

# C++ As a Better C



C++ Object Oriented Programming

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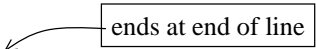
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# Comments

## ◇ Comments in C++ vs. C

```
/* You can do this
   across multiple lines */
// Or you can do this on a single line
```



## ◇ Advantages of //

- \* What's the problem?
 

```
if (b>a)
    return b; /* could be also b>=
else
    return a; /* note that we return a in case of a tie */
```
- \* Solution with //
 

```
if (b>a)
    return b; // could be also b>=
else
    return a; // note that we return a in case of a tie
```

## ◇ Rules:

- \* Use // syntax for single-line comments
- \* Use /\*...\*/ syntax for multi-line comments

# User-defined Type Names

## ◇ struct, enum, union tags are type names

- \* struct:
 

```
struct Stack {
    ...
};
> C: struct Stack operatorStack;
> C++: Stack operatorStack;
```
- \* union:
 

```
union Value {
    int iValue;
    double dValue;
};
> C: union Value field;
> C++: Value field;
```
- \* enum:
 

```
enum Color {RED, GREEN, BLUE};
> C: enum Color bgColor;
> C++: Color bgColor;
```

# Function Prototypes in C++

- ✦ Function prototypes are **REQUIRED**
  - ★ Otherwise you must define the function before you use it, i.e. in Pascal-style
  - ★ In K&R C (before ANSI C), a function foo used without suitable prototype has default prototype, arguments are passed with default promotion rules (i.e. 4bytes / 8bytes rule)
 

```
int foo();
```
- ✦ void as an argument in C prototypes
  - ★ What do the following 2 prototypes differ in traditional C?
 

```
int foo(void);
int foo();
```

A function foo that takes an indeterminate number of arguments
  - ★ In C++, the above two are equivalent. The second one is preferred.
- ✦ The notorious **variable argument list**, represented by ellipses (...)
  - ★ `int printf(const char *format, ...);` C++ still keep it for compatibility

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# Function Signatures

- ✦ C: a function is identified completely by its name  
C++: a function is identified by its (name, #params, types of params and const modifier)
- ✦ Ex. in C,
 

```
void draw(int) {}
void draw(double) {}
```

 error: 'void \_\_cdecl draw(int )' already has a body  
 in C++, both the above two are OK, compiler encodes the function name with type safe linkage rules (called name mangling)
- ✦ Note: Function return type is not a part of its signature  
Access privilege is not a part of its signature
- ✦ C++ calls a C function: `extern "C" int func(int *, float);`
- ✦ C calls a C++ function:
 

```
extern "C" {
    int fun(int *, float){...};
}
or
extern "C" int fun(int *, float){
    ...
}
```

in C++ file

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# Better Input/Output

- ✦ Type aware I/O processing, mixed data types
 

```
int x = 5; double y = 6.0; char *s = "Hello";
✦ C output:    printf("x=%d y=%f s=%s", x, y, s);
✦ C++ output:  cout << x << y << s;
✦ C input:     scanf("%d%f%s", &x, &y, s);
✦ C++ input:   cin >> x >> y >> s;    (no ampersand & trap)
```
- ✦ Header file: `iostream`
- ✦ Insertion operator: `<<`, inserts data into the output stream
- ✦ Extraction operator, `>>`, extracts data from the input stream
- ✦ Errors:
  - ★ `cout >> age;`
  - ★ `cin << age;`

not preferred
- ✦ Mix C stdio with C++ `iostream`: `ios::sync_with_stdio();`
- ✦ `cerr`
- ✦ `clog`

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# Default Function Arguments

- ✦ Function arguments can be given default (optional) values.
 

```
void printName(char *first, char *last, bool inverted=true);
void main() {
    char firstName[50]="Joe", lastName[50]="Smith";
    printName(firstName, lastName);
    printName(firstName, lastName, false);
}
...
void printName(char *first, char *last, bool inverted) {
    if (!inverted)
        cout << first << ' << last << '\n';
    else
        cout << last << ' << first << '\n';
}
```

specified only in the prototype, OK to differ in different scopes
- ✦ Rules:
 

Good for avoiding seldom-used parameters

  - ★ Can have any number of default arguments
  - ★ Default arguments must come after non-default arguments, and not the other way around

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# Macros

- ❖ Preprocessor macro introduces subtle bugs if not careful

```
#define square(x) (x*x)
void main() {
    int x=5, y;
    y = square(x);
    cout << y;
}
```

Output: 25

- ❖ The problem with macros

- \* The preprocessor knows nothing about C syntax/semantics
- \* Can not debug into a macro function (debugger does not recognize a macro)

- ❖ The same macro fails on the following

```
int x=5, y=6;
cout << square(x+y);
```

Output: 41

- ❖ Corrections

```
#define square(x) ((x)*(x))
```

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# Macros (cont'd)

- ❖ Not every macro problem can be solved by parenthesizing

```
#define inverse(x) (1/(x))
```

```
double x=5;
cout << "x=" << inverse(x) << endl;
int y=5;
cout << "y=" << inverse(y) << endl;
```

Output:  
x=.2  
y=0

- ❖ Corrections:

```
#define inverse(x) (1.0/(x))
```

- ❖ There are various problems accompanying macros. They all requires prudent inspections.

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# Inline Functions

- ❖ C++ has inline functions, which provides the same functionality as macros without the drawbacks

```
inline int square(int x); // function prototype, not a macro
void main() {
    int x=5, y=6;
    cout << square(x+y);
}
inline int square(int x) { return x * x; }
```

Output: 121

```
inline double inverse(double x);
void main() {
    int x=5;
    cout << inverse(x);
}
```

Output: .2

```
inline double inverse(double x) { return 1 / x; }
```

- ❖ The compiler can only inline **simple** functions (compiler-dependent) and will IGNORE all other inline requests.

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# Declare Variables On-the-fly

- ❖ C: Local variables must be declared at the top of a block, i.e. {...}
- C++: Local variables can be declared anywhere in a block, the scope extends to the end of the block.

- ❖ Ex.

```
void main() {
    int array[5] = {0, 1, 2, 3, 4};
    cout << array[0] << endl;
    ...
    int sum = 0;
    for (int i=0; i<5; i++)
        sum += array[i];
    cout << sum;
}
```

- ❖ Why should you do this? better readability  
encourages single-usage variables
- \* Most commonly used for temporary loop variables

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## Declare Variables On-the-fly (cont'd)

- Can not branch over 'a variable definition with initialization'

error		error	
<pre>void main() {   int x;   x = 1;   goto test;   int y=5; test:   x = 2;   y = 10; }</pre>	<pre>void main() {   int x;   x = 1;   goto test;   int y; test:   x = 2;   y = 5; }</pre>	<pre>void main() {   int x=1;   switch (x) {   case 1:     int y=5;     break;   case 2:     ...   } }</pre>	<pre>void main() {   int x=1;   switch (x) {   case 1:     int y;     break;   case 2:     ...   } }</pre>

Compilation OK, but better not do this, use suitable block structure instead

## #define vs. const

- Defines should be replaced by constant variables in C++

```
#define kMaxSize 1000 // do not do this
const int kMaxSize = 1000; // much better
int array[kMaxSize];
```

- A constant variable is a real variable, therefore, has a type that compiler can check upon, and is visible to the debugger.
- Constant arguments promise more: a const argument tells the client that the argument will not be changed and the compiler guarantees that it won't

```
static bool isStartWithH(const char *inputString) {
  char firstLetter = inputString[0];
  firstLetter = toupper(firstLetter);
  return firstLetter == 'H';
}
```

**Compiler guarantees that the following won't happen**

```
static bool isStartWithH(const char *inputString) {
  inputString[0] = toupper(inputString[0]);
  return inputString[0] == 'H';
}
```

## More on Constant Variables

- 'const' modifies the type specifier differently according to its position

```
void main()
{
  char string1[kMaxSize] = "Hello world";
  char string2[kMaxSize] = "Good bye";
  string1[0] = 'T'; // legal
  const char *ptrString1 = string1;
  ptrString1[0] = 'T'; // illegal
  ptrString1++; // legal
  char *const ptrString2 = string1;
  ptrString2[0] = 'T'; // legal
  ptrString2++; // illegal
  ptrString2 = string2; // illegal
  char *const ptrString3; // illegal
  const char *const ptrString4 = string1;
}
```

Annotations:

- char is a constant, char\* is not
- char\* is a constant, char is not
- both char and char\* are constants

## 'static' modifier in C

- Different semantics with 3 types of usages:

- I. global scope variable: `static int g_data;`
- II. global scope function: `static int func(int x, float y) { ... }`
- III. local scope variable: `int func() { static int localData; ... }`

Identifier scope is restricted to a file

The life cycle of this variable extends over multiple calls of this function

- File scope variables and functions: type I and type II above

- their scopes are restricted to the file unit in which they are declared
- used in C to encapsulate a module, i.e. make that identifier local to a file

<pre>file1.c static int x1; int x2; static int func1(int x) { ... } int func2(int x) { ... }</pre>	<pre>file2.c int func() {   func1(x1); // both undefined   func2(x2); // OK }</pre>
--	---

- In C++, these semantics remain the same. Besides, constant variables are implicitly static.

# New Ways to Handle Memory

◇ C++ has better ways to allocate/deallocate memory

C	malloc	free
C++	new	delete, delete[]

◇ Ex.

```
int *x, *y;
int *array;
x = new int;
y = new int(40);
array = new int[100];
delete x;
delete y;
delete[] array;
```

initialization: single-value variables, not array, and objects

new and delete are built-in operators no include file necessary

◇ Why switch to these new usages

- \* Simplicity: C: array = (int \*) malloc(sizeof(int)\*100);  
C++: array = new int[100];
- \* Auto initialization and clean-up
- \* Consistency with C++ object allocation

# new / delete Usages

◇ Errors

- \* int \*x1=new int; ... delete[] x1;
- \* int \*x2=new int[100]; ... delete x2;
- \* int \*x3=new int; ... free(x3);
- \* int \*x4=(int \*) malloc(sizeof(int)); ... delete x4;

◇ Special safety checks

```
int *ptr=0;
...
if (!ptr) free(ptr); // freeing null is fatal
delete ptr; // OK to delete null
```

- \* better erase the pointer after deletion (good coding practice)

```
delete ptr; ptr= 0;
```

◇ Multi-dimensional array: (actually 1-dim data)

```
int (*xp)[3] = new int[20][3]; ... delete[] xp;
or equivalently
typedef int IARY[3]; IARY *xp=new IARY[20]; ... delete[] xp;
```

# Handling Memory Allocation Errors

◇ malloc(): int \*ptr=(int \*) malloc(sizeof(int)\*200);  
if (ptr==0) printf("Memory allocation error!!");

◇ new(): int \*ptr=new int;  
if (ptr==0) printf("Memory allocation error!!");

◇ You can also specify a function to be called in case of memory failure. **Corrective actions** such as freeing memory space can be taken and the **new** operation can be retried.

◇ Ex.

```
static int newFailed(size_t size) {
    if (gSparePtr!=0) {
        delete [] gSparePtr; // free some spare space
        gSparePtr = 0;
        cout << "[newFailed " << size << "]\n";
        return 1; // request the new operator to retry
    }
    return 0; // stop retrying
}
```

# Handling Memory Allocation Errors

◇ Installing and resetting the new handler VC6.0

```
#include <new.h>
int *gSparePtr = 0;
static int newFailed(size_t size);
void main() {
    int *ptr[20], i, *spoiled;
    _PNH old_handler = _set_new_handler(newFailed);
    spoiled = new int[15000000];
    gSparePtr = new int[20000000];

    for (i=0; i<20; i++) {
        cout << i << " ";
        ptr[i] = new int[5000000];
        cout << ptr[i] << endl;
    }

    _set_new_handler(old_handler);
}
```

```
0 28CB0020
1 29FD0020
2 2B2F0020
3 2C610020
4 2D930020
5 2EC50020
6 2FF70020
7 31290020
8 325B0020
9 338D0020
10 [newFailed 20000000]
    34BF0020
11 35F10020
12 37230020
13 38550020
14 00000000
15 00000000
16 00000000
17 00000000
18 00000000
19 00000000
```

restore the original new handler can also call \_set\_new\_handler(0) to remove

# Handling Memory Allocation Errors

- ANSI C++ version of set\_new\_handler

```
#include <new>
using namespace std;
...
static void newHandler();
...
void main() {
    new_handler old_handler=set_new_handler(newHandler);
    ...
    set_new_handler(old_handler);
}
...
static void newHandler() {
...
}
```

In VC6.0 this does not work, because set\_new\_handler() is implemented as a stub function only.

# References

- C simulates “call by reference” through pointers

```
void func(int *ptrData) {
    *ptrData = 10;
}
```

```
void main() {
    int data;
    ...
    func(&data);
    ...
}
```

- C++ has true references

```
void func(int &param) {
    param = 10;
}
```

```
void main() {
    int data;
    ...
    func(data);
    ...
}
```

no pointer dereference required

- Some C++ programmer might do the following for saving time and memory

```
static void Foo(const CBigData &data) {
...
}
```

# References (cont'd)

- There are no promotions or type conversions with references

```
void func(double &data) {
    data = 10;
}
```

```
void main() {
    int data;
    ...
    func(data);
    ...
}
```

error C2664: 'func' : cannot convert parameter 1 from 'int' to 'double &'

- A reference variable can not be bound to a temporary object

```
int getValue() {
    int tmp;
    return tmp;
}
int func(int &value);
void main() {
    func(getValue());
}
```

error C2664: 'func' : cannot convert parameter 1 from 'int' to 'int &'

# Stricter Typing System

- In C, you can do

```
int *intPtr;
void *genericPtr;
genericPtr = intPtr; // convert typed pointer to generic pointer
intPtr = genericPtr; // generic to typed
```

- In C++,

```
int *intPtr;
void *genericPtr;
genericPtr = intPtr; // convert typed pointer to generic pointer
intPtr = genericPtr; // ERROR: cannot convert from 'void *' to 'int *'
intPtr = (int *) genericPtr; // explicit type cast
```

- In C++, char literal is not treated as int as in C

```
void func(int i);
void func(char c);
...
func('A') will invoke the second function
```

overloaded functions

# Miscellaneous

## ◇ Scope resolution operator

```
static int x = 10;
void main() {
    int x = 5;
    cout << x << endl;
    cout << ::x << endl;
}
```

```
Output:
5
10
```

## ◇ bool

- \* A new type of boolean variable
- \* The value can be true or false

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# Explicit Type Conversion

## ◇ C style type casting operator (type coercion)

```
int b = 200;
unsigned long a = (unsigned long int) b;
```

Basically commands the compiler to “forget about type checking” – introduction a hole in the C/C++ type checking system.

## ◇ C++ style explicit casts: (including Run-time type information, RTTI)

- \* **static\_cast**: for well-behaved and reasonably well-behaved casts, ex. int to float, float to int, forcing a conversion from a void\*
- \* **const\_cast**: to cast away const or volatile, ie. make a const variable non-const
- \* **reinterpret\_cast**: cast one type to whatever types you like, most dangerous
- \* **dynamic\_cast**: for type-safe downcasting

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# Explicit Type Conversion

```
int i; float f;
...
void *vp = &i;
float *fp = static_cast<float *>(vp);
i = static_cast<int> f;


---


const int i = 0;
j = const_cast<int*>(&i); // Preferred
*j = 10;
cout << "i=" << i << " *j=" << *j << endl;


---


struct X { int a[100]; }
...
int *xp = reinterpret_cast<int *>(&x);
```

```
Output:
i=0 *j=10
```

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