

Types and Structs

...

Types make things better...and sometimes harder...but still better >:(

Recap

C++: Basic Syntax + the STL

Basic syntax

- Semicolons at EOL
- Primitive types (ints, doubles etc)
- Basic grammar rules

The STL

- Tons of general functionality
- Built in classes like maps, sets, vectors
- Accessed through the namespace std::

Standard C++: Basic Syntax + std library

Basic s

- Sem
- Prim
- doub
- Basic

The STL

- Tons of general functionality
- Built in classes like maps, sets, vectors
- Accessed through the namespace std::
- **Extremely powerful and well-maintained**

Namespaces

- MANY things are in the `std::` namespace
 - e.g. `std::cout`, `std::cin`, `std::lower_bound`
- CS 106B always uses the `using namespace std;` declaration, which automatically adds `std::` for you
- We won't (most of the time)
 - it's not good style!

Today



- **Types**
- Intro to structs
- Sneak peek at streams!

C++ Fundamental Types

```
int val = 5; //32 bits
```

```
char ch = 'F'; //8 bits (usually)
```

```
float decimalVal1 = 5.0; //32 bits (usually)
```

```
double decimalVal2 = 5.0; //64 bits (usually)
```

```
bool bVal = true; //1 bit
```

C++ Fundamental Types++

```
#include <string>

int val = 5; //32 bits

char ch = 'F'; //8 bits (usually)

float decimalVal1 = 5.0; //32 bits (usually)

double decimalVal2 = 5.0; //64 bits (usually)

bool bVal = true; //1 bit

std::string str = "Frankie";
```




Fill in the types!

```
_____ a = "test";
```

```
_____ b = 3.2 * 5 - 1;
```

```
_____ c = 5 / 2;
```

```
_____ d(int foo) { return foo / 2; }
```

```
_____ e(double foo) { return foo / 2; }
```

```
_____ f(double foo) { return int(foo / 2); }
```

```
_____ g(double c) {
```

```
    std::cout << c << std::endl;
```

```
}
```



Fill in the types!

```
string a = "test";
double b = 3.2 * 5 - 1;
int     c = 5 / 2;           // int/int → int, what's the value?

_____ d(int foo) { return foo / 2; }
_____ e(double foo) { return foo / 2; }
_____ f(double foo) { return int(foo / 2); }

_____ g(double c) {
    std::cout << c << std::endl;
}
```



Fill in the types!

```
string a = "test";
double b = 3.2 * 5 - 1;
int     c = 5 / 2;           // int/int → int, what's the value?

int d(int foo) { return foo / 2; }
double e(double foo) { return foo / 2; }
int f(double foo) { return int(foo / 2); }

_____ g(double c) {
    std::cout << c << std::endl;
}
```



Fill in the types!

```
string a = "test";
double b = 3.2 * 5 - 1;
int     c = 5 / 2;           // int/int → int, what's the value?

int d(int foo) { return foo / 2; }
double e(double foo) { return foo / 2; }
int f(double foo) { return int(foo / 2); }

void g(double c) {
    std::cout << c << std::endl;
}
```

**C++ is a statically typed
language**

Definition

statically typed: everything with a name (variables, functions, etc) is given a type **before runtime**

C++ Types in Action

```
int a = 3;
```

```
string b = "test";
```

```
char func(string c) {
```

```
    // do something
```

```
}
```

```
b = "test two";
```

```
func(b);
```

```
// don't need to declare type after initialization
```

Dynamic vs Static typing: Python vs C++

Python

```
a = 3
b = "test"

def func(c):
    # do something
```

C++

```
int a = 3;
string b = "test";

char func(string c) {
    // do something
}
```


Dynamic vs Static typing: Python vs C++

Python

```
val = 5;  
bVal = true;  
str = "hi";
```

val



bVal



str



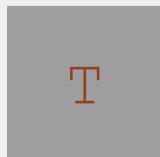
C++

```
int val = 5;  
bool bVal = true;  
string str = "hi";
```

val



bVal



str



Dynamic vs Static typing: Python vs C++

Python

```
val = 5  
bVal = true  
str = "hi"  
val = "hi"  
str = 100
```

val

bVal

str

"hi"

T

100

C++

```
int val = 5;  
bool bVal = true;  
string str = "hi";
```

val

bVal

str

5

T

"hi"

Dynamic vs Static typing: Python vs C++

Python

```
val = 5  
bVal = true  
str = "hi"  
val = "hi"  
str = 100
```

val

bVal

str

"hi"

T

100

C++

```
int val = 5;  
bool bVal = true;  
string str = "hi";  
val = "hi";  
str = 100;
```

val

bVal

str

"hi"

T

100

Dynamic vs Static typing: Python vs C++

Python

```
def div_3(x):  
    return x / 3  
  
div_3("hello")
```

C++

```
int div_3(int x) {  
    return x / 3;  
}  
  
div_3("hello")
```

Dynamic vs Static typing: Python vs C++

Python

```
def div_3(x):  
    return x / 3  
  
div_3("hello")
```

//CRASH during runtime,
can't divide a string

C++

```
int div_3(int x) {  
    return x / 3;  
}  
  
div_3("hello")
```

Dynamic vs Static typing: Python vs C++

Python

```
def div_3(x):  
    return x / 3  
  
div_3("hello")
```

//CRASH during runtime,
can't divide a string

C++

```
int div_3(int x) {  
    return x / 3;  
}  
  
div_3("hello")
```

//Compile error: this code will
never run

Dynamic vs Static typing: Python vs C++

Python

```
def add_3(x):  
    return x + 3  
  
add_3("10")
```

C++

```
int add_3(int x) {  
    return x + 3;  
}  
  
add_3("10");
```

Dynamic vs Static typing: Python vs C++

Python

```
def add_3(x):  
    return x + 3  
  
add_3("10")
```

//returns "103"

C++

```
int add_3(int x) {  
    return x + 3;  
}  
  
add_3("10");
```


Dynamic vs Static typing: Python vs C++

Python

```
def add_3(x):  
    return x + 3  
  
add_3("10")
```

//returns "103"

C++

```
int add_3(int x) {  
    return x + 3;  
}
```

```
add_3("10");
```

//Compile error: "10" is a string! This code wont run

static typing helps us to
prevent errors **before our**
code runs

C++ to Python, probably



Static Types + Functions

Python

```
def div_3(x)
```

```
div_3: __ -> ??
```



C++

```
int div_3(int x)
```

```
div_3: int -> int
```



Static Types + Functions

What are the types of the following functions?

```
int add(int a, int b);
```

int, int -> int

```
string echo(string phrase);
```

```
string helloworld();
```

```
double divide(int a, int b);
```

Static Types + Functions

What are the types of the following functions?

```
int add(int a, int b);
```

```
int, int -> int
```

```
string echo(string phrase);
```

```
string -> string
```

```
string helloworld();
```

```
void -> string
```

```
double divide(int a, int b);
```

```
int, int -> double
```

Questions?

Overloading

- What if we want two versions of a function for two different types?
- Example: int division vs double division

Overloading

Define two functions with the same name but different types

```
int half(int x) {           // (1)
    return x / 2;
}
```

```
double half(double x) {    // (2)
    return x / 2;
}
```

```
half(3)           // uses version (1), returns ?
```

```
half(3.0)         // uses version (2), returns ?
```

Overloading

Define two functions with the same name but different types

```
int half(int x) {           // (1)
    return x / 2;
}
```

```
double half(double x) {    // (2)
    return x / 2;
}
```

```
half(3)           // uses version (1), returns 1
```

```
half(3.0)         // uses version (2), returns 1.5
```

Questions?

Today



~~Types~~

- **Intro to structs**
- Sneak peek at streams!

Definition

struct: a group of named variables *each with their own type*. A way to bundle different types together

Structs in Code

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

```
Student s;  
s.name = "Frankie";  
s.state = "MN";  
s.age = 21; // use . to access fields
```

Use structs to pass around grouped information

```
Student s;  
s.name = "Frankie";  
s.state = "MN";  
s.age = 21; // use . to access fields
```

```
void printStudentInfo(Student student) {  
    cout << s.name << " from " << s.state;  
    cout << " (" << s.age ")" << endl;  
}
```

Use structs to return grouped information

```
Student randomStudentFrom(std::string state) {  
    Student s;  
    s.name = "Frankie"; //random = always Frankie  
    s.state = state;  
    s.age = std::randint(0, 100);  
    return s;  
}
```

```
Student foundStudent = randomStudentFrom("MN");  
cout << foundStudent.name << endl; // Frankie
```


Abbreviated Syntax to Initialize a struct

```
Student s;
```

```
s.name = "Frankie";
```

```
s.state = "MN";
```

```
s.age = 21;
```

```
//is the same as ...
```

Abbreviated Syntax to Initialize a struct

```
Student s;  
s.name = "Frankie";  
s.state = "MN";  
s.age = 21;
```

//is the same as ...

```
Student s = {"Frankie", "MN", 21};
```

Questions?

Definition

`std::pair`: An STL
built-in struct with two
fields *of any type*

`std::pair`

- `std::pair` is a *template*: You specify the types of the fields inside `<>` for each pair object you make
- The fields in `std::pairs` are named **first** and **second**

```
std::pair<int, string> numSuffix = {1, "st"};  
  
cout << numSuffix.first << numSuffix.second;  
//prints 1st
```

Use `std::pair` to return success + result

```
std::pair<bool, Student> lookupStudent(string name) {  
    Student blank;  
    if (found(name)) return std::make_pair(false, blank);  
    Student result = getStudentWithName(name);  
    return std::make_pair(true, result);  
}  
  
std::pair<bool, Student> output = lookupStudent("Keith");
```

Use `std::pair` to return success + result

```
std::pair<bool, Student> lookupStudent(string name) {  
    Student blank;  
  
    if (notFound(name)) return std::make_pair(false, blank);  
  
    Student result = getStudentWithName(name);  
  
    return std::make_pair(true, result);  
}  
  
std::pair<bool, Student> output = lookupStudent("Keith");
```

To avoid specifying the types of a pair, use `std::make_pair(field1, field2)`

Questions?

Aside: Type Deduction with `auto`

Definition

auto: Keyword used in lieu of type when declaring a variable, tells the compiler to deduce the type.

Type Deduction using auto

```
// What types are these?  
auto a = 3;  
auto b = 4.3;  
auto c = 'x';  
auto d = "Hello";  
auto e = std::make_pair(3, "Hello");
```

 **auto** does not mean that the variable doesn't have a type.

It means that the type is **deduced** by the compiler.

Type Deduction using auto

```
// What types are these?  
auto a = 3;  
auto b = 4.3;  
auto c = 'X';  
auto d = "Hello";  
auto e = std::make_pair(3, "Hello");
```

Answers: int, double, char, char* (a C string), std::pair<int, char*>

 **auto** does not mean that the variable doesn't have a type.

It means that the type is **deduced** by the compiler.

!! **auto** does not mean that
the variable doesn't have a
type.

It means that the type is
deduced by the compiler.

Code Demo!

Today



~~Types~~

~~Intro to structs~~

- Sneak peek at streams!

Definition

stream: an abstraction for input/output. Streams convert between *data* and the *string representation of data*.

A stream you've used: cout

```
std::cout << 5 << std::endl; // prints 5  
// use a stream to print any primitive type!  
std::cout << "Frankie" << std::endl;
```

A stream you've used: **cout**

```
std::cout << 5 << std::endl; // prints 5  
// use a stream to print any primitive type!  
std::cout << "Frankie" << std::endl;  
// Mix types!  
std::cout << "Frankie is " << 21 << std::endl;
```

A stream you've used: **cout**

```
std::cout << 5 << std::endl; // prints 5
// use a stream to print any primitive type!
std::cout << "Frankie" << std::endl;
// Mix types!
std::cout << "Frankie is " << 21 << std::endl;
// structs?
Student s = {"Frankie", "MN", 21};
std::cout << s << std::endl;
```

A stream you've used: **cout**

```
std::cout << 5 << std::endl; // prints 5
// use a stream to print any primitive type!
std::cout << "Frankie" << std::endl;
// Mix types!
std::cout << "Frankie is " << 21 << std::endl;
// structs?
Student s = {"Frankie", "MN", 21};
std::cout << s << std::endl;
```

A stream you've used: **cout**

```
std::cout << 5 << std::endl; // prints 5
// use a stream to print any primitive type!
std::cout << "Frankie" << std::endl;
// Mix types!
std::cout << "Frankie is " << 21 << std::endl;
// structs?
Student s = {"Frankie", "MN", 21};
std::cout << s.name << s.age << std::endl;
```

A stream you've used: **cout**

```
std::cout << 5 << std::endl; // prints 5
// use a stream to print any primitive type!
std::cout << "Frankie" << std::endl;
// Mix types!
std::cout << "Frankie is " << 21 << std::endl;
// Any primitive type + most from the STL work!
// For other types, you will have to write the
    << operator yourself!
```