CSE 333
Lecture 9 - intro to C++

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Administrivia

New exercise posted yesterday afternoon, due Monday morning

- Read a directory and open/copy text files found there
- Good warmup for ...

HW2

- Writeup posted now, starter files will be pushed to repos this afternoon. Will send email once that’s done.
- Short demo today (maybe right now?)

Tuesday late office hours moved half-hour later (5-6)
Administrivia for Monday

New exercise out today, due Wednesday morning

HW2 due a week from Thursday - how’s it look?

- Reminder: you can use our hw1/solution_binaries/libhw1.a instead of your own hw1 code if you’d like.

Section this week: C++, const / references / classes
Today’s goals

An introduction to C++
- some shortcomings of C that C++ addresses
- give you a perspective on how to learn C++
- kick the tires and write some code

Advice: read related sections in the C++ Primer. It’s hard to learn the “why it is done like this” from reference docs
- Lectures and examples introduce main ideas, but aren’t everything you’ll want need to understand
We had to work hard to mimic encapsulation, abstraction

- **encapsulation**: hiding implementation details
  - used header file conventions and the “static” specifier to separate private functions from public functions
  - cast structures to (void *) to hide implementation-specific details

- **abstraction**: associating behavior with encapsulated state
  - the functions that operate on a LinkedList were not really tied to the linked list structure
  - we passed a linked list to a function, rather than invoking a method on a linked list instance
A major addition is its support for classes & objects!

- **classes**
  - public, private, and protected *methods* and *instance variables*
  - (multiple!) inheritance

- **polymorphism**
  - **static polymorphism**: multiple functions or methods with the same name, but different argument types (overloading)
    - Works for all functions, not just class members
  - **dynamic (subtype) polymorphism**: derived classes can override methods of parents, and methods will be dispatched correctly
We had to emulate generic data structures

- customer passes a (void *) as a payload to a linked list
- customer had to pass in function pointers so that the linked list could operate on payloads correctly
  ▸ comparisons, deallocation, pickling up state, etc.
C++

Supports **templates** to facilitate generic data types!

- Parametric polymorphism - same idea as Java generics, but different in details - particularly implementation

  - to declare that \texttt{x} is a vector of ints:
    
    » \texttt{vector<int> \ x;}

  - to declare that \texttt{x} is a vector of floats:
    
    » \texttt{vector<float> \ x;}

  - to declare that \texttt{x} is a vector of (vectors of floats):
    
    » \texttt{vector<vector<float>> \ x;}

CSE333 lec 9 C++.1 // 04-14-17 // Perkins
We had to be careful about namespace collisions

- C distinguishes between external and internal linkage
  
  ‣ use “static” to prevent a name from being visible outside a source file (as close as C gets to “private”)

  ‣ otherwise, a name is global -- visible everywhere

- we used naming conventions to help avoid collisions in the global namespace
  
  ‣ `LLIteratorNext`, `HTIteratorNext`, etc.
C++

Permits a module to define its own namespace!
- the linked list module could define an “LL” namespace
- the hashtable module could define an “HT” namespace
- both modules could define an Iterator class
  ‣ one would be globally named LL::Iterator
  ‣ the other would be globally named HT::Iterator

Classes also allow duplicate names without collisions
- Namespaces group & isolate names in collections of classes and other “global” things (somewhat like Java packages)
C does not provide any standard data structures

- we had to implement our own linked list and hash table
- as a C programmer, you often re-invent the wheel badly
  - maybe if you’re clever you’ll use somebody else’s libraries
  - but, C’s lack of abstraction, encapsulation, and generics means you’ll probably have to tweak them, or tweak your code to use them
The C++ standard library is huge!

- **generic containers**: bitset, queue, list, associative array (including hash table), deque, set, stack, and vector
  - and iterators for most of these
- **a string class**: hides the implementation of strings
- **streams**: allows you to stream data to and from objects, consoles, files, strings, and so on
- and more...
Error handling is a pain

- have to define error codes and return them
- customers have to understand error code conventions, and need to constantly test return values
- if \( a() \) calls \( b() \) calls \( c() \)
  - \( a \) depends on \( b \) to propagate an error in \( c \) back to it
C++

Supports exceptions!

- try / throw / catch

if used with discipline, can simplify error processing

- but, if used carelessly, can complicate memory management

- consider: a() calls b() calls c()

  ‣ if c() throws an exception that b() doesn’t catch, you might not get a chance to clean up resources allocated inside b()

But much C++ code still needs to work with C & old C++ libraries, so still uses return codes, exit(), etc.
Some tasks still hurt in C++

Memory management

- C++ has no garbage collector
  - you have to manage memory allocation and deallocation, and track ownership of memory
  - it’s still possible to have leaks, double frees, and so on
- but, there are some things that help
  - “smart pointers”
    - classes that encapsulate pointers and track reference counts
    - deallocate memory when the reference count goes to zero
Some tasks still hurt in C++

C++ doesn’t guarantee type or memory safety

- You can still…
  ‣ forcibly cast pointers between incompatible types
  ‣ walk off the end of an array and smash the stack (or heap)
  ‣ have dangling pointers
  ‣ conjure up a pointer to an address of your choosing
C++ has many, many features.

Operator overloading
- your class can define methods for handling “+”, “->”, etc!

Object constructors, destructors
- particularly handy for stack-allocated objects

Reference types
- truly pass-by-reference instead of pass-by-value

Advanced OO
- multiple inheritance, virtual base classes, dynamic dispatch
How to think about C++

- set of styles and ways to use C++
- style guides
- good styles and robust engineering practices
- set of styles and ways to use C
Or...

in the hands of a disciplined programmer, C++ is a powerful weapon

but, if you’re not so disciplined about how you use C++...
Hello, world!

#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}

Looks simple enough...

- compile with g++ instead of gcc:
  - g++ -Wall -g -std=c++11 -o helloworld helloworld.cc

- let’s walk through the program step by step
Hello, world!

```
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

iostream is part of the C++ standard library

- note you don’t include a “.h” when you include C++ standard library headers
  - but you do for local headers (e.g., #include “ll.h”)

- iostream declares stream object instances, including std::cin, std::cout, std::cerr, in the “std” namespace
Hello, world!

```cpp
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

cstdlib is the C standard library’s stdlib.h header

- (nearly) all C standard library functions are available to you
  ‣ for header `<foo.h>`, you should `#include <cfoo>`

- we need it for EXIT_SUCCESS, as usual
Hello, world!

```cpp
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

- `std::cout` is the “cout” object instance declared by `iostream`, living within the “std” namespace (C++’s name for stdout)
  - `std::cout` is an object of class `ostream`
  - Used to format and write output to the console
  - The entire standard library is in namespace std
Hello, world!

C++ distinguishes between objects and primitive types

- primitive types include all the familiar ones from C
  - char, short, int, unsigned long, float, double, long double, etc.
  - and, C++ defines “bool” as a primitive type (woohoo!)
Hello, world!

"<<" is an operator defined by the C++ language
- it’s defined by C as well; in C/C++, it bitshifts integers
- but, C++ allows **classes** to overload operators
  ‣ the ostream class overloads "<<"
  ‣ i.e., it defines **member functions** (methods) that are invoked when an ostream is the LHS of the << operator
Hello, world!

```cpp
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

ostream has many different functions to handle `<<`
- the functions differ in the type of the RHS of `<<`
- if you do `std::cout << "foo";`
  ‣ C++ invokes cout’s function to handle `"<<"` with RHS “char *”
Hello, world!

```cpp
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
```

default.cc

the ostream class's member functions that handle "<<" return (a reference to) themselves

- so, when (std::cout << "Hello, World!") is evaluated:
  - a member function of the std::cout object is invoked
  - it buffers the string "Hello, World!" for the console
  - and, it returns (a reference to) std::cout
Hello, world!

```cpp
evaluate
#include <iostream>
#include <cstdlib>

int main(int argc, char **argv) {
    std::cout << "Hello, World!" << std::endl;
    return EXIT_SUCCESS;
}
evaluate
```

next, a member function on std::cout to handle "<<" is invoked
- this time, the RHS is std::endl
- turns out this is a pointer to a "manipulator" function
  - this manipulator function writes newline to the ostream it is invoked on, and then flushes the ostream’s buffer
  - so, something is printed on the console at this point
Wow...

You should be surprised and scared at this point

- C++ makes it easy to hide a significant amount of complexity
  - it’s powerful, but really dangerous
  - once you mix together templates, operator overloading, method overloading, generics, and multiple inheritance, it gets really hard to know what’s actually happening!
Refining it a bit...

C++’s standard library has a `std::string` class!

- include the `<string>` header to use it
Refining it a bit...

The “using” keyword introduces part of a namespace, or an entire namespace, into the current region:

- using namespace std; -- imports all names from std::
- using std::cout; -- imports only std::cout

```cpp
#include <iostream>
#include <cstdlib>
#include <string>

using namespace std;

int main(int argc, char **argv) {
    string hello("Hello, World!");
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```
Refining it a bit...

We’re instantiating a `std::string` object on the stack

- passing the C string “Hello, World!” to its constructor method
  - `hello` is deallocated (and its destructor invoked) when main returns
Refining it a bit...

The C++ string library overloads the `<<` operator as well

- defines a function (not an object method) that is invoked when the LHS is an ostream and the RHS is a `std::string`

  http://www.cplusplus.com/reference/string/operator<</
Refining it a bit...

Note the side-effect of using namespace std;

- can now refer to std::string by string, std::cout by cout, and std::endl by endl
string concatenation

The string class overloads the “+” operator

- creates and returns a new string that is the concatenation of LHS and RHS
string assignment

The string class overloads the “=” operator
- copies the RHS and replaces the string’s contents with it
  - so, the full statement (i) “+” creates a string that is the concatenation of hello’s current contents and “ there”, and (ii) “=” creates a copy of the concatenation to store in hello. Without the syntactic sugar it is: `hello.operator=(hello.operator+(" there");`
stream manipulators

```cpp
#include <iostream>
#include <cstdlib>
#include <iomanip>

using namespace std;

int main(int argc, char **argv) {
    cout << "Hi! " << setw(4) << 5 << " " << 5 << endl;
    cout << hex << 16 << " " << 13 << endl;
    cout << dec << 16 << " " << 13 << endl;
    return EXIT_SUCCESS;
}
```

iomanip defines a set of stream manipulator functions
- pass them to a stream to affect formatting
setw(x) sets the width of the next field to x

- only affects the next thing sent to the output stream
stream manipulators

```cpp
#include <iostream>
#include <cstdlib>
#include <iomanip>

using namespace std;

int main(int argc, char **argv) {
    cout << "Hi! " << setw(4) << 5 << " " << 5 << endl;
    cout << hex << 16 << " " << 13 << endl;
    cout << dec << 16 << " " << 13 << endl;
    return EXIT_SUCCESS;
}
```

`hex` sets the stream to output integers in hexadecimal
- stays in effect until you set the stream to some other base
- `hex, dec, oct` are your choices
You can still use printf, though

C is (roughly) a subset of C++

- Can mix C and C++ idioms if needed to work with existing code, but avoid mixing if you can - use C++(11)
std::cin is an object instance of class istream

- supports the >> operator for “extraction”
- cin also has a getline() method
Exercise 1

Write a C++ program that:

- uses streams to:
  ▸ prompts the user to type in 5 floats
  ▸ prints them out in opposite order
  ▸ with 4 digits of precision
See you on Wednesday!