More Classes

C++ Object Oriented Programming

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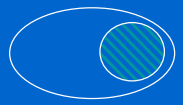
Contents

Object Component

- Sometimes you would like to use a well designed object as a component to help accomplishing the task
- In that case, we have an object within another object



- Example:

```
class Person {
public:
   Person(const char *name);
   ~Person();
   char *getName() const;
private:
   char *m_name;
};

class DormRoom {
public:
   DormRoom(const char *myName,
            const char *roommateName);
   void listPeople() const;
private:
   Person m_me;
   Person m_roommate;
};
```

```
void main() {
   DormRoom *myRoom;
   myRoom = new DormRoom("Jamie", "Paul");
   myRoom->listPeople();
   delete myRoom;
}
DormRoom::DormRoom(const char *myName,
            const char *roommateName) {
}
```

NOT working!!

error C2512: 'Person' : no appropriate default constructor available

Solving The Initialization Problem

- First try: not working, call Person ctor within DormRoom ctor, i.e.

```
DormRoom::DormRoom(const char *myName, const char *roommateName) {
   m_me(myName);
   m_roommate(roommateName);
}
```

- Second try: not a good one, require default ctor, extra CPU time, depending on some uncertain factors

```
DormRoom::DormRoom(const char *myName, const char *roommateName) {
   m_me = Person(myName);
   m_roommate = Person(roommateName);
}
```

- Third try: a safe and syntactically legal solution, but undesirable

```
class Person {
   ....
   Person();
   void setName(const char *name);
};
```

- Correct solution: using initialization list

```
DormRoom::DormRoom(const char *myName, const char *roommateName)
      : m_me(myName), m_roommate(roommateName) {
}
```

Returning Pointers

- The function getName() violates *data encapsulation*

```
class Person {
public:
   Person(const char *name);
   ~Person();
   char *getName() const;
private:
   char *m_name;
};
```

- Why? Consider the following code: looks OK

```
void DormRoom::listPeople() const {
   cout << "I," << m_me.getName() << ", live in this room along with my roommate "
        <<  m_roommate.getName() << "\n";
}
```

- What would happen if it were written like this

```
void DormRoom::listPeople() const {
   char *tempString = m_me.getName();
   tempString[0] = '#';
   cout << "I," << tempString << ", live in this room along with my roommate "
        <<  m_roommate.getName() << "\n";
}
```

Interfering the integrity of the private data of Person class

Solution to Data Encapsulation Problem

- Simple solution provided by the grammar to prevent **incidental** breaking of the encapsulation

unintentional

```
class Person {
public:
   Person(const char *name);
   ~Person();
   const char *getName() const;
private:
   char *m_name;
};
```

Won't be able to mutate the content of m_name within this member function

```
const char *Person::getName() const {
   return m_name;
}
```

```
void DormRoom::listPeople() const {
   const char *tempString = m_me.getName();
   // tempString[0] = '#';   // compiler rejects this statement
   cout << "I," << tempString << ", live in this room along with my roommate "
        <<  m_roommate.getName() << "\n";
}
```

- Other solutions? use a string object

this pointer

- In the first C++ translator, by Stroustrup, C++ functions is translated to pure C functions. How can a function access some variables (those member variables) not defined in that function? Ex.

```
class Grades {
public:
   Grades(int score);
   int getScore();
private:
   int m_score;
};
int Grades::getScore() {
   return m_score;
}
```

```
void main() {
   Grades student1(95), student2(85), student3(45);
   cout << student1.getScore();
   cout << student2.getScore();
   cout << student3.getScore();
}
```

which variable is this referring to

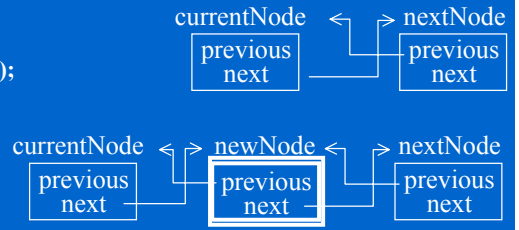
- The compiler generates an *implicit* reference to the object which called the function and passes it into the function as an argument.
- Explicitly referencing the object

```
int Grades::getScore() {
   return this->m_score;
}
```


The primary purpose of *this* pointer

- The *this* pointer is most commonly used when objects need to be linked to other objects

```
class LinkedList {
public:
   void insert(LinkedList *newNode);
private:
   LinkedList *previous;
   LinkedList *next;
};
```



- We want to insert a new node into the list after another object with `currentObject->insert(newObject);`
- The actual way to achieve the goal is using this pointer

```
void LinkedList::insert(LinkedList *newNode) {
   newNode->next = next;       // implicitly referring the member of current object
   newNode->previous = this;  // or next->previous
   next->previous = newNode;
   next = newNode;
}
```

Exploiting Implicit References

- Suppose we want to add a function to class **Grades** that checks if two objects contain the same score
- Here is the call in main()

```
if (grade1.equal(grade2))
   cout << "same scores";
else
   cout << "different scores";
```

- Here is the function

```
bool Grades::equal(Grades &secondScore) {
   return m_score == secondScore.m_score;
}
```

- Do not ignore implicit dereferencing

```
bool Grades::equal(Grades &firstScore, Grades &secondScore) {
   return firstScore.m_score == secondScore.m_score;
}
```

Note how clumsy the call is to this function

```
if (grade1.equal(grade1, grade2))
   ….
```


Type Conversion Constructor

- Suppose we would like to convert raw minutes to Time object

```
class Time {
public:
   Time();
   Time(int hours, int minutes, int seconds);
   Time(int rawMinutes);
private:
   int m_hours;
   int m_minutes;
   int m_seconds;
   void normalize();
};
Time::Time(): m_seconds(0), m_minutes(0), m_hours(0) {
}
Time::Time(int hours, int minutes, int seconds)
   : m_hours(hours), m_minutes(minutes), m_seconds(seconds) {
   normalize();
}
Time::Time(int rawMinutes): m_seconds(0), m_minutes(rawMinutes), m_hours(0) {
   normalize();
}
```

```
void Time::normalize() {
   m_minutes += m_seconds / 60;
   m_seconds = m_seconds % 60;
   m_hours += m_minutes / 60;
   m_minutes = m_minutes % 60;
   m_hours = m_hours % 24;
}
```


Type Conversion Constructor

- Usage:

```
void main() {
   int x = 125;
   Time object;
   object = Time(125);  // temporary object, assignment operator
   object = 125;
   object = x;
   object = (Time) x;
}
```

implicit invocation of type conversion ctor, construct a temporary object, assignment operator

Class Conversion

```
class Celsius;  // forward declaration
class Fahrenheit {
public:
   Fahrenheit(int temperature);
   Fahrenheit(Celsius &cTemperature);
   int getTemperature() const;
   void display() const;
private:
   int m_temperature;
};

class Celsius {
public:
   Celsius(int temperature);
   Celsius(Fahrenheit &fTemperature);
   int getTemperature() const;
   void display() const;
private:
   int m_temperature;
};
```

```
Fahrenheit::Fahrenheit(Celsius &cTemperature) {
   int celsiusTemperature = cTemperature.getTemperature();
   m_temperature = (int)(9.0 * celsiusTemperature / 5 + 32.5);
}
```

Usage:

```
Fahrenheit room(75);
Celsius zimmer(18);
room = zimmer;
```

Static Data Members

- Suppose we want to give each object of the Student class a unique ID
- Using a global variable is one method

```
int gIDNumber = 0;
class Student {
public:
   Student();
   int getID() const;
private:
   int m_id;
};
```

- The constructor

```
Student::Student():m_id(gIDNumber++) {
}
```

- Problems:
  - If other programs manipulate this global variable, the count would be incorrect
  - It would be better if a name like gStudentIDNumber is used

Static Data Members (cont'd)

- Better solution with static data member

```
class Student {
public:
   Student();
   int getID() const;
private:
   static int lastIDNumber;
   int m_id;
};
```

- A class declaration is not a variable, you must define the static variable in the global scope

```
int Student::lastIDNumber = 0;
```

  this can be put anywhere in the program, but it must be in the *.cpp file and only occurs once

- The constructor

```
Student::Student():m_id(lastIDNumber++) {
}
```

- Also used for specific constant definition. Ex. Integer::INT_MAX

Static Member Functions

- A static function can only access static data member

```
class Student {
public:
   Student();
   int getID() const;
private:
   static int lastIDNumber;
   int m_id;
   static int getNewID();
   static int incrementNewID();
};
```

- The keyword static is not repeated in the function definition

```
int Student::getNewID() {
   return lastIDNumber;
}
```

```
int Student::incrementNewID() {
   return lastIDNumber++;
}
```

- The constructor might take this form

```
Student::Student():m_id(getNewID()) {
   incrementNewID()
}
```


Static Member Functions (cont'd)

- If the static member function is public, it can be accessed without reference to a particular object, ex.

```
Integer::convertFromInt(10);
```

- Static member function does not have the implicit *this* pointer because it is not invoked with any object.
- Sometimes use static member functions to implement callback functions that do not allow any implicit argument.