Object Oriented Software Design Basics of C++

Giuseppe Lipari

http://retis.sssup.it/~lipari

Scuola Superiore Sant'Anna - Pisa

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Outline

- Namespaces
- 2 The standard library for Input/Output
- Classes and objects
- Our First class
- Destructor

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From C to C++

- In this lecture, we will start to see how C++ improves over C
- Since you have already seen Java, you should have by now enough elements of Object Oriented Programming
 - Classes, inheritance, composition, etc.
- Therefore, every step I will try to give you the differences with Java, if any
- Also, many things that are possible in C++ will not be possible in Java, and vice versa

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C++ naming conventions

- C++ files usually ends in .cpp or .cc or .cxx
- Header files for C++ usually end in .h, .hpp, .hxx, .hh, or even without any extension
- To compile a C++ program you have to use the C++ compiler (different from the C compiler)
 - The GNU/Linux provides you the g++ on the command line
 - g++ is at the same time a compiler and a linker
 - Compile and link:

```
g++ myfile.cpp -o myfile
```

Only compile:

```
g++ -c myfile.cpp -o myfile.o
```

Only link:

```
g++ myfile.o -o myfile
```

Scope and visibility

- One of the problems of C was the fact that all global variables are in the same scope
 - Also, variables in different files!
 - For example, it is not possible to have two variables with the same name in two different modules
- This is a problem for modular programming
 - Suppose that the system architect (the big design boss) decides to split the work across two programming teams, A and B
 - Both teams independently decide to use a global function called void compute();
 - This causes problems at linking time: it is not possible to have two distinct functions with the same name in the same (global) scope
- Another problem is when you decide to include an external library
 - What if the designers of the library decided to use names that are quite common?

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Reducing visibility

- One possibility is to use the static keyword
 - static is just the opposite of extern; a static object is not exported to the linker

module.h

```
// variable declaration
extern int a;
// function prototype
int f(int);
```

module.c

```
#include "module.h"

// this is exported;
int a = 0;

// this is not exported;
static int b = 0;

// try to uncomment

// int b = 0;

int f(int i)
{
   b = a + i;
   a = i/2;
   return b;
}
```

module2.c

```
#include <stdio.h>
#include "module.h"

// this is exported!
//(but does not conflict)
int b;

int main()
{
   int c;
   a = 5;
   b = 10;
   c = f(10);
   printf("c = %d\n", c);
   printf("a = %d\n", a);
}
```

Static

- So, static has two meanings
 - Inside a function, makes a local variable persistent across function calls
 - In the global scope, hides a global variable to be used only inside that module
 - it can also be used for functions
- However, this does not completely solve the naming problem
 - What if we want to use two different functions with the same name in the same program?
 - Suppose you are writing a variable for mp3 audio processing, and you implement a set of functions, one of them is called decode()
 - Someone else has implemented a video library that processes H.264/MPEG-4, and implements a function called decode()

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C++ namespaces

- C++ solves this problem using namespaces
- A name space is just a way to create and name a scope
 - The idea is that when you build a library, you define a namespace having a meaningful name (for example the name of the library), and enclose all your declarations in the namespace
 - The user of the library can then specify which functions to use using the scope resolution operator

C++ namespaces

In the previous example:

```
// audio.hpp
namespace audiolib {
    ...
    void decode();
    ...
}
```

```
// audio.hpp
namespace videolib {
    ...
    void decode();
    ...
}
```

```
// your module
#include "audio.hpp"
#include "video.hpp"
...
audiolib::decode();
...
videolib::decode();
```

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Scope resolution

- The :: symbol is called scope resolution, and it is used to decide which function or variable we want to use
 - it is like directories: with :: you can specify the *full name* of a variable (similar to the *path*)
- namespaces can be **nested**:

```
// three different functions!!
int f(int i);
namespace nnn {
   int f(int i);
   namespace mmm {
     int f(int i);
   }
}

// function usage;
f(5);
nnn::f(5);
nnn::mmm::f(5);
```

Simple input and output

- Simple output can be done with the iostream standard library
- All functions in the standard library are part of the std namespace;

```
#include <iostream>
int main()
{
   std::cout << "Hello World!" << std::endl;
}</pre>
```

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Using directive

Sometimes it is very annoying to type std::, so we can use a using directive:

```
#include <iostream>
using namespace std;
int main()
{
  cout << "Hello World!" << endl;
}</pre>
```

 First, cout is searched in the global scope: if it is not found, the namespace in the using directives are looked into

Using directive - II

- Be careful with the using directive:
 - If two namespaces contain the same name, there will be a conflict, so you have to specify which one to use with the scope resolution

```
#include "audio.hpp"
#include "video.hpp"
using namespace audiolib, videolib;
...
decode(); // compilation error! cannot be resolved
audiolib::decode() // ok, now it can be resolved
```

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cout

- Notice that we include iostream (without extension)
 - Standard library include files have no extension
- It is a little bit too early to understand what is cout. Right now, it is sufficient to know how to use it
- cout must be followed by << and a variable, or a constant, or an expression, or a modifier like end1 (which means end of line).
- You can chain as many segments of << as you like

```
cout << "Now a number: " << 5 << " and now a float: " << 3.5 << endl;
```

input with cin

Here is how you do input:

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

int main()
{
  int a;
  cout << "Enter an integer number ";
  cin >> a;
  cout << "The square of " << a << " is " << a*a << endl;
}</pre>
```

- cin is exactly specular to cout
- You can also use cerr for output on the standard error

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Strings

 If you need to manipulate strings, you can use the string class from the std library

stringex.cpp

```
#include <iostream>
#include <string>

using namespace std;

int main()
{
    string name = "Giuseppe";
    string surname("Lipari");
    string tot;

    tot = name + "-" + surname;
    int i = tot.find("-");
    cout << tot << endl;
    cout << "The dash is at location: " << i << endl;
    cout << "First part: " << tot.substr(0, i) << endl;
    cout << "Last part: " << tot.substr(i+1, tot.size()) << endl;
}</pre>
```

Notes

- string is a class
 - In the previous examples we declare three objects of type string
 - Notice that name, surname and tot are objects, not references to objects!
 - There is no new instruction!
 - These objects are created on the stack (and not on the heap, more on this later)
- You see three ways of initialising an object: with an assignment (name = "Giuseppe"), with a constructor function (surname("Lipari")), and with a default constructor (tot)
 - Actually, also the first one is a constructor, it is called copy constructor
- The + operator is used to concatenate strings (like in Java)
 - Unlike Java, string is not a special class: actually, in C++ you can redefine the operator + for your own classes (more on this later)

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Boolean

• C++ has a boolean primitive type, called bool, and two boolean constants, true and false

```
bool flag = false;
...
if (flag) {
    ...
}
```

- However, C++ derives from C, where there was no boolean type
 - in C, a numerical value of 0 is assimilated as *false*, while a numerical value different of 0 is assimilated as *true*
 - Therefore, in C it is perfectly legal to write:

```
int a = 0;
...
if (a) {
    ...
}
```

• C++ derives from C, so there is an automatic cast between a numerical value of 0 and false, and a value different of 0 and true

Pay attention: the C++ compiler allows this:

```
if (a = 0) {
    ...
}
```

- The code above is legal: the result of expression a=0 is 0 (hence false), so the block is never executed
 - in Java instead it is an error (no automatic conversion between 0 and false)
 - Most modern compilers only raise a warning

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Classes in C++

 A class in C++ is quite similar to a class in Java or in other OO languages

```
Class declaration
                                                What follows is all private
class MyClass { ;
                                                These are private variables
private: ←
  int var; __
                                                What follows is protected
  double c;
protected: _
                                                A protected method
  int f(); ←
public: __
  MyClass(); 
                                                What follows is public
  int pub; _
  int g(int i); 
                                                Constructor
                                                A public variable
                                                A public function
```

Access control

- A member can be:
 - private: only member functions of the same class can access it;
 other classes or global functions can't
 - protected: only member functions of the same class or of derived classes can access it: other classes or global functions can't
 - public: every function can access it

```
class MyClass {
private:
    int a;
public:
    int c;
};
```

```
MyClass data;
cout << data.a; // ERROR!
cout << data.c; // OK: c is public;</pre>
```

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Access control

- Default is private
- An access control keyword defines access until the next access control keyword

```
class MyClass {
   int a;
   double b;
public:
   int c;
   int getA();
private:
   int modify(double b);
};
private (default)

public

public

public

private again

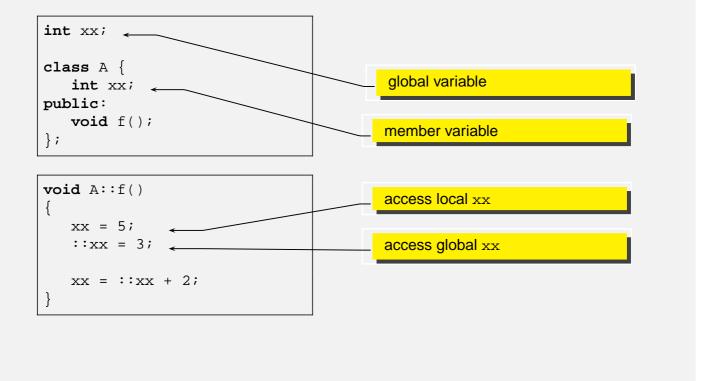
private again

private again

private again

private again
```

Access control and scope



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Private

- Some people think that private is synonym of secret
 - they complain that the private part is visible in the header file
- private means not accessible from other classes and does not mean secret
- The compiler needs to know the size of the object, in order to allocate memory to it
 - In an hypothetical C++, if we hide the private part, the compiler cannot know the size of the object

Friends

- Sometimes, two classes interact so much that we would like to let them share access to their private variables
- In that case, we have to declare them to be friend

```
class A {
                          class B {
                                                      void B::f(A &a)
  friend class B;
                              int x;
                          public:
   int y;
                                                          x = a.yi
  void f();
                              void f(A &a);
                                                          a.f();
public:
   int g();
                             B is friend of A
                                                        B can access private
                                                         members of A
```

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Friend functions

 Even a global function or a single member function can be friend of a class

```
class A {
   friend B::f();
   friend h();
   int y;
   void f();
public:
   int g();
};
friend member function
friend global function
```

 It is better to use the friend keyword only when it is really necessary

Nested classes

- It is possible to declare a class inside another class
- Access control keywords apply

```
class A {
    class B {
        int a;
    public:
        int b;
    }
    B obj;
public:
    void f();
};
```

- Class B is private to class A: it is not part of the interface of A, but only of its implementation.
- However, A is not allowed to access the private part of B!!
 (A::f() cannot access
 B::a).
- To accomplish this, we have to declare A as friend of B

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Declaration and definition

- In C++ (as in C), you can separate declaration and definition
- Usually, you declare the class in a .hpp file, and put the definition (i.e. the implementation of the methods) in the .cpp file.

timer.hpp

```
class Timer {
   int counter;
   int level;
   bool tr;
public:
    Timer(int i);
   int getValue();
   int getLevel();
   bool increment();
   void reset();
   bool trigger();
};
```

- Notice that the default specification is private
- if you want something to be public, you have to specify explicitly

Implementation of Timer

```
Include the class declaration
timer.cpp
#include "timer.hpp" .
                                                       Constructor: note the scope reso-
Timer::Timer(int i) _
    : counter(0), level(i), tr(false) -
                                                        Class initialisation list
                                                       Method definition (we do not need
                                                       to repeat that this method is pub-
int Timer::getValue() __
                                                       lic!)
    return counter;
int Timer::getLevel()
    return level;
void Timer::reset()
    counter = 0;
    tr = false;
```

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Usage of the Timer

timermain.cpp

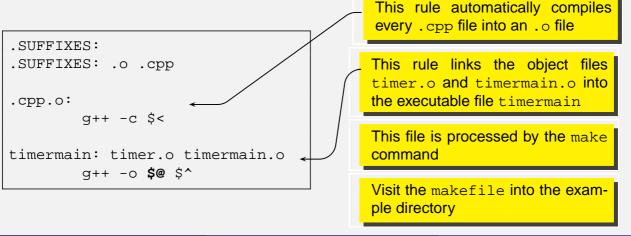
```
#include <iostream>
#include "timer.hpp"
using namespace std;
int f(int a)
   Timer t(10);
    while (!t.increment()) {
        a++;
    return a;
int main()
   Timer ti(5);
   cout << "Before starting ti value is: " << ti.getValue() << endl;</pre>
                             ti level is: " << ti.getLevel() << endl;
    for (ti.reset(); !ti.trigger(); ti.increment()) {
        int a = f(ti.getValue());
        cout << "ti value: " << ti.getValue() << endl;</pre>
        cout << "a is: " << a << endl;</pre>
    cout << "End!" << endl;</pre>
```

How to compile and link

- The previous program consists of three files: timer.hpp, timer.cpp and timermain.cpp
- To compile and execute everything:

```
g++ timer.cpp timermain.cpp -o timermain
```

- When the number of files is large, this can be annoying
- You can use an IDE, or a makefile:



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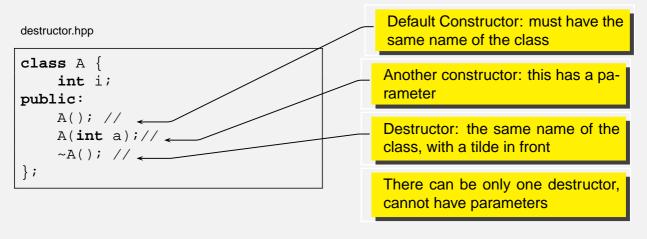
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Comments

- In C++, objects are treated in the same way as primitive type variables
 - Objects can be defined on the stack, hence their scope extends only to the block where they are defined
 - Object t in function f() is valid only during the execution of f(), and its constructor and destructor are called every time the function is invoked and terminates, respectively
- This is quite different from Java:
 - in Java, when creating an object with new its lifetime extends until the garbage collector does not destroy it
 - In Java there is only one way of creating objects, they go on the heap
 - In C++ there are two ways of creating objects: on the stack and on the heap

Destructor

- Before looking at how objects are created, let's introduce the destructor
- It is the reverse of the constructor
 - the constructor is called at creation time and it is used to initialise the object
 - the destructor is called at termination time and it is used for clean-up



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Example

```
destructor.hpp
```

```
class A {
    int i;
public:
    A(); //
    A(int a);//
    ~A(); //
};
```

destructor.cpp

```
#include "destructor.hpp"
#include <iostream>
using namespace std;

A::A() : i(0)
{
    cout << "default constructor of A" << endl;
}

A::A(int a) : i(a)
{
    cout << "constructor of A(" << i << ")" << endl;
}

A::~A()
{
    cout << "Destructor of A (i=" << i << ")" << endl;
}</pre>
```

Example - II

```
desmain.cpp
```

```
#include "destructor.hpp"
#include <iostream>
using namespace std;
#define WH(x) cout << "now inside " \</pre>
                << #x << endl
void f()
    A a;
    WH(f);
void g()
   A b(5);
   WH(g);
   f();
   WH(g);
}
int main()
   A c(2);
   WH(main);
    g();
    WH(main);
```

Output:

```
constructor of A(2)
now inside main
constructor of A(5)
now inside g
default constructor of A
now inside f
Destructor of A (i=0)
now inside g
Destructor of A (i=5)
now inside main
Destructor of A (i=2)
```

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Pointers to object and new

This is how you can define a pointer to an object

```
A a;
A *p = &a;
```

- How you can see, it is not different from regular variables
- a is an object defined on the stack or in global memory; to create an object on the heap:

```
A *p = new A();
```

- The previous code:
 - Allocates the right amount of memory on the heap for an object of type A
 - Calls the constructor for initialising the object
 - returns a pointer to the allocated memory, and assigns it to p
- Similar to Java, except that in C++ new returns a pointer

Freeing the memory with delete

- In Java the memory is freed by the garbage collector
- In C++ there is not such a thing:
 - It is the responsibility of the programmer to free the memory
- The memory can be freed with delete

```
A *p = new A();
...
delete p;
```

- delete must be followed by a pointer
 - It calls the destructor for the object
 - then deallocates the memory

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Example with pointers

```
desmain2.cpp
```

```
#include "destructor.hpp"
#include <iostream>
using namespace std;
#define WH(x) cout << "now inside " \</pre>
                  << #x << endl
void f()
   A *pa = new A();
   WH(f);
   delete pa;
}
void g()
   A * pb = new A(5);
   WH(g);
   f();
    WH(g);
int main()
   A *pc = new A(2);
   WH(main);
   g();
    WH(main);
    delete pc;
```

Output:

```
constructor of A(2)
now inside main
constructor of A(5)
now inside g
default constructor of A
now inside f
Destructor of A (i=0)
now inside g
now inside main
Destructor of A (i=2)
```

- mmm, maybe something is missing?
- This is called "memory leak"
- The memory pointed by pb is lost!
 Cannot be deallocated anymore
 - Why?
- Remember: there is not garbage collector to save us!