



Chapter 2. Making And Using Objects



C++ Object Oriented Programming
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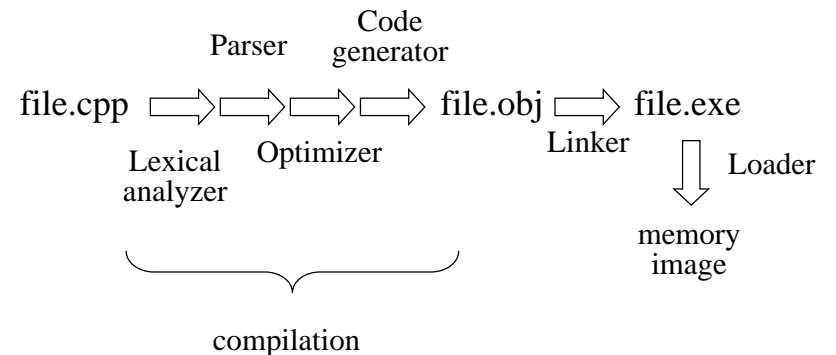
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Interpreter vs. Compiler

- ✧ Interpreter
 - * translate each source code executed into **machine activities**
 - * retranslate each line executed, skip those not encountered
 - * Pros: rapid development(modification/debugging/interaction), easy for the usage of automation of common objects
 - * Cons: slow for computation-intensive jobs, checking the grammar each time a program is executed.
 - * BASIC, PERL, Java Script
- ✧ Compiler
 - * Translate source codes into **machine instructions**
 - * Translate the whole program only once
 - * Slow development cycle as a tradeoff to fast execution
- ✧ Combination
 - * Python, JAVA, C#: have intermediate language, platform indep.

C++ Compilation/Linking/Execution



C++ Compilation/Linking/Execution

- ❖ Preprocessor: process # preprocessor directives

ex.

```
#define PI 3.14159
#ifndef _WIN32
#define SQUARE(x) ((x)*(x))
#pragma warning (disable:4768)
#include <iostream>
```

- Save typing
- Increase readability
- ◀ Parser does not see them
- ◀ Debugger does not see them
- ◀ **Introduce subtle bugs**

- ❖ Lexical analyzer: breaks the source code into small units
- ❖ Syntactical parser: organizes into a parse tree according to the grammar
- ❖ Optimizer: produces smaller or faster code
- ❖ Code generator: generates object(target) machine code (*.obj) according to the parse tree
- ❖ Linker: resolves variables or routines references outside each independent object module, produce a relocatable execution code
- ❖ Loader: loads the executable from file into the memory

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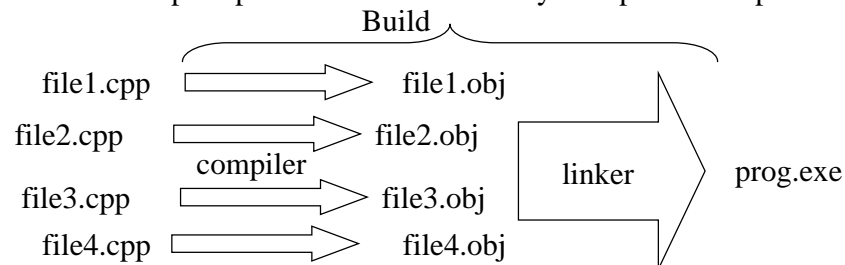
Type Checking

- ❖ **Static** Type Checking: ensures that each grammatical objects have the correct type by the parser and enforces type conversion, e.g. proper data types of function arguments
 - * Weak type checking: Perl, BASIC
 - * Strong type checking: C/C++, PASCAL, Fortran
In C/C++ you can overrule type checking by **coercion**.
- ❖ **Dynamic** type Checking: performs type checking and conversion at runtime, more powerful but adds overhead to program execution
 - * Java
 - * C++ RTTI (run time type information)
 - * MFC Runtime class

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Separate Compilation

- ❖ Each module is put in a separate file, which is a small, manageable, independently tested piece
- ❖ Editing of one module does not involve other module: avoid editing mistakes
- ❖ Compilation of one module only checks the grammar syntax and does not involve other modules: large project can proceed independently, better encapsulation
- ❖ C/C++ compiler provides the functionality of separate compilation



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Declaration vs. Definition

- ❖ Function: the atomic unit of code in C/C++
 - * must be put in a single file
 - * has a name, some parameters and a return value.
- ❖ Each file contains **definitions** of:
 - * Data: the type of an identifier that allocates memory
 - * Function: the name, the parameters, the return values and the codes
- ❖ To access a function (to call a function) or a variable defined in another file
 - * you must **declare** the function or the variable first in that file, so the compiler knows what the identifier represents, can perform the type checking, and can deal with it (conversion)
 - * Ex. declarations:


```
int func1(int, float, char *);
extern int x;
```

You can declare an identifier once in each file but you can only define it once in one file.

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Declaration vs. Definition

❖ Declare.cpp // Declaration & definition examples page84

```
extern int i; // Declaration without definition
extern float f(float); // Function declaration
```

```
float b; // Declaration & definition
float f(float a) { // Definition
    return a + 1.0;
}
```

```
int i; // Definition
int h(int x) { // Declaration & definition
    return x + 1;
}
```

```
int main() {
    b = 1.0;
    i = 2;
    f(b);
    h(i);
}
```

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#include preprocessor directive

❖ Insert the contents of the specified file in the place of your #include statement for the following compilation

- * #include <header.h>
search the current directory and the specified directories in the 'include search path'
- * #include "header.h"
search the current directory for the header file

❖ To see what is included:

- * Compiler option: using VC as example: cl /E or cl /P
- * View the included file in the system directory: ex.
C:\Program Files\Microsoft\VC98\include

❖ C++ convention

- | | |
|-------------------------|----------------------|
| * #include <iostream.h> | old version |
| * #include <iostream> | new template version |
- using namespace std;

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#include preprocessor directive

❖ #include <stdio.h>  #include <cstdio>
#include <stdlib.h>  #include <cstdlib>

❖ Where are those functions defined in the include files?

- * Their object codes are in the library: ex. libc.lib
use lib tool to view the contents of *.lib files
- * All C/C++ compilers direct the linker to search the standard library automatically

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Using Libraries

❖ A library contains one or many object modules

❖ To use a library:

- * Include the header file of an object file in a library
- * Use the functions and variables in the object module of a library
- * Link the library into the executable program

❖ How does the linker search a library?

- * It searches the 'unresolved references' one library by one library
- * If there are many repeated definitions of a certain function, the first library containing the definition is used.
 - * The order of libraries supplied to the linker is crucial
 - * You can preempt the use of a library function by inserting a version of yours
- * Once an unresolved reference is located in an object module of a library, the object module is extracted out of that library and combined to the executable.

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Using Libraries (cont'd)

◇ How do the following two usages differ?

* First scenario:

```
cl /Femain.exe main.c tool1.c tool2.c tool3.c tool4.c tool5.c
```

* Second scenario:

```
cl /c /Fotool1.obj tool1.c
```

```
cl /c /Fotool2.obj tool2.c
```

```
cl /c /Fotool3.obj tool3.c
```

```
cl /c /Fotool4.obj tool4.c
```

```
cl /c /Fotool5.obj tool5.c
```

```
lib /out:tool.lib tool1.obj tool2.obj tool3.obj tool4.obj tool5.obj
```

```
cl /Femain.exe main.c tool.lib
```

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Namespace: avoid name collisions

◇ Namespace definition

```
namespace Foo {  
    int var;  
    int foofun(int x) {  
        return x;  
    }  
}
```

◇ using directive

```
int main() {  
    using namespace Foo;  
    int testvar;  
    return foofun(testvar+Test::testvar+  
                  var+Foo::var);  
}
```

◇ using declaration

```
using Foo::foofun;  
foofun(10);
```

```
namespace Test {  
    double var;  
    int testvar;  
    int testfun(int x) {  
        return x;  
    }  
}  
...  
namespace Test {  
    int anotherVar;  
    int anotherFun();  
}  
...  
int Test::anotherFun() {  
    return 1;  
}
```

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Namespace (cont'd)

◇ Definition rules:

1. you can use whatever identifiers as long as it does not occur twice at the same level of the same namespace. The "using namespace" statement has no effect on the definition of identifiers.
2. identifiers can have the same name in different namespaces

◇ Usage rules:

1. "using namespace" statement sets up a list of backup namespaces for the compiler to resolve an identifier. There can be ambiguous definitions in these namespaces as long as you specify explicitly.
2. When resolving an identifier, the compiler starts from the default namespace. If the identifier is defined, no search in the backup namespaces will be conducted; if it is not found in the default namespace, the compiler searches ALL backup namespaces defined by "using namespace" for the specified identifier. If this identifier occurs several times in these namespaces, the compiler complains for ambiguity about the usage of this identifier.

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Using *iostream* and *iomanip*

◇ C++ standard input/output modules

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

```
void main() {  
    int value;  
    cout << "Howdy!" << endl;  
    cout << "Please input an integer ";  
    cin >> value; ←  
    std::cout << setw(4) << value << endl;  
}
```

Note: the difference with `scanf("%d", &value);`

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Miscellaneous

❖ Calling other programs: system()

```
#include <cstdlib>
using namespace std;
int main() {
    system("hello.exe"); // executes hello.exe and returns to the program
}
```

❖ __FILE__, __LINE__, __DATE__, __TIME__:

compiling file, line #, date, and time as string into the program

```
* cout << __FILE__ << " " << __DATE__ << __TIME__ << endl;
* assert() macro's output
```

❖ ctime(), time.h: getting the system time

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Standard C++ *string* class

❖ Properties:(more abstract and convenient character array implementation)

- * Dynamic memory management
- * Character array copying
- * Concatenation

❖ Header file: #include <string>

❖ Namespace: using namespace std;

```
❖ Ex. string s1, s2; // empty strings
      string s3 = "Hello, World."; // initialized
      string s4("I am"); // initialized
      char dest[100];
      s2 = "today"; // string copy
      s1 = s3 + " " + s4; // concatenation of strings
      s1 += " 8 "; // appending to a sting
      cout << s1 + s2 + "!" << endl; // extended ostream
      strcpy(dest, s1.c_str()); // convert to char array
      cout << s1[5] << endl; // the 6-th character of string s1, simulate
      cin >> s1; // the simple character sting in C
      cout << s1.length(); // or s1.size();
      if (s3 + s4 == "Hello, World.I am") ...
```

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Reading/writing files with *fstream*

❖ Avoid the complexity of C's file operations

❖ Header file: #include <fstream>

❖ Namespace: using namespace std;

❖ Ex. explicit open not required

```
ifstream in("Scopy.cpp"); // open for reading
ofstream out("Scopy2.cpp"); // open for writing
string s;
while (getline(in, s)) // delimiter '\n' deleted automatically
    out << s << "\n";
```

* getline() returns false upon reaching the end of the input and the returned string become empty

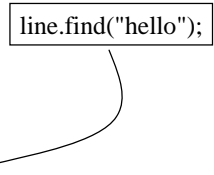
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fstream (cont'd)

❖ Ex.

```
ifstream in("FillString.cpp"); // open for reading
string s, line;
while (getline(in, line)) s += line + "\n";
cout << s;
```

* Exercises:

- * Concatenate 2 files with filename headers
- * Add line # to each line in a file
- * Search a specific string and print out with line # 

❖ The delimiter of getline() function can be changed

* Ex. getline(in, s, ',');

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Standard C++ *vector* class

- ◇ Container object:
 - * hold any kind of object
 - * dynamically adjust its memory size
- ◇ Vector class is a template: can be efficiently applied to different types ex. vector of strings, vector of integers...
- ◇ Declaration & Definition: `vector<string> obj;`
- ◇ Header file: `#include <vector>`
- ◇ Namespace: using namespace `std;`
- ◇ Interfaces:
 - * `push_back()`
 - * `insert()`
 - * `size()`
 - * indexing: `a[4]` like an array

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vector (cont'd)

```
1. // cl -GX Fillvector.cpp
2. // copy an entire file into a vector of strings
3. #include <fstream>
4. #include <iostream>
5. #include <vector>
6. #include <string>
7. using namespace std;
8. int main() {
9.     ifstream inf("Fillvector.cpp");
10.    string line;
11.    vector<string> lines;
12.    while (getline(inf, line))
13.        lines.push_back(line); // add the line to the end
14.    cout << lines.size() << endl;
15.    for (int i=0; i<lines.size(); i++)
16.        cout << i << ":" << lines[i] << endl;
17.    return 0;
18. }
```

The object *line* is copied into *lines* and the main program can destroy the *line* object afterwards.

The container object *lines* is going to handle all memories at the destruction.

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Summary

- ◇ Your first view about OOP: (actually only object based programming)
 - * Programming based on objects, to be more exact, based on the interface of objects
 - * Suitable encapsulation hides the detailed implementations of an object and exhibits only the interface of a certain simple abstract model
 - * Usages of an object:
 - ✧ Include a header file
 - ✧ Create the objects
 - ✧ Send messages to them
 - ✧ Get their responses
 - ✧ Destroy the objects

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