write a statement that assigns the value of the hourValue data member of time1 into the hourValue data member of time2.

Check Show answer

6) Write a single statement that assigns the values of all data members of time1 to the corresponding data members of time2.

Check Show answer

7) Declare a variable person1 of type Person, where Person is already defined as a struct type.

Check Show answer

CHALLENGE ACTIVITY 7.10.1: Enter the output using struct.

Start

Type the program's output

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

struct Height {
   int feet;
   int inches;
};

int main() {
   Height annHeight;

   annHeight.feet = 5;
   annHeight.inches = 9;

   cout << "Ann: " << annHeight.feet << "ft " << annHeight.inches << endl;

   return 0;
}
```

1 2 3 4

Check Next

CHALLENGE ACTIVITY 7.10.2: Declaring a struct.

Define a struct named PatientData that contains two integer data members named heightInches and weightPounds. Sample output for the given program with inputs 63 115:

```
Patient data: 63 in, 115 lbs
```

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

/* Your solution goes here  */

int main() {
   PatientData lunaLovegood;

   cin >> lunaLovegood.heightInches;
   cin >> lunaLovegood.weightPounds;

   cout << "Patient data: "
        << lunaLovegood.heightInches << " in, "
        << lunaLovegood.weightPounds << " lbs" << endl;

   return 0;
}
```


Run

View your last submission

CHALLENGE ACTIVITY 7.10.3: Accessing a struct's data members.

Write a statement to print the data members of InventoryTag. End with newline. Ex: if itemID is 314 and quantityRemaining is 500, print:

```
Inventory ID: 314, Qty: 500
```

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

struct InventoryTag {
   int itemID;
   int quantityRemaining;
};

int main() {
   InventoryTag redSweater;

   cin >> redSweater.itemID;
   cin >> redSweater.quantityRemaining;
```

```
14    /* Your solution goes here  */
15
16    return 0;
17 }
```

Run

View your last submission

7.11 Unit testing (classes)

Testbenches

Like a chef who tastes food before serving, a class creator should test a class before allowing use. A ***testbench*** is a program whose job is to thoroughly test another program (or portion) via a series of input/output checks known as ***test cases***. ***Unit testing*** means to create and run a testbench for a specific item (or "unit") like a function or a class.

PARTICIPATION ACTIVITY 7.11.1: Unit testing of a class.

Animation captions:

1. A typical program may not thoroughly use all class items.
2. A testbench's job is to thoroughly test all public class items.
3. After testing, class is ready for use. The tester program is kept for later tests.

The testbench below creates an object, then checks public functions for correctness. Some tests failed.

Features of a good testbench include:

- Automatic checks. Ex: Values are compared, as in `testData.GetNum1() != 100`. For conciseness, only fails are printed.
- Independent test cases. Ex: The test case for GetAverage() assigns new values, vs. relying on earlier values.

- ***100% code coverage***: Every line of code is executed. A good testbench would have more test cases than below.
- Includes not just typical values but also ***border cases***: Unusual or extreme test case values like 0, negative numbers, or large numbers.

Figure 7.11.1: Unit testing of a class.


```
Beginning tests.
   FAILED set/get num2
   FAILED GetAverage for 10, 20
   FAILED GetAverage for -10, 0
Tests complete.
```

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

// Note: This class intentionally has errors

class StatsInfo {
public:
   void SetNum1(int numVal) { num1 = numVal; }
   void SetNum2(int numVal) { num2 = numVal; }
   int GetNum1() const { return num1; }
   int GetNum2() const { return num1; }
   int GetAverage() const;

private:
   int num1;
   int num2;
};

int StatsInfo::GetAverage() const {
   return num1 + num2 / 2;
}
// END StatsInfo class


// TESTBENCH main() for StatsInfo class
int main() {
   StatsInfo testData;

   // Typical testbench tests more thoroughly

   cout << "Beginning tests." << endl;

   // Check set/get num1
   testData.SetNum1(100);
   if (testData.GetNum1() != 100) {
      cout << "   FAILED set/get num1" << endl;
   }

   // Check set/get num2
   testData.SetNum2(50);
   if (testData.GetNum2() != 50) {
      cout << "   FAILED set/get num2" << endl;
   }

   // Check GetAverage()
   testData.SetNum1(10);
   testData.SetNum2(20);
   if (testData.GetAverage() != 15) {
      cout << "   FAILED GetAverage for 10, 20" << endl;
   }

   testData.SetNum1(-10);
   testData.SetNum2(0);
   if (testData.GetAverage() != -5) {
      cout << "   FAILED GetAverage for -10, 0" << endl;
   }

   cout << "Tests complete." << endl;

   return 0;
}
```


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Defining a testbench as a friend class (discussed elsewhere) enables direct testing of private member functions

PARTICIPATION ACTIVITY 7.11.2: Unit testing of a class.

1) A class should be tested individually (as a "unit") before use in another program.
   - True
   - False

2) Calling every function at least once is a prerequisite for 100% code coverage.
   - True
   - False

3) If a testbench achieves 100% code coverage and all tests passed, the class must be bug free.
   - True
   - False

4) A testbench should test all possible values, to ensure correctness.
   - True
   - False

5) A testbench should print a message for each test case that passes and for each that fails.
   - True
   - False

Regression testing

Regression testing means to retest an item like a class anytime that item is changed; if previously-passed test cases fail, the item has "regressed".

A testbench should be maintained along with the item, to always be usable for regression testing. A testbench may be in a class' file, or in a separate file as in MyClassTest.cpp for a class in MyClass.cpp.

Testbenches may be complex, with thousands of test cases. Various tools support testing, and companies employ *test engineers* who only test other programmers' items. A large percent, like 50% or more, of commercial software development time may go into testing.

PARTICIPATION ACTIVITY 7.11.3: Regression testing.

1) Testbenches are typically disposed of after use.
   - ○ True
   - ○ False

2) Regression testing means to check if a change to an item caused previously-passed test cases to fail.
   - ○ True
   - ○ False

3) For commercial software, testing consumes a large percentage of time.
   - ○ True
   - ○ False

Erroneous unit tests

An erroneous unit test may fail even if the code being tested is correct. A common error is for a programmer to assume that a failing unit test means that the code being tested has a bug. Such an assumption may lead the programmer to spend time trying to "fix" code that is already correct. Good practice is to inspect the code of a failing unit test before making changes to the code being tested.

Figure 7.11.2: Correct implementation of StatsInfo class.

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

class StatsInfo {
public:
    void SetNum1(int numVal) { num1 = numVal; }
    void SetNum2(int numVal) { num2 = numVal; }
    int GetNum1() const { return num1; }
    int GetNum2() const { return num2; }
    int GetAverage() const;

private:
    int num1;
    int num2;
};

int StatsInfo::GetAverage() const {
    return (num1 + num2) / 2;
}
```


PARTICIPATION ACTIVITY | 7.11.4: Erroneous unit test code causes failures even when StatsInfo is correctly implemented.

Animation content:

undefined

Animation captions:

1. testData is instantiated and num1 and num2 are properly set to 20 and 30.
2. Whether a typo or miscalculation, the unit test expects 35 instead of 25, and fails. A wrong expected value is one reason a unit test may fail.
3. Calling SetNum1 twice and not calling SetNum2 is also an error, even if the expected value is now correct.
4. Not properly initializing the test object's data is another common error.

PARTICIPATION ACTIVITY | 7.11.5: Identifying erroneous test cases.

Assume that StatsInfo is correctly implemented and identify each test case as valid or erroneous.

1) num1 = 1.5, num2 = 3.5, and the expected average = 2.5

- Valid
- Erroneous

2) num1 = 33, num2 = 11, and the expected average = 22

- Valid
- Erroneous

3) num1 = 101, num2 = 202, and the expected average = 152

- Valid
- Erroneous

Exploring further:

- C++ Unit testing frameworks from accu.org.

CHALLENGE ACTIVITY 7.11.1: Enter the output of the unit tests.

Note: There's always an error.

Start

Type the program's output

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

class Rectangle {
public:
   void SetSize(int heightVal, int widthVal) {
      height = heightVal;
      width = widthVal;
   }
   int GetArea() const;
   int GetPerimeter() const;

private:
   int height;
   int width;
};

int Rectangle::GetArea() const {
   return height * height;
}

int Rectangle::GetPerimeter() const {
   return (height * 2) + (width * 2);
}

int main() {
   Rectangle myRectangle;

   myRectangle.SetSize(1, 1);
   if (myRectangle.GetArea() != 1) {
      cout << "FAILED GetArea() for 1, 1" << endl;
   }
   if (myRectangle.GetPerimeter() != 4) {
      cout << "FAILED GetPerimeter() for 1, 1" << endl;
   }

   myRectangle.SetSize(2, 3);
   if (myRectangle.GetArea() != 6) {
      cout << "FAILED GetArea() for 2, 3" << endl;
   }
   if (myRectangle.GetPerimeter() != 10) {
      cout << "FAILED GetPerimeter() for 2, 3" << endl;
   }

   return 0;
}
```


1 2

Check Next

CHALLENGE ACTIVITY 7.11.2: Unit testing of a class.

Write a unit test for addInventory(), which has an error. Call redSweater.addInventory() with parameter sweaterShipment. Print the shown error if the subsequent quantity is incorrect. Sample output for failed unit test given initial quantity is 10 and sweaterShipment is 50:

```
Beginning tests.
   UNIT TEST FAILED: addInventory()
Tests complete.
```

Note: UNIT TEST FAILED is preceded by 3 spaces.


```
1  #include <iostream>
2  using namespace std;
3
4  class InventoryTag {
5  public:
6     InventoryTag();
7     int getQuantityRemaining() const;
8     void addInventory(int numItems);
9
10 private:
11    int quantityRemaining;
12 };
13
14 InventoryTag::InventoryTag() {
15    quantityRemaining = 0;
16 }
17
18 int InventoryTag::getQuantityRemaining() const {
```

Run

View your last submission

7.12 Constructor overloading

Basics

Programmers often want to provide different initialization values when creating a new object. A class creator can ***overload*** a constructor by defining multiple constructors differing in parameter types. A constructor declaration can have arguments. The constructor with matching parameters will be called.

PARTICIPATION ACTIVITY 7.12.1: Overloaded constructors.

Animation content:

Shows code having two constructors, one with no parameters, and one with two parameters. Then in main(), one declaration has no arguments, and another has two arguments.

Animation captions:

1. A declaration with no arguments calls the default constructor. In this case, the object gets initialized with NoName and -1.
2. This declaration's string and int arguments match another constructor, which is called instead. The object gets initialized with those argument values.

zyDE 7.12.1: Overloading a constructor.

Load default template... Run

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

class Restaurant {
   public:
      Restaurant();
      Restaurant(string initName, int i
      void Print();

   private:
      string name;
      int rating;
};

// Default constructor
```

PARTICIPATION ACTIVITY 7.12.2: Overloaded constructors.

Given the three constructors below, indicate which will be called for each declaration.


```
class SomeClass {
   SomeClass();                    // A
   SomeClass(string name);         // B
   SomeClass(string name, int num); // C
}
```

1) `SomeClass myObj("Lee");`

   ○ A

- B
- C
- Error

2) `SomeClass myObj();`

- A
- B
- Error

3) `SomeClass myObj;`

- A
- B
- Error

4) `SomeClass myObj("Lee", 5, 0);`

- C
- Error

5) `vector<SomeClass> myVect(5);`

- A
- Error

If any constructor defined, should define default

If a programmer defines any constructor, the compiler does not implicitly define a default constructor, so good practice is for the programmer to also explicitly define a default constructor so that a declaration like `MyClass x;` remains supported.

Figure 7.12.1: Error - The programmer defined a constructor, so the compiler does not automatically define a default constructor.


```
tmp1.cpp:37:15: error: no matching constructor
for initialization of
      'Restaurant'
   Restaurant foodPlace;
```

```
class Restaurant {
   public:
      Restaurant(string initName,
int initRating);

      // No other constructors
      ...
};

int main() {
   Restaurant foodPlace;
   ...
}
```


PARTICIPATION ACTIVITY 7.12.3: Constructor definitions.

Which of the following is OK as the entire set of constructors for class MyClass? Assume a declaration like `MyClass x;` should be supported.

1) `MyClass();`
   - OK
   - Error

2) `// None`
   - OK
   - Error

3) `MyClass();`
   `MyClass(string name);`
   - OK
   - Error

4) `MyClass(string name);`
   - OK
   - Error

Constructors with default parameter values

Like any function, a constructor's parameters may be assigned default values.

If those default values allow the constructor to be called without arguments, then that constructor can serve as the default constructor.

The default values could be in the function definition, but are clearer to class users in the declaration.

Figure 7.12.2: A constructor with default parameter values can serve as the default constructor.

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

class Restaurant {
   public:
      Restaurant(string initName = "NoName", int initRating = -1);
      void Print();

    private:
      string name;
      int rating;
};

Restaurant::Restaurant(string initName, int initRating) {
   name = initName;
   rating = initRating;
}

// Prints name and rating on one line
void Restaurant::Print() {
   cout << name << " -- " << rating << endl;
}

int main() {
   Restaurant foodPlace;
   Restaurant coffeePlace("Joes", 5);

   foodPlace.Print();
   coffeePlace.Print();

   return 0;
}
```

```
NoName -- -1
Joes -- 5
```


PARTICIPATION ACTIVITY 7.12.4: Constructor with default parameter values may serve as default constructor.

Which of the following is OK as the entire set of constructors for class YourClass? Assume a declaration like `YourClass obj;` should be supported.

1) `YourClass();`

   ○ OK

Error

2) `YourClass(string name, int num);`

OK

Error

3)
```
YourClass(string name = "", int num
= 0);
```

OK

Error

4)
```
YourClass();
YourClass(string name = "", int num
= 0);
```

OK

Error

CHALLENGE ACTIVITY 7.12.1: Enter the output of the constructor overloading.

Start

Type the program's output

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

class Pet {
   public:
      Pet();
      Pet(string petName, int yearsOld);
      void Print();

   private:
      string name;
      int age;
};

Pet::Pet() {
   name = "Unnamed";
   age = -9999;
}

Pet::Pet(string petName, int yearsOld) {
   name = petName;
   age = yearsOld;
}

void Pet::Print() {
   cout << name << ", " << age << endl;
}

int main() {
   Pet dog;
   Pet cat("Milo", 7);

   cat.Print();
   dog.Print();

   return 0;
}
```


1 2 3

Check Next

CHALLENGE ACTIVITY 7.12.2: Constructor overloading.

Write a second constructor as indicated. Sample output:

```
User1: Minutes: 0, Messages: 0
User2: Minutes: 1000, Messages: 5000
```



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

```
3  class PhonePlan{
4     public:
5        PhonePlan();
6        PhonePlan(int numMinutes, int numMessages);
7        void   Print() const;
8     private:
9        int    freeMinutes;
10       int    freeMessages;
11 };
12
13 PhonePlan::PhonePlan() {     // Default constructor
14    freeMinutes  = 0;
15    freeMessages = 0;
16 }
```


Run

View your last submission

7.13 Constructor initializer lists

A ***constructor initializer list*** is an alternative approach for initializing data members in a constructor, coming after a colon and consisting of a comma-separated list of variableName(initValue) items.

Figure 7.13.1: Member initialization: (left) Using statements in the constructor, (right) Using a constructor initializer list.

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

class SampleClass {
   public:
      SampleClass();
      void Print() const;

   private:
      int field1;
      int field2;
};

SampleClass::SampleClass() {
   field1 = 100;
   field2 = 200;
}

void SampleClass::Print() const {
   cout << "Field1: " << field1 <<
endl;
   cout << "Field2: " << field2 <<
endl;
}

int main() {
   SampleClass myClass;
   myClass.Print();
   return 0;
}
```

```
Field1: 100
Field2: 200
```

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

class SampleClass {
   public:
      SampleClass();
      void Print() const;

   private:
      int field1;
      int field2;
};

SampleClass::SampleClass() : field1(100),
field2(200) {
}


void SampleClass::Print() const {
   cout << "Field1: " << field1 << endl;
   cout << "Field2: " << field2 << endl;
}

int main() {
   SampleClass myClass;
   myClass.Print();
   return 0;
}
```

```
Field1: 100
Field2: 200
```


PARTICIPATION ACTIVITY 7.13.1: Member initialization.

1) Convert this constructor to use a constructor initializer list.

```
MyClass::MyClass() {
   x = -1;
   y = 0;
}
```

```
MyClass::MyClass()
{
}
```

Check Show answer

The approach is important when a data member is a class type that must be explicitly constructed. Otherwise, that data member is by default constructed. Ex: If you have studied vectors, consider a data member consisting of a vector of size 2.

Figure 7.13.2: Member initialization in a constructor.


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

class SampleClass {
   public:
      SampleClass();
      void Print() const;

   private:
      vector<int> itemList;
};

SampleClass::SampleClass() {
   // itemList gets default constructed, size 0
   itemList.resize(2);
}

void SampleClass::Print() const {
   cout << "Size: " << itemList.size() << endl;
   cout << "Item1: " << itemList.at(0) << endl;
   cout << "Item2: " << itemList.at(1) << endl;
}

int main() {
   SampleClass myClass;
   myClass.Print();
   return 0;
}
```

```
Size: 2
Item1: 0
Item2: 0
```

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

class SampleClass {
   public:
      SampleClass();
      void Print() const;

   private:
      vector<int> itemList;
};

SampleClass::SampleClass() : itemList(2)
{
   // itemList gets constructed with size 2
}

void SampleClass::Print() const {
   cout << "Size: " << itemList.size() << endl;
   cout << "Item1: " << itemList.at(0) << endl;
   cout << "Item2: " << itemList.at(1) << endl;
}

int main() {
   SampleClass myClass;
   myClass.Print();
   return 0;
}
```

```
Size: 2
Item1: 0
Item2: 0
```

On the left, the constructor initially creates a vector of size 0, then resizes to size 2, where each element has the value 0. On the right, itemList(2) is provided in the SampleClass constructor initialization list, causing the vector constructor to be called with size 2 and each vector element to be initialized with the value 0. Using the initialization list avoids the inefficiency of constructing and then modifying an item.

Note: Since C++11, the data member could have been initialized in the class definition: `vector<int> itemList(2);`. However, initialization lists are still useful for other cases.

PARTICIPATION ACTIVITY 7.13.2: Constructor initializer list.

Consider the example above.

1) On the left, itemList is first constructed with size 0, then resized to size 2.
   - True
   - False

2) On the right, itemList is first constructed with size 0, then resized to size 2.
   - True
   - False

CHALLENGE ACTIVITY 7.13.1: Enter the output of constructor initializer lists.

CHALLENGE ACTIVITY 7.13.2: Writing constructors.

CHALLENGE ACTIVITY 7.13.3: Creating a constructor with a constructor initializer list.

Complete the PoundDog code by adding a constructor having a constructor initializer list that initializes age with 1, id with -1, and name with "NoName". Notice that MyString's default constructor does *not* get called.

Note: If you instead create a traditional default constructor as below, MyString's default constructor will be called, which prints output and thus causes this activity's test to fail. Try it!

```
// A wrong solution to this activity...
PoundDog::PoundDog() {
   age = 1;
   id  = -1;
   name.SetString("NoName");
}
```



```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
```

```
class MyString {
   public:
      MyString();
      MyString(string s);
      string GetString() const   { return str; };
      void   SetString(string s) { str = s; };
   private:
      string str;
};

MyString::MyString() {
   cout << "MyString default constructor called" << endl;
   str = "";
```


Run

View your last submission

Exploring further:

- Classes from cplusplus.com, see "Member initialization in constructors" section.
- Constructors from msdn.microsoft.com, see "Member lists".

7.14 Structs and vectors

The power of structs becomes even more evident when used in conjunction with vectors. Consider a TV watching-time program where a user can enter a country name, and the program outputs the average daily TV-watching hours for a person in that country. One approach is to use two same-sized vectors, one to hold names, and the other to hold numbers corresponding to each name. Instead of those two vectors, a struct allows for the declaration of just one vector that stores items that each have a name and number data member.

Figure 7.14.1: A vector of struct items rather than two vectors of more basic types.

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

struct CountryTvWatch {
   string countryName;
   int tvMinutes;
};

int main() {
   // Source: www.statista.com, 2010
   const int NUM_COUNTRIES = 4;

   vector<CountryTvWatch> countryList(NUM_COUNTRIES);
   string countryToFind;
   bool countryFound;
   int i;

   countryFound = false;

   countryList.at(0).countryName = "Brazil";
   countryList.at(0).tvMinutes = 222;
   countryList.at(1).countryName = "India";
   countryList.at(1).tvMinutes = 119;
   countryList.at(2).countryName = "U.K.";
   countryList.at(2).tvMinutes = 242;
   countryList.at(3).countryName = "U.S.A.";
   countryList.at(3).tvMinutes = 283;

   cout << "Enter country name: ";
   cin >> countryToFind;

   for (i = 0; i < NUM_COUNTRIES; ++i) { // Find country's
index
      if (countryList.at(i).countryName == countryToFind)
{
         countryFound = true;
         cout << "People in " << countryToFind << endl;
         cout << "watch " << countryList.at(i).tvMinutes;
         cout << " minutes of TV daily." << endl;
      }
   }
   if (!countryFound) {
      cout << "Country not found, try again." << endl;
   }

   return 0;
}
```

```
Enter country name: U.S.A.
People in U.S.A.
watch 283 minutes of TV
daily.
...
Enter country name: UK
Country not found, try
again.
...
Enter country name: U.K.
People in U.K.
watch 242 minutes of TV
daily.
```


The countryList variable is declared as `vector<CountryTvWatch> countryList(NUM_COUNTRIES)`, meaning a vector of items of type CountryTvWatch. Thus, each vector element will have memory allocated for the struct's two data members, countryName and tvMinutes.

The notation countryList.at(i).countryName is equivalent to (countryList.at(i)).countryName, because the member access operator is evaluated left-to-right (as are any equal precedence operators). The left-to-right member access operator evaluation is well-known among programmers so parentheses are typically omitted.

PARTICIPATION ACTIVITY 7.14.1: Using structs with vectors.

Use .at() notation for vector element access.

1) Declare a vector countryList of 5 CountryTvWatch elements

Check Show answer

2) Given a vector countryList consisting of 5 CountryTvWatch struct elements, write a statement that assigns the value of the 0th element's tvMinutes data member to the variable countryMin.

Check Show answer

3) Given a vector countryList consisting of 5 CountryTvWatch struct elements, write one statement that copies element 4's struct values to element 0's.

Check Show answer

zyDE 7.14.1: Modify the TV watch program.

Finish the PrintCountryNames() function to print all country names in the list.

Load default template...

```
1 #include <iostream>
```

USA

```
#include <vector>
#include <string>
using namespace std;

struct CountryTvWatch {
   string countryName;
   int tvMinutes;
};

void PrintCountryNames(vector<CountryTv
{
   cout << "FIXME: Finish PrintCountryN
}

int main() {

```

Run

CHALLENGE ACTIVITY 7.14.1: Enter the output of the struct and vector.

CHALLENGE ACTIVITY 7.14.2: Structs and vectors.

7.15 The 'this' implicit parameter

Implicit parameter

An object's member function is called using the syntax `object.Function()`. The object variable before the function name is known as an ***implicit parameter*** of the member function because the compiler converts the call syntax `object.Function(...)` into a function call with a pointer to the object implicitly passed as a parameter. Ex: `Function(object, ...)`.

Within a member function, the implicitly-passed object pointer is accessible via the name ***this***. In particular, a member can be accessed as `this->member`. The -> is the member access operator for a pointer, similar to the "." operator for non-pointers.

Using `this->` makes clear that a class member is being accessed and is essential if a data member and parameter have the same identifier. In the example below, `this->` is necessary to differentiate between the data member sideLength and the parameter sideLength.

Figure 7.15.1: Using 'this' to refer to an object's member.

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

class ShapeSquare {
   public:
      void   SetSideLength(double sideLength);
      double GetArea() const;
   private:
      double sideLength;
};

void ShapeSquare::SetSideLength(double sideLength) {
   this->sideLength = sideLength;
   // Data member      Parameter
}

double ShapeSquare::GetArea() const{
   return sideLength * sideLength; // Both refer to data member
}

int main() {
   ShapeSquare square1;

   square1.SetSideLength(1.2);
   cout << "Square's area: " << square1.GetArea() << endl;

   return 0;
}
```

```
Square's area: 1.44
```


PARTICIPATION ACTIVITY 7.15.1: The 'this' implicit parameter.

Given a class Spaceship with private data member numYears and public member function:
`void Spaceship::AddNumYears(int numYears)`

1) In AddNumYears(), which line assigns the data member numYears with 0?

   - `numYears = 0;`
   - `this.numYears = 0;`
   - `this->numYears = 0;`

2) In AddNumYears(), which line assigns the data member numYears with the parameter numYears?

   - `numYears = this->numYears;`
   - `this->numYears = numYears;`

3) In AddNumYears(), which line adds the parameter numYears to the existing value of data member numYears?

- `this->numYears = this->numYears + numYears;`
- `this->numYears = numYears + numYears;`
- `numYears = this->numYears + numYears;`

4) Given variable `Spaceship ss1` is declared in main(), which line assigns ss1's numYears with 5?

- `ss1.numYears = 5;`
- `ss1->numYears = 5;`
- `this->numYears = 5;`
- None of the above.

Using 'this' in class member functions and constructors

The animation below illustrates how member functions work. When an object's member function is called, the object's memory address is passed to the function via the implicit "this" parameter. An access in SetTime() to `this->hours` first goes to the object's address, then to the hours data member. If SetTime() instead had the assignment hours = timeHr, the compiler would use `this->hours` for hours because no other variable in SetTime() is named hours.

PARTICIPATION ACTIVITY 7.15.2: How a member function works.

Animation captions:

1. travTime is an object of class type ElapsedTime.
2. When travTime's SetTime() member function is called, travTime's memory address is passed to the function via the implicit "this" parameter.
3. The implicitly-passed object pointer is accessible within the member function via the name "this". Ex: this->hours first goes to travTime's address, then to the hours data member.

PARTICIPATION ACTIVITY 7.15.3: Using the 'this' pointer in member functions and constructors.

1) Complete the code to assign the value

of minutes to data member minutes using `this->` notation.

```
void
ElapsedTime::SetMinutes(int
mins) {
    [          ] = mins;
}
```


Check Show answer

2) Complete the code to assign the value of parameter hours to data member hours using `this->` notation.

```
void ElapsedTime::SetHours(int
hours) {
    [          ];
}
```

Check Show answer

Exploring further:

- The 'this' pointer from msdn.microsoft.com.

CHALLENGE ACTIVITY 7.15.1: Enter the output of the function.

CHALLENGE ACTIVITY 7.15.2: The this implicit parameter.

Define the missing member function. Use "this" to distinguish the local member from the parameter name.


```
1 #include <iostream>
2 using namespace std;
3
4 class CablePlan{
5    public:
```

```
   void  SetNumDays(int numDays);
   int   GetNumDays() const;
private:
   int   numDays;
};

// FIXME: Define SetNumDays() member function, using "this" implicit parameter.
void CablePlan::SetNumDays(int numDays) {

   /* Your solution goes here  */

}
```


Run

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7.16 Structs and functions

The struct construct's power is evident when used with functions. A struct can be used to return multiple values. Although ConvHrMin() has two output values, the struct type allows the function to return a single item, avoiding a less-clear approach using two pass by reference parameters.

PARTICIPATION ACTIVITY 7.16.1: Using a struct that is returned from a function; the struct's data members are copied upon return.

Animation content:

Code snippet is as follows:

```
#include
using namespace std;

struct TimeHrMin {
   int hourValue;
   int minuteValue;
};

TimeHrMin ConvHrMin(int totalTime) {
   TimeHrMin timeStruct;

   timeStruct.hourValue  = totalTime / 60;
   timeStruct.minuteValue = totalTime % 60;
```

```
   return timeStruct;
}

int main() {
   int inTime;
   TimeHrMin travelTime;

   cout << "Enter total minutes: ";
   cin >> inTime;

   travelTime = ConvHrMin(inTime);

   cout << "Equals: ";
   cout << travelTime.hourValue << " hrs ";
   cout << travelTime.minuteValue << " mins";

   return 0;
}

Final memory contents is as follows:
96 (main's inTime): 156
97 (main's travelTime hourValue): 2
98 (main's's travelTime hourValue): 36
99: empty
100 (ConvHrMin's totTime): 156
101 (ConvHrMin's timeStruct hourValue): 2
102 (ConvHrMin's timeStruct minuteValue): 36
```


Animation captions:

1. The program prompts a user to enter travel time in minutes, then calls the ConvHrMin function to convert travel time to hours and minutes.
2. Upon return, timeStruct's data members are copied to main's travelTime variable.
3. Returning a struct type allows the ConvHrMin function to return a single item, avoiding a less-clear approach of using two pass-by-reference parameters.

zyDE 7.16.1: Monetary change program.

Complete the program to compute monetary change, using the largest coins possible.

Load default template...

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

struct MonetaryChange {
   int quarters;
   // FIXME: Finish data members
};

MonetaryChange ComputeChange(int cents
   MonetaryChange change;

   // FIXME: Finish function
   change.quarters = 0; // FIXME

   return change;
}

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

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Run

PARTICIPATION ACTIVITY 7.16.2: Functions returning struct values.

1) Complete the function definition for a function ComputeLocation that returns a struct of type GPSPosition.

```
(double latitude, double
longitude) {

     ...

}
```

Check Show answer

2) Complete the function to return the calculated elapsed time, which gets stored in elapsedTime.

```
TimeEntry CalcElapsedTime(int
startSecs, int endSecs) {

     TimeEntry elapsedTime;

     ...

     elapsedTime.totalSecs =
endSecs - startSecs;

     elapsedTime.hours =
(endSecs - startSecs) / 3600;

     ...

     ;

}
```

Check Show answer

Likewise, a variable of a struct type can be a function parameter. And just like other types, a pass by value parameter would copy the item, while a pass by reference parameter would not.

PARTICIPATION ACTIVITY 7.16.3: Functions with struct parameters.

1) Complete the function definition for a function CalcSpeed that returns a double value and has two struct type parameters startLoc and endLoc (in that order) of type GPSPosition.

```
double CalcSpeed(

){
    ...
}
```

Check Show answer

2) Complete the following statement to calculate the speed between gpsPos1 and gpsPos2 by making a call to the CalcSpeed function.

```
double vehicleSpeed;
GPSPosition gpsPos1;
GPSPosition gpsPos2;
...
vehicleSpeed =
                              ;
...
```

Check Show answer

CHALLENGE ACTIVITY 7.16.1: Enter the output of the struct and function.

CHALLENGE ACTIVITY 7.16.2: Structs and functions.

7.17 Operator overloading

Overview

C++ allows a programmer to redefine the functionality of built-in operators like +, -, and *, to operate on programmer-defined objects, a process known as ***operator overloading***. Suppose a class TimeHrMn has data members hours and minutes. Overloading + would allow two TimeHrMn objects to be added with the + operator.

PARTICIPATION ACTIVITY 7.17.1: Operator overloading allows use of operators like + on classes.

Animation content:

undefined

Animation captions:

1. timeTot is initialized to the sum of time1 and time2 by adding the hours and minutes fields separately.

2. Overloading the + operator in the TimeHrMn class allows the time1 and time2 objects to be added directly.
3. The same result is achieved with simpler, more readable code.

PARTICIPATION ACTIVITY 7.17.2: Operator overloading.

Refer to the example above.

1) The expression `time1 + time2` results in a compiler error if the + operator is not overloaded inside the TimeHrMn class.
   - True
   - False

2) The expressions `time1 + time2` and `time2 + time1` are expected to produce the same result.
   - True
   - False

Overloading TimeHrMn's + operator

To overload +, the programmer creates a member function named operator+. Although + requires left and right operands as in `time1 + time2`, the member function only requires the right operand (rhs: right-hand-side) as the parameter, because the left operand is the calling object. In other words, `time1 + time2` is equivalent to the function call `time1.operator+(time2)`, which is valid syntax but almost never used.

Figure 7.17.1: TimeHrMn class implementation with overloaded + operator.

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

class TimeHrMn {
public:
   TimeHrMn(int timeHours = 0, int timeMinutes = 0);
   void Print() const;
   TimeHrMn operator+(TimeHrMn rhs) ;
private:
   int hours;
   int minutes;
};

// Overload + operator for TimeHrMn
TimeHrMn TimeHrMn::operator+(TimeHrMn rhs) {
   TimeHrMn timeTotal;

   timeTotal.hours   = hours   + rhs.hours;
   timeTotal.minutes = minutes + rhs.minutes;

   return timeTotal;
}

TimeHrMn::TimeHrMn(int timeHours, int timeMinutes) {
   hours   = timeHours;
   minutes = timeMinutes;
}

void TimeHrMn::Print() const {
   cout << "H:" << hours << ", " << "M:" << minutes << endl;
}
```


PARTICIPATION ACTIVITY | 7.17.3: TimeHrMn::operator+ is called when two TimeHrMn objects are added with the + operator.

Animation content:

undefined

Animation captions:

1. time1, time2, and sumTime are initialized. sumTime initially has 0 hours and 0 minutes.
2. The expression time1 + time2 results in TimeHrMn's operator+ member function being called.
3. In the expression hours + rhs.hours, hours is time1's hours, and rhs.hours is time2's hours.
4. The minutes are computed similarly. The combined time is returned and displayed.

PARTICIPATION ACTIVITY | 7.17.4: Operator overloading basics.

1) Given `TimeHrMn time1(10, 0)` and `TimeHrMn time2(3, 5)`, and the above overloading of +, what is sumTime.hours after `sumTime = time1 + time2`?

Check Show answer

2) Write the start of a TimeHrMn member function definition that overloads the subtraction (-) operator, naming the parameter rhs.

```
// Overloaded '-' function
definition

{
   /* Implementation */
}
```

Check Show answer

3) Which parameter should be removed from this line, that strives to overload the * operator? Type the parameter name only; don't list the type.

```
TimeHrMn TimeHrMn::operator*
(TimeHrMn lhs, TimeHrMn rhs)
{
```

Check Show answer

Overloading the + operator multiple times

When an operator like + has been overloaded, the compiler determines which + operation to invoke based on the operand types. In `4 + 9`, the compiler sees two integer operands and thus applies the built-in + operation. In `time1 + time2`, where time1 and time2 are TimeHrMn objects, the compiler sees two TimeHrMn operands and thus invokes the programmer-defined function.

A programmer can define several functions that overload the same operator, as long as each involves different types so that the compiler can determine which to invoke. The code below overloads the + operator twice in the TimeHrMn class.

main() uses the + operator in 4 statements. The first + involves two TimeHrMn operands, so the compiler invokes the first operator+ function ("A"). The second + involves TimeHrMn and int operands, so the compiler invokes the second operator+ function ("B"). The third + involves two int operands, so the compiler invokes the built-in + operation. The fourth +, commented out, involves an int and TimeHrMn operands. Because no function has those operands ("B" has TimeHrMn and int, not int and TimeHrMn; order matters), that statement would generate a compiler error.

Figure 7.17.2: Overloading the + operator multiple times.

```
H:5, M:72
H:13, M:22
99
```

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

class TimeHrMn {
public:
   TimeHrMn(int timeHours = 0, int timeMinutes = 0);
   void Print() const;
   TimeHrMn operator+(TimeHrMn rhs);
   TimeHrMn operator+(int rhsHours);
private:
   int hours;
   int minutes;
};

// Operands: TimeHrMn, TimeHrMn. Call this "A"
TimeHrMn TimeHrMn::operator+(TimeHrMn rhs) {
   TimeHrMn timeTotal;

   timeTotal.hours   = hours   + rhs.hours;
   timeTotal.minutes = minutes + rhs.minutes;

   return timeTotal;
}

// Operands: TimeHrMn, int. Call this "B"
TimeHrMn TimeHrMn::operator+(int rhsHours) {
   TimeHrMn timeTotal;

   timeTotal.hours = hours + rhsHours;
   timeTotal.minutes = minutes; // Stays same

   return timeTotal;
}

TimeHrMn::TimeHrMn(int timeHours, int timeMinutes) {
   hours  = timeHours;
   minutes = timeMinutes;

   return;
}

void TimeHrMn::Print() const {
   cout << "H:" << hours << ", " << "M:" << minutes << endl;
}

int main() {
   TimeHrMn time1(3, 22);
   TimeHrMn time2(2, 50);
   TimeHrMn sumTime;
   int num;

   num = 91;

   sumTime = time1 + time2; // Invokes "A"
   sumTime.Print();

   sumTime = time1 + 10;    // Invokes "B"
   sumTime.Print();

   cout << num + 8 << endl; // Invokes built-in add

   // timeTot = 10 + time1; // ERROR: No (int, TimeHrMn)

   return 0;
}
```


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PARTICIPATION ACTIVITY 7.17.5: Determining which function is invoked.

Given:

```
Course course1;
Course course2;
int num1;
int num2;
```


num1 + num2; **num2 + course2:** **course1 + course2:** **course1 + num1:**

	Error
	Course Course::operator+(int val) {
	Course Course::operator+(Course rhs) {
	Built-in + operation

Reset

CHALLENGE ACTIVITY 7.17.1: Enter the output of operator overloading.

CHALLENGE ACTIVITY 7.17.2: Operator overloading.

Overload the + operator as indicated. Sample output for the given program with inputs 7 3:

```
First vacation: Days: 7, People: 3
Second vacation: Days: 12, People: 3
```



```
1 #include <iostream>
2 using namespace std;
3
4 class FamilyVacation {
```

```
   public:
      void  SetNumDays(int dayCount);
      void  SetNumPeople(int peopleCount);
      void  Print() const;
      FamilyVacation operator+(int moreDays);
   private:
      int   numDays;
      int   numPeople;
};

void FamilyVacation::SetNumDays(int dayCount) {
   numDays = dayCount;
}
```


Run

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Exploring further:

- Overloadable operators from cplusplus.com. Provides a list of operators that can be overloaded, including a description of how to declare overloaded operator functions for operators with different operands like += and ++.

7.18 Overloading comparison operators

Overloading the equality (==) operator

A programmer can overload the equality operator (==) to allow comparing objects of a programmer-defined class for equality. To overload ==, the programmer creates a function named `operator==` that returns bool and takes two const reference arguments of the class type for the left-hand-side and right-hand-side operands. Ex: To overload the == operator for a Review class, the programmer defines a function `bool operator==(const Review& lhs, const Review& rhs)`.

The programmer must also determine when two objects are considered equal. In the Review class below, two Review objects are equal if the objects have the same rating and comment.

PARTICIPATION ACTIVITY 7.18.1: Overloading the == operator.

Animation content:

```
undefined
```

Animation captions:

1. myReview is the left operand of the == operator and is passed as the first argument. bestReview is the right operand and is passed as the second argument.
2. The operator== function returns true if both operands have the same rating and comment. myReview and bestReview both have a rating of 5 and a comment of "Great", so the operator returns true.

PARTICIPATION ACTIVITY 7.18.2: Overloading == operator for Restaurant class.

Given a Restaurant class, which of the following are valid function signatures for overloading the equality (==) operator?

1)
```
operator==(const Restaurant& lhs,
const Restaurant& rhs)
```

- Valid
- Invalid

2)
```
bool operator==(const Restaurant
lhs, const Restaurant rhs)
```

- Valid
- Invalid

3)
```
bool operator==(const Restaurant&
lhs, const string& rhs)
```

- Valid
- Invalid

Overloading the < operator

A programmer can also overload relational operators like the less than operator (<). The < operator should return true if the object on the left side of the < operator is less than the object on the right side of the operator. In the Review class below, the `operator<` function returns true if the left Review operand has a lower rating than the right Review operand.

Figure 7.18.1: Overloading the Reviews class' < operator.

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

class Review {
public:
   void SetRatingAndComment(int revRating, string revComment) {
      rating = revRating;
      comment = revComment;
   }
   int GetRating() const { return rating; }
   string GetComment() const { return comment; }

private:
   int rating = -1;
   string comment = "NoComment";
};

// Equality (==) operator for two Review objects
bool operator==(const Review& lhs, const Review& rhs) {
   return (lhs.GetRating() == rhs.GetRating()) &&
          (lhs.GetComment() == rhs.GetComment());
}

// Less-than (<) operator for two Review objects
bool operator<(const Review& lhs, const Review& rhs) {
   return lhs.GetRating() < rhs.GetRating();
}

int main() {
   vector<Review> reviewList;
   Review currentReview;
   Review lowestReview;
   int currentRating;
   string currentComment;
   int i;

   cout << "Type rating + comments. To end: -1" << endl;
   cin >> currentRating;
   while (currentRating >= 0) {
      getline(cin, currentComment); // Gets rest of line
      currentReview.SetRatingAndComment(currentRating, currentComment);
      reviewList.push_back(currentReview);
      cin >> currentRating;
   }

   // Find and output lowest review
   lowestReview = reviewList.at(0);
   for (i = 1; i < reviewList.size(); ++i) {
      if (reviewList.at(i) < lowestReview ) {
         lowestReview = reviewList.at(i);
      }
   }

   cout << endl;
   cout << lowestReview.GetRating() << " "
        << lowestReview.GetComment() << endl;

   return 0;
}
```

```
Type rating + comments. To end: -1
5 Great place!
5 Loved the food.
2 Pretty bad service.
4 New owners are nice.
2 Yuk!!!
4 What a gem.
-1

2  Pretty bad service.
```


PARTICIPATION ACTIVITY 7.18.3: Overloading the < operator.

Given the Review class above, complete the definition for the overloaded < operator for the given comparison types. Use const reference parameters, and name the operands lhs and rhs.

1) Review < int

```
bool operator<(const Review&
lhs,                        ) {
   return lhs.GetRating() <
rhs;
}
```

Check Show answer

2) int < Review

```
bool operator<(const int& lhs,
const Review& rhs) {
   return lhs <
                           ;
}
```

Check Show answer

3) Review < double

```
                           {
   return lhs.GetRating() <
rhs;
}
```

Check Show answer

Overloading all equality and relational operators

A common approach is to first overload the == and < operators and then overload other comparison operators using == and <.

- Overloading != using ==:

```
bool operator!=(const Review& lhs, const Review& rhs) { return !(lhs =
```


- Overloading >, <=, and >= using <:

```
bool operator>(const Review& lhs, const Review& rhs)  { return rhs < l
bool operator<=(const Review& lhs, const Review& rhs) { return !(lhs >
bool operator>=(const Review& lhs, const Review& rhs) { return !(lhs <
```

PARTICIPATION ACTIVITY 7.18.4: Overloading comparison operators.

Given two Review objects named userReview and bestReview, which overloaded operators are called for the following comparisons?

1) `userReview != bestReview`

- operator==
- operator!=
- operator!= and operator==

2) `userReview > bestReview`

- operator<
- operator>
- operator> and operator<

3) `userReview <= bestReview`

- operator<= and operator==
- operator<=, operator>, and operator==;
- operator<=, operator>, and operator<

Sorting a vector

The ***sort()*** function, defined in the C++ Standard Template Library's (STL) algorithms library, can sort vectors containing objects of programmer-defined classes. To use sort(), a programmer must:

1. Add `#include <algorithm>` to enable the use of sort().
2. Overload the < operator for the programmer-defined class.
3. Call the sort() function as `sort(myVector.begin(), myVector.end())`

Figure 7.18.2: Sorting a vector of Review objects.


```
#include <iostream>
#include <string>
#include <vector>
#include <algorithm>
using namespace std;

class Review {
public:
   void SetRatingAndComment(int revRating, string revComment) {
      rating = revRating;
      comment = revComment;
   }
   int GetRating() const { return rating; }
   string GetComment() const { return comment; }

private:
   int rating = -1;
   string comment = "NoComment";
};

// Less-than (<) operator for two Review objects
bool operator<(const Review& lhs, const Review& rhs) {
   return lhs.GetRating() < rhs.GetRating();
}

int main() {
   vector<Review> reviewList;
   Review currentReview;
   int currentRating;
   string currentComment;
   int i;

   cout << "Type rating + comments. To end: -1" << endl;
   cin >> currentRating;
   while (currentRating >= 0) {
      getline(cin, currentComment); // Gets rest of line
      currentReview.SetRatingAndComment(currentRating, currentComment);
      reviewList.push_back(currentReview);
      cin >> currentRating;
   }

   // Sort reviews from lowest to highest
   sort(reviewList.begin(), reviewList.end());

   cout << endl;
   for (i = 0; i < reviewList.size(); ++i) {
      cout << reviewList.at(i).GetRating() << ": "
           << reviewList.at(i).GetComment() << endl;
   }

   return 0;
}
```

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```
Type rating + comments. To end: -1
5 Great place!
5 Loved the food.
2 Pretty bad service.
4 New owners are nice.
2 Yuk!!!
4 What a gem.
-1

2:  Pretty bad service.
2:  Yuk!!!
4:  New owners are nice.
4:  What a gem.
5:  Great place!
5:  Loved the food.
```


PARTICIPATION ACTIVITY 7.18.5: Sorting vectors.

1) Sorting a vector of integers requires overloading the less than operator for two int operands.
   - True
   - False

2) If a vector contains duplicate elements, a programmer must overload both the less than operator and the equality operator.
   - True
   - False

3) The sort() function can be used to sort a range of elements within a vector instead of the entire vector.
   - True
   - False

CHALLENGE ACTIVITY 7.18.1: Enter the output of the program using overloading operators.

7.19 Vector ADT

vector ADT

The ***standard template library*** (***STL***) defines classes for common Abstract Data Types (ADTs). A ***vector*** is an ADT of an ordered, indexable list of items. The vector ADT is implemented as a class (actually a class template that supports different types such as `vector<int>` or `vector<string>`, although templates are discussed elsewhere).

For the commonly-used vector member functions below, assume a vector is declared as:

```
vector<T> vectorName();
```

where T represents the vector's element type, such as:

```
vector<int> teamNums(5);
```

Table 7.19.1: Vector ADT functions.

Notes: size_type is an unsigned integer type. T represents the vector's element type.

at()	`at(size_type n)`
	
	Accesses element n.
		`teamNums.at(3) =`
		`Assigns 99 to ele`
		`x = teamNums.at(3`
		`Assigns element 3`
		`x`

size()	`size_type size() const;`
	
	Returns vector's size.
		`if (teamNums.size`
		`Size is 5 so cond`
		`...`
		`}`

empty()	`bool empty() const;`
	
	Returns true if size is 0.
		`if (teamNums.empt`
		`is 5 so condition`
		`...`
		`}`

clear()	Removes all elements. Vector size becomes 0.	`teamNums.clear();`
		`Vector now has no`
		`cout << teamNums.`
		`Prints 0`
		`teamNums.at(3) =`
		`Error; element 3`

push_back()	`void push_back(const T& x);` Copies x to new element at vector's end, increasing size by 1.	

	Parameter is pass by reference to avoid making local copy, but const to make clear not changed.	`// Assume vector`
		`teamNums.push_bac`
		`Vector is: 77`
		`teamNums.push_bac`
		`Vector is: 77, 88`
		`cout << teamNums.`
		`Prints 2`

erase()	`iterator erase (iteratorPosition);`
	
	Removes element from position. Elements from higher positions are shifted back to fill gap. Vector size decrements.
		`// Assume vector`
		`teamNums.erase(te`
		`+1); // Now 77,`
		`// (Strange posit`
		`explained below)`

insert()	`iterator insert(iteratorPosition, const T& x);`
	
	Copies x to element at position. Items at that position and higher are shifted over to make room. Vector size increments.
		`// Assume vector`
		`teamNums.insert(t`
		`+ 1, 33); // Now`

Basic vector functions

Use of at(), size(), empty(), and clear() should be straightforward.

PARTICIPATION ACTIVITY 7.19.1: Vector functions at(), size(), empty(), and clear().

Given `vector<int> itemList(10);` Assume all elements have been assigned 0.

1) itemList().size returns 10.
   - ○ True
   - ○ False

2) itemList.size(10) returns 10.
   - ○ True
   - ○ False

3) itemList.size() returns 10.
   - ○ True
   - ○ False

4) itemList.at(10) returns 0.
   - ○ True
   - ○

False

5) itemList.empty() removes all elements.

- True
- False

6) After itemList.clear(), itemList.at(0) is an invalid access.

- True
- False

vector's push_back() function

push_back() appends an item to the vector's end, automatically resizing the vector.

PARTICIPATION ACTIVITY 7.19.2: Vector push_back() member function.

Animation captions:

1. When initially declared, the vector vctr has a size of 0.
2. The push_back() function appends a new element to the vector's end and automatically resizes the vector.

One can deduce that the vector class has a private data member that stores the current size. In fact, the vector class has several private data members. However, to use a vector, a programmer only needs to know the public abstraction of the vector ADT.

Example: List of players' jersey numbers

The program below assists a soccer coach scouting players, allowing the coach to enter the jersey number of players, and printing a list of those numbers when requested.

The line highlighted in the PlayersAdd() function illustrates use of the push_back() member method. Note from the sample input/output that the items are stored in the vector in the order the items were added. Note that the programmer did not specify an initial vector size in main(), meaning the initial size is 0.

Figure 7.19.1: Using vector member functions: A player jersey numbers program.

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

// Adds playerNum to end of vector
void PlayersAdd(vector<int>& players, int playerNum) {
   players.push_back(playerNum);
}

void PlayersPrint(const vector<int>& players) {
   unsigned int i;

   for (i = 0; i < players.size(); ++i) {
      cout << " " << players.at(i) << endl;
   }
}

// Maintains vector of player numbers
int main() {
   vector<int> players;
   int playerNum;
   char userKey;

   userKey = '?';

   cout << "Commands: 'a' add, 'p' print" << endl;
   cout << "    'q' quits" << endl;
   while (userKey != 'q') {
      cout << "Command: ";
      cin  >> userKey;
      if (userKey == 'a') {
         cout << " Player number: ";
         cin  >> playerNum;
         PlayersAdd(players, playerNum);
      }
      else if (userKey == 'p') {
         PlayersPrint(players);
      }
   }

   return 0;
}
```

```
Commands: 'a' add, 'p' print
   'q' quits
Command: p
Command: a
 Player number: 23
Command: a
 Player number: 47
Command: p
 23
 47
Command: a
 Player number: 19
Command: p
 23
 47
 19
Command: q
```


PARTICIPATION ACTIVITY 7.19.3: push_back() function.

Given: `vector<int> itemList;`
If appropriate, type: Error
Answer the questions in order; each may modify the vector.

1) What is the initial vector's size?

Check Show answer

2) After itemList.at(0) = 99, what is the vector's size?

Check Show answer

3) After itemList.push_back(99), what is the vector's size?

Check Show answer

4) After itemList.push_back(77), what are the vector's contents? Type element values in order separated by one space as in: 44 66

Check Show answer

5) After itemList.push_back(44), what is the vector's size?

Check Show answer

6) What does itemList.at(itemList.size()) return?

Check Show answer

vector's insert() and erase() member functions

The insert() function takes a position argument indicating where the new element should be inserted. However, position is not just a number like 1, but is rather: myVector.begin() + 1. The reason is beyond our scope here, but has to do with *iterators* that can be useful when iterating through a vector in a loop. The erase() function is similar.

PARTICIPATION ACTIVITY 7.19.4: insert() and erase() vector member functions.

Animation captions:

1. The erase() function takes a position argument indicating where the element should be removed. Elements from higher positions are shifted back. The vector size is automatically decremented.
2. The insert() function takes a position argument indicating where the element should be added and the element's value. Elements in that position and higher positions are shifted forward. The vector size is automatically incremented.
3. Note that the position argument is not an integer, but an iterator. The begin() function returns an iterator pointing to the first element of the vector. Then, an integer value is added to indicate the desired element's position.

Example: Players' jersey numbers program with delete option

The erase() function can be used to extend the player jersey numbers program with a player delete option, as shown below.

The program's PlayersDelete() function uses a common while loop form for finding an item in a vector. The loop body checks if the current item is a match. If so, the item is deleted using the erase() function, and the variable found is set to true. The loop expression exits the loop if found is true, since no further search is necessary. A while loop is used rather than a for loop because the number of iterations is not known beforehand.

Figure 7.19.2: Using the vector erase() function.

```
Commands: 'a' add, 'p' print, 'd' del
   'q' quits
Command: a
 Player number: 23
Command: a
 Player number: 47
Command: a
 Player number: 19
Command: p
 23
 47
 19
Command: d
 Player number: 23
Command: p
 47
 19
Command: d
 Player number: 19
Command: p
 47
Command: q
```

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

// Adds playerNum to end of vector
void PlayersAdd(vector<int>& players, int playerNum)
{
   players.push_back(playerNum);
}

void PlayersPrint(const vector<int>& players) {
   unsigned int i;

   for (i = 0; i < players.size(); ++i) {
      cout << " " << players.at(i) << endl;
   }
}

// Deletes playerNum from vector
void PlayersDelete(vector<int>& players, int
playerNum) {
   unsigned int i = 0;
   bool found = false;

   // Search for playerNum in vector
   while (!found && (i < players.size())) {
      if (players.at(i) == playerNum) {
         players.erase(players.begin() + i); //
Delete
         found = true;
      }
      ++i;
   }
}

// Maintains vector of player numbers
int main() {
   vector<int> players;
   int playerNum;
   char userKey;

   userKey = '?';

   cout << "Commands: 'a' add, 'p' print, 'd' del" <<
endl;
   cout << "    'q' quits" << endl;
   while (userKey != 'q') {
      cout << "Command: ";
      cin  >> userKey;
      if (userKey == 'a') {
         cout << " Player number: ";
         cin  >> playerNum;
         PlayersAdd(players, playerNum);
      }
      else if (userKey == 'p') {
         PlayersPrint(players);
      }
      else if (userKey == 'd') {
         cout << " Player number: ";
         cin  >> playerNum;
         PlayersDelete(players, playerNum);
      }
   }

   return 0;
}
```


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Inserting elements in sorted order

A common use of insert() is to insert a new item in sorted order.

PARTICIPATION ACTIVITY | 7.19.5: Intuitive depiction of how to add items to a vector while maintaining items in ascending sorted order.

Animation captions:

1. The first number is added to the vector.
2. 44 is greater than 27 so it is added to the end of the vector.
3. 9 is less than 27. 44 and 27 are moved down so 9 can be added to front of the vector.
4. The rest of the numbers are added in the appropriate spots.

zyDE 7.19.1: Insert in sorted order.

Run the program and observe the output to be: 55 4 250 19. Modify the numsInsert func
insert each item in sorted order. The new program should output: 4 19 55 250

Load default templ

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

void numsInsert(vector<int>& numsList, int newNum) {
   unsigned int i;

   for (i = 0; i < numsList.size(); ++i) {
      if (newNum < numsList.at(i)) {
         // FIXME: insert newNum at element i
         break; // Exits the for loop
      }
   }

   // FIXME: change so executes if higher number NOT found
   // Change "true" to "i == ??" (determine what ?? should be)
   if (true) { // No higher number was found, so append to end
```


Run

PARTICIPATION ACTIVITY 7.19.6: The insert() and erase() functions.

Given: `vector<int> itemList;`
Assume itemList currently contains: 33 77 44.
Answer questions in order, as each may modify the vector.

1) itemList.at(1) returns 77.
   - True
   - False

2) itemList.insert(itemList.begin() + 1, 55) changes itemList to: 33 55 77 44.
   - True
   - False

3) itemList.insert(itemList.begin() + 0, 99) inserts 99 at the front of the list.
   - True
   - False

4) Assuming itemList is 99 33 55 77 44, then itemList.erase(itemList.begin() + 55) results in: 99 33 77 44
   - True
   - False

5) To maintain a list in ascending sorted order, a given new item should be inserted at the position of the first element that is greater than the item.
   - True
   - False

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6) To maintain a list in descending sorted order, a given new item should be inserted at the position of the first element that is equal to the item.

- True
- False

Exploring further:

- Vectors at cplusplus.com
- Vectors at msdn.microsoft.com

CHALLENGE ACTIVITY 7.19.1: Enter the output of the vector ADT functions.

CHALLENGE ACTIVITY 7.19.2: Modifying vectors.

Modify the existing vector's contents, by erasing the element at index 1 (initially 200), then inserting 100 and 102 in the shown locations. Use Vector ADT's erase() and insert() only, and remember that the first argument of those functions is special, involving an iterator and not just an integer. Sample output of below program with input 33 200 10:

```
100 33 102 10
```

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

void PrintVectors(vector<int> numsList) {
   unsigned int i;

   for (i = 0; i < numsList.size(); ++i) {
      cout << numsList.at(i) << " ";
   }
   cout << endl;
}

int main() {
   vector<int> numsList;
   int userInput;
   int i;
```


Run

View your last submission

7.20 Structs, vectors, and functions: A seat reservation example

A programmer commonly uses structs, vectors, and functions together. Consider a program that allows a reservations agent to reserve seats for people, useful for a theater, an airplane, etc. The below program defines a Seat struct whose data members are a person's first name, last name, and the amount paid for the seat. The program declares a vector of 5 seats to represent the theater, airplane, etc., initializes all seats to being empty (indicated by a first name of "empty"), and then allows a user to enter commands to print all seats, reserve a seat, or quit.

Figure 7.20.1: A seat reservation system involving a struct, vector, and functions.

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

struct Seat {
   string firstName;
   string lastName;
   int amountPaid;
};

/*** Functions for Seat ***/
void SeatMakeEmpty(Seat& seat) {
   seat.firstName   = "empty";
   seat.lastName    = "empty";
   seat.amountPaid  = 0;
}

bool SeatIsEmpty(Seat seat) {
   return(seat.firstName == "empty");
}

void SeatPrint(Seat seat) {
   cout << seat.firstName << " ";
   cout << seat.lastName << ", ";
   cout << "Paid: " << seat.amountPaid << endl;
}
/*** End functions for Seat ***/

/*** Functions for vector of Seat ***/
void SeatsMakeEmpty(vector<Seat>& seats) {
   unsigned int i;
   for (i = 0; i < seats.size(); ++i) {
      SeatMakeEmpty(seats.at(i));
   }
```

```
}

void SeatsPrint(vector<Seat> seats) {
   unsigned int i;
   for (i = 0; i < seats.size(); ++i) {
      cout << i << ": ";
      SeatPrint(seats.at(i));
   }
}
/*** End functions for vector of Seat ***/

int main() {
   char userKey;
   int  seatNum;
   vector<Seat> allSeats(5);
   Seat currSeat;

   userKey = '-';

   SeatsMakeEmpty(allSeats);

   while (userKey != 'q') {

      cout << endl << "Enter command (p/r/q): ";
      cin >> userKey;

      if (userKey == 'p') { // Print seats
         SeatsPrint(allSeats);
      }
      else if (userKey == 'r') { // Reserve seat
         cout << "Enter seat num: ";
         cin  >> seatNum;

         if (!SeatIsEmpty(allSeats.at(seatNum))) {
            cout << "Seat not empty." << endl;
         }
         else {
            cout << "Enter first name: ";
            cin >> currSeat.firstName;
            cout << "Enter last name: ";
            cin >> currSeat.lastName;
            cout << "Enter amount paid: ";
            cin >> currSeat.amountPaid;

            allSeats.at(seatNum) = currSeat;
            cout << "Completed." << endl;
         }
      }
      // FIXME: Add option to delete reservations
      else if (userKey == 'q') {
         cout << "Quitting." << endl;
      }
      else {
         cout << "Invalid command." << endl;
      }
   }

   return 0;
}
```

```
Enter command (p/r/q): p
0: empty empty, Paid: 0
1: empty empty, Paid: 0
2: empty empty, Paid: 0
3: empty empty, Paid: 0
4: empty empty, Paid: 0

Enter command (p/r/q): r
Enter seat num: 2
Enter first name: John
Enter last name: Smith
Enter amount paid: 500
Completed.

Enter command (p/r/q): p
0: empty empty, Paid: 0
1: empty empty, Paid: 0
2: John Smith, Paid: 500
3: empty empty, Paid: 0
4: empty empty, Paid: 0

Enter command (p/r/q): r
Enter seat num: 2
Seat not empty.

Enter command (p/r/q): r
Enter seat num: 3
Enter first name: Mary
Enter last name: Jones
Enter amount paid: 198
Completed.

Enter command (p/r/q): p
0: empty empty, Paid: 0
1: empty empty, Paid: 0
2: John Smith, Paid: 500
3: Mary Jones, Paid: 198
4: empty empty, Paid: 0

Enter command (p/r/q): q
Quitting.
```


The programmer first defined several functions related to the Seat struct, such as checking if a seat is empty or printing a seat. The programmer then defined some functions related to a *vector* of seat items. To distinguish, the programmer named the former starting with Seat and the latter starting with Seats.

The programmer left a "FIXME" comment indicating that the program also requires the ability to delete a reservation. That functionality is straightforward to introduce, just requiring the user to enter a seat number and then making use of the existing SeatMakeEmpty() function.

Notice how main() is relatively clean, dealing mostly with the user commands, and then using functions to carry out the appropriate work. Actually, the "reserve seat" command could be improved; main() currently fills the reservation information (e.g., "Enter first name..."), but main() would be cleaner if it just called a function such as `SeatFillReservationInfo(currSeat)`.

The seat reservation program loses all its information when exited. An improvement is to save all reservation information in a file. Commands 's' and 'g' would save and get information to/from a file, respectively.

PARTICIPATION ACTIVITY 7.20.1: Seat reservation example with struct, vector, and functions.

Refer to the above example.

1) The number of seats is 5.
   - True
   - False

2) SeatsMakeEmpty(seats) has a loop that sets each seat in the seats vector to have a first name of "empty".
   - True
   - False

3) SeatIsEmpty() checks if all the seats in the vector are empty.
   - True
   - False

4) Deleting a reservation would reduce the vector size from 5 down to 4.
   - True
   - False

zyDE 7.20.1: Introduce delete behavior to the reservation program.

Modify main() to allow the user to enter command 'd', followed by the user entering a se number. Call SeatMakeEmpty() to delete the seat.

Load default template

Load default template...

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

struct Seat {
   string firstName;
   string lastName;
   int amountPaid;
};

/*** Functions for Seat ***/
void SeatMakeEmpty(Seat& seat) {
   seat.firstName   = "empty";
   seat.lastName    = "empty";
   seat.amountPaid  = 0;
}
```

```
p
r 2 John Smith 500
p
```

Run

7.21 Namespaces

Defining a namespace

A ***name conflict*** occurs when two or more items like variables, classes, or functions, have the same name. Ex: One programmer creates a Seat class for auditoriums, and a second programmer creates a Seat class for airplanes. A third programmer creating a reservation system for airline and concert tickets wants to use both Seat classes, but a compiler error occurs due to the name conflict.

A ***namespace*** defines a region (or scope) used to prevent name conflicts. Above, the auditorium seat class code can be put in an `auditorium` namespace, and airplane seat class code in an `airplane` namespace. The ***scope resolution operator ::*** allows specifying in which namespace to find a name, as in: `auditorium::Seat concertSeat;` and `airplane::Seat flightSeat;`.

PARTICIPATION ACTIVITY 7.21.1: Namespaces can resolve name conflicts.

Animation content:

`undefined`

Animation captions:

1. A Seat class is declared in auditorium.h, and another Seat class in airplane.h. The compiler generates an error due to a name conflict.
2. The auditorium Seat class may be put in namespace "auditorium", and airplane seat code in a namespace "airplane".
3. The two kinds of seats can then be declared as auditorium::Seat concertSeat and airplane::Seat flightSeat. The compiler now knows which Seat is which.

PARTICIPATION ACTIVITY 7.21.2: Namespaces.

1) Two same-named classes can cause a name conflict, but two same-named functions cannot.
   - True
   - False

2) A namespace helps avoid name conflicts among classes, functions, and other items in a program.
   - True
   - False

3) With namespaces, name conflicts cannot occur.
   - True
   - False

std namespace

All items in the C++ standard library are part of the ***std*** namespace (short for standard). To use classes like string or predefined objects like cout, a programmer can use one of two approaches:

1. ***Scope resolution operator (::):*** A programmer can use the scope resolution operator to specify the std namespace before C++ standard library items. Ex: `std::cout << "Hello";` or `std::string userName;`
2. ***Namespace directive***: A programmer can add the statement ***using*** `namespace std;` to direct the compiler to check the std namespace for any names later in the file that aren't otherwise declared. Ex: For `string userName;`, the compiler will check namespace std for string.

For code clarity, most programming guidelines discourage `using namespace` directives except perhaps for std.

PARTICIPATION ACTIVITY 7.21.3: std namespace.

1) Standard library items like classes and functions are part of a namespace named std.
   - True
   - False

2) The namespace directive `using namespace std;` is required in any program.
   - True
   - False

3) Without `using namespace std;`, a programmer can access cout using std::cout.
   - True
   - False

4) Without any namespace directive, `cout << num1` causes the compiler to check the std namespace for cout.
   - True
   - False

CHALLENGE ACTIVITY 7.21.1: Enter the output from the proper namespace.

7.22 Static data members and functions

Static data members

The keyword ***static*** indicates a variable is allocated in memory only once during a program's execution. Static variables reside in the program's static memory region and have a global scope. Thus, static variables can be accessed from anywhere in a program.

In a class, a ***static data member*** is a data member of the class instead of a data member of each class object. Thus, static data members are independent of any class object, and can be accessed without creating a class object.

A static data member is declared inside the class definition, but must also be defined outside the class declaration. Within a class function, a static data member can be accessed just by variable name. A public static data member can be accessed outside the class using the scope resolution operator: ClassName::variableName.

PARTICIPATION ACTIVITY 7.22.1: Static data member used to create object ID numbers.

Animation content:

undefined

Animation captions:

1. The Store class' static data member nextId is declared in the Store class declaration.
2. Store::nextId must be defined and initialized outside the class declaration. Only one instance of that variable will exist in memory.
3. When a Store object is created, memory is allocated for the object's name, type, and id data members, but not the static member nextId.
4. The constructor assigns an object's id with nextId, and then increments nextId. Each time an object is created, nextId is incremented, and each object has a unique id.
5. Any class member function can access or mutate a static data member. nextId can also be accessed outside the class using the scope resolution operator (::).

PARTICIPATION ACTIVITY 7.22.2: Static data members.

1) Each constructed class object creates a new instance of a static data member.
   - ○ True
   - ○ False

2) All static data members can be accessed anywhere in a program.
   - ○ True
   - ○ False

3) Outside of the class where declared, public static data members can be

accessed using dot notation.

- True
- False

Static member functions

A ***static member function*** is a class function that is independent of class objects. Static member functions are typically used to access and mutate private static data members from outside the class. Since static methods are independent of class objects, the `this` parameter is not passed to a static member function. So, a static member function can only access a class' static data members.

Figure 7.22.1: Static member function used to access a private static data member.

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

class Store {
public:
   Store(string storeName, string storeType);
   int getId();
   static int getNextId();

private:
   string name = "None";
   string type = "None";
   int id = 0;
   static int nextId;   // Declare static member variable
};

Store::Store(string storeName, string storeType) {
   name = storeName;
   type = storeType;
   id = nextId;        // Assign object id with nextId

   ++nextId;          // Increment nextId for next object to be created
}

int Store::getId() {
   return id;
}

int Store::getNextId() {
   return nextId;
}

int Store::nextId = 101;   // Define and initialize static data member

int main() {
   Store store1("Macy's", "Department");
   Store store2("Albertsons", "Grocery");
   Store store3("Ace", "Hardware");

   cout << "Store 1's ID: "<< store1.getId() << endl;
   cout << "Store 2's ID: "<< store2.getId() << endl;
   cout << "Store 3's ID: "<< store3.getId() << endl;
   cout << "Next ID: " << Store::getNextId() << endl;

   return 0;
}
```

```
Store 1's ID: 101
Store 2's ID: 102
Store 3's ID: 103
Next ID: 104
```


PARTICIPATION ACTIVITY 7.22.3: Static member functions.

1) A static member function is needed to access or mutate a ____ static data member from outside of the class.
   - public
   - private

2) The `this` parameter can be used in a static member function to access an

object's non-static data members.

- True
- False

CHALLENGE ACTIVITY 7.22.1: Enter the output with static members.

7.23 C++ example: Salary calculation with classes

zyDE 7.23.1: Calculate salary: Using classes.

The program below uses a class, TaxTableTools, which has a tax table built in. The main function prompts for a salary, then uses a TaxTableTools function to get the tax rate. The program then calculates the tax to pay and displays the results to the user. Run the program with annual salaries of 10000, 50000, 50001, 100001 and -1 (to end the program) and note output tax rate and tax to pay.

1. Modify the TaxTableTools class to use a setter function that accepts a new salary tax rate table.
2. Modify the program to call the new function, and run the program again, noting the output.

Note that the program's two classes are in separate tabs at the top.

Current file: **IncomeTaxMain.cpp** Load default templ


```
#include <iostream>
#include <limits>
#include <vector>
#include <string>
#include "TaxTableTools.h"

int GetInteger(const string userPrompt) {
   int inputValue;

   cout << userPrompt << ": " << endl;
   cin >> inputValue;

```

```
   return inputValue;
}

// ************************************************************************
```

```
10000  50000  50001 100001 -1
```


Run

zyDE 7.23.2: Calculate salary: Using classes (solution).

A solution to the above problem follows.

Note that the program's two classes are in separate tabs at the top.

Current file: **IncomeTaxMain.cpp** Load default templ

```
#include <iostream>
#include <limits>
#include <vector>
#include <string>
#include "TaxTableTools.h"

int GetInteger(const string userPrompt) {
   int inputValue;

   cout << userPrompt << ": " << endl;
   cin >> inputValue;

   return inputValue;
}

// ************************************************************************
```



```
10000  50000  50001 100001 -1
```

Run

zyDE 7.23.3: Salary calculation: Overloading a constructor.

The program below calculates a tax rate and tax to pay given an annual salary. The prog
uses a class, TaxTableTools, which has the tax table built in. Run the program with annu
salaries of 10000, 50000, 50001, 100001 and -1 (to end the program) and note the outpu
rate and tax to pay.

1. Overload the constructor.
   a. Add to the TaxTableTools class an overloaded constructor that accepts the
   salary table and corresponding tax rate table as parameters.
   b. Modify the main function to call the overloaded constructor with the two tab
   (vectors) provided in the main function. Be sure to set the nEntries value, too
   c. Note that the tables in the main function are the same as the tables in the
   TaxTableTools class. This sameness facilitates testing the program with the
   annual salary values listed above.
   d. Test the program with the annual salary values listed above.
2. Modify the salary and tax tables
   a. Modify the salary and tax tables in the main function to use different salary
   and tax rates.
   b. Use the just-created overloaded constructor to initialize the salary and tax ta
   c. Test the program with the annual salary values listed above.

Current file: **IncomeTaxMain.cpp** Load default templ

```
#include <iostream>
#include <limits>
#include <vector>
#include <string>
#include "TaxTableTools.h"
using namespace std;

int main() {
   const string PROMPT_SALARY = "\nEnter annual salary (-1 to exit)";
   int annualSalary;
   double taxRate;
   int taxToPay;
   vector<int> salaryBase(5);
   vector<double> taxBase(5);

   salaryBase.at(0) = 0;
   salaryBase.at(1) = 20000;
   salaryBase.at(2) = 50000;
```

```
10000
50000
50001
```

Run

zyDE 7.23.4: Salary calculation: Overloading a constructor (solution).

A solution to the above problem follows.

Note that the program's two classes are in separate tabs at the top.

Current file: **IncomeTaxMain.cpp** Load default templ

```
1  #include <iostream>
2  #include <limits>
3  #include <vector>
4  #include <string>
5  #include "TaxTableTools.h"
6  using namespace std;
7
8  int main() {
9     const string PROMPT_SALARY = "\nEnter annual salary (-1 to exit)";
10    int annualSalary;
11    double taxRate;
12    int taxToPay;
13    vector<int> salaryBase(5);
14    vector<double> taxBase(5);
15
16    salaryBase.at(0) = 0;
17    salaryBase.at(1) = 20000;
```

```
10000
50000
50001
```

Run

7.24 C++ example: Domain name availability with classes

zyDE 7.24.1: Domain name availability: Using classes.

The program below uses a class, DomainAvailabilityTools, which includes a table of regi domain names. The main function prompts for domain names until the user presses Er the prompt. The domain name is checked against a list of the registered domains in the DomainAvailabilityTools class. If the domain name is not available, the program displays similar domain names.

1. Run the program and observe the output for the given input.
2. Modify the DomainAvailabilityClass's function named GetSimilarDomainNames sc some unavailable domain names do not get a list of similar domain names. Run th program again and observe that unavailable domain names with TLDs of .org or .b not have similar names.

Current file: **DomainAvailabilityMain.cpp** oad default templ

```
#include <iostream>
#include <string>
#include <cctype>
#include "DomainAvailabilityTools.h"
using namespace std;

// ***************************************************************************

// prompts user string. Returns string.
string GetString(string prompt) {
   string userInput;

   cout << prompt << endl;
   cin >> userInput;

   return userInput;
}
// ***************************************************************************
```



```
programming.com
apple.com
oracle.com
```

Run

zyDE 7.24.2: Domain validation: Using classes (solution).

A solution to the above problem follows.

Current file: **DomainAvailabilityMain.cpp** oad default templ

```
1  #include <iostream>
2  #include <string>
3  #include <cctype>
4  #include "DomainAvailabilityTools.h"
5  using namespace std;
6
7  // ***************************************************************************
8
9  // Prompts user for input string and returns the string
10 string GetString(string prompt) {
11    string userInput;
12
13    cout << prompt << endl;
14    cin >> userInput;
15
16    return userInput;
17 }
18 // ***************************************************************************
```

```
programming.com
apple.com
oracle.com
```

Run

7.25 LAB*: Warm up: Online shopping cart (Part 1)

(1) Create three files to submit:

- ItemToPurchase.h - Class declaration
- ItemToPurchase.cpp - Class definition

- main.cpp - main() function

Build the ItemToPurchase class with the following specifications:

- Default constructor
- Public class functions (mutators & accessors)
  - SetName() & GetName() (2 pts)
  - SetPrice() & GetPrice() (2 pts)
  - SetQuantity() & GetQuantity() (2 pts)
- Private data members
  - string itemName - Initialized in default constructor to "none"
  - int itemPrice - Initialized in default constructor to 0
  - int itemQuantity - Initialized in default constructor to 0

(2) In main(), prompt the user for two items and create two objects of the ItemToPurchase class. Before prompting for the second item, call **cin.ignore()** to allow the user to input a new string. (2 pts)

Ex:

```
Item 1
Enter the item name:
Chocolate Chips
Enter the item price:
3
Enter the item quantity:
1

Item 2
Enter the item name:
Bottled Water
Enter the item price:
1
Enter the item quantity:
10
```

(3) Add the costs of the two items together and output the total cost. (2 pts)

Ex:

```
TOTAL COST
Chocolate Chips 1 @ $3 = $3
Bottled Water 10 @ $1 = $10

Total: $13
```

LAB ACTIVITY | 7.25.1: LAB*: Warm up: Online shopping cart (Part 1) | 10 / 10

Current file: main.cpp

```
1 Loading latest submission...
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

```
apple
10
2
banana
12
3
```

Run program

Input (from above) → main.cpp (Your program) → Outp

Program output displayed here

Signature of your work What is this?

Retrieving signature

7.26 LAB: Triangle area comparison (classes)

Given class **`Triangle`** (in files Triangle.h and Triangle.cpp), complete main() to read and set the base and height of triangle1 and of triangle2, determine which triangle's area is larger, and output that triangle's info, making use of **`Triangle`**'s relevant member functions.

Ex: If the input is:

```
3.0 4.0
4.0 5.0
```

where 3.0 is triangle1's base, 4.0 is triangle1's height, 4.0 is triangle2's base, and 5.0 is triangle2's height, the output is:

```
Triangle with larger area:
Base: 4.00
Height: 5.00
Area: 10.00
```

LAB ACTIVITY | 7.26.1: LAB: Triangle area comparison (classes) 10 / 10

Current file: **main.cpp**

```
1 Loading latest submission...
```


Develop mode | **Submit mode**

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first

box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program

Program output displayed here

Signature of your work What is this?

Retrieving signature

7.27 LAB: Winning team (classes)

Given main(), define the `Team class` (in files Team.h and Team.cpp). For class member function GetWinPercentage(), the formula is:
`teamWins / (teamWins + teamLosses)`

Note: Use casting to prevent integer division.

Ex: If the input is:

```
Ravens
13
3
```

where Ravens is the team's name, 13 is number of team wins, and 3 is the number of team losses, the output is:


```
Congratulations, Team Ravens has a winning average!
```

If the input is Angels 80 82, the output is:

```
Team Angels has a losing average.
```

LAB

ACTIVITY 7.27.1: LAB: Winning team (classes) 11 / 11

File is marked as read only Current file: main.cpp

```
1 Loading latest submission...
```


Develop mode | Submit mode

Run your program as often as you'd like, before submitting for grading. Below, type any needed input values in the first box, then click **Run program** and observe the program's output in the second box.

Enter program input (optional)

If your code requires input values, provide them here.

Run program Input (from above) → main.cpp (Your program) → Outp

Program output displayed here

Signature of your work What is this?

Retrieving signature

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