

CSE 143

Scope Review and Overloading

[Chapter 8, pp. 377-381]

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Review: Scope

- The "scope" of a name (identifier) is the part of the program where it is known
 - Mostly concerned with variables, parameters, and function names
- Function/block scope: starts where name is declared, ends at end of function or block
- Class scope: name can be used inside the class
 - including inside method implementations
 - `::` can be used to put you back inside a class scope

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Review: Function scope

- Function/block scope: starts where name is declared, ends at end of function or block

```
void Snork(int a) //scope of a starts here
{...
    int b; //scope of b starts here
    ...
    while ( a > b){
        int c = 0; //scope of c starts here
        ...
    } //scope of c ends here
    ...
} //scope of a and b end here
//the name "Snork" is still in scope!
```

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Reusing Identifiers

- Variable names may be repeated in different scopes
 - but often it's terrible style

```
int aVar; //global
void Snork (int aVar)
{
    ...
    while ( a > b){
        int aVar = 0;
        ...
        aVar = aVar + 1; //which aVar?
    }
}
```

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Overloading

- Different functions in **same** scope can have same name if argument list is different
 - Function name is said to be **overloaded**
 - Applies to methods or non-methods
 - Constructors are common example of overloading
- In C++, operators (+, *, =, [], etc.) can also be overloaded

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Overloading vs. Overriding

- **Overriding**: same function name and signature in derived class, overrides base class
 - only one of the two is in scope at a give time
 - "virtual" concept applies only to overriding
- **Overloading**: same function name and different signature
 - both functions are in scope at same time
 - Compiler determines which function to call at compile-time (statically)

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Resolving Overloaded Functions

To "resolve" mean to decide which version of the overloaded function is being called

- Determined by matching actual arguments against possible formal arguments
- Compiler gives error if not exactly one matches
- If match is not exact, automatic type conversions are used

constructors might be called, etc.

Complete matching algorithm rather complex

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Matching Algorithm

- Function declarations

```
void Snark(int);
void Snark(double);
void Snipe(char []);
void Snipe(double);
void Sneep(char);
void Sneep(double);
```

```
Snark(1); // Integer Snark
Snipe(1); // Double Snipe
Sneep(1); // Ambiguous
```

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Example of Resolving

- Function declarations

```
void PrintData(int data) {
    cout << "int = " << data << endl; }

void PrintData(char data) {
    cout << "char = '" << data << "'\n"; }

void PrintData(double data) {
    cout << "double = " << data << endl; }
```

- Which calls are valid? Which version is called?

```
PrintData(3);
PrintData("Hello");
PrintData(3.14159);
PrintData('m');
```

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Overloaded Operators

- For convenience, can define functions named +, -, *, =, /, ==, etc. on classes
 - Gives natural expression to some operations
 - Very confusing if abused
 - Almost all C++ operators may be overloaded
- Operator functions may be members or "friends" if access to private data needed
 - At least one of the arguments must be a class!

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Example Prototype

- Function "names" are operator+, operator-, ...

```
IntList operator+(const IntList &s,
                  const IntList &t);
```

- Several ways of setting them up

- The above example is probably a "friend" function

- Could also have a member function

```
IntList & IntList::operator+
(const IntList &rhs) const;
```

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Overloading <<

- Operator << can also be overloaded for new types
- Syntax is rather arcane
- Example:

```
// write Complex number as <real,imag>
friend
ostream& operator<<(ostream &s, Complex z) {
    s << "representation of z";
    return s;
}
```

Only part of prototype that varies for new type

- Need to return reference to stream so chained I/O will work (cout << x << y << ...)

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