

# CSE 333

## Lecture 10 - references, const, classes

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# Administrivia

HW2 due a week from tomorrow

New exercise out today after class, due before class Friday

Sections tomorrow: C++. const / references / classes

Look at *C++ Primer* for details and explanations. We won't have time in class to cover everything useful.

# Today's goals

## Useful C++ features

- references, const

## Introducing C++ classes

- defining, using them

# Reminder: pointers

C: a pointer is a variable containing an address

- you can change its value to change what it is pointing to
- a pointer can contain the address of a different variable

```
int main(int argc, char **argv) {  
    int x = 5, y = 10;  
    int *z = &x;  
  
    *z += 1; // sets x to 6  
    x += 1; // sets x (and therefore *z) to 7  
  
    z = &y; // sets z to the address of y  
    *z += 1; // sets y (and therefore *z) to 11  
  
    return EXIT_SUCCESS;  
}
```

pointer.cc

<b>x</b>	5
----------	---

<b>y</b>	10
----------	----

<b>z</b>	?
----------	---

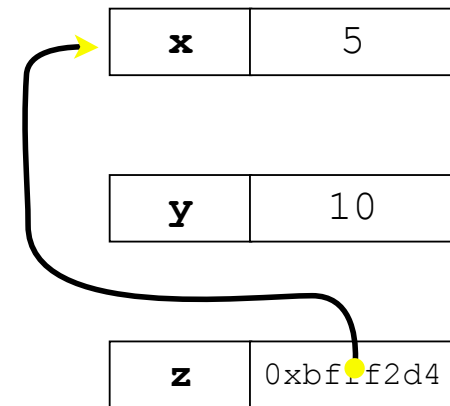
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pointer.cc



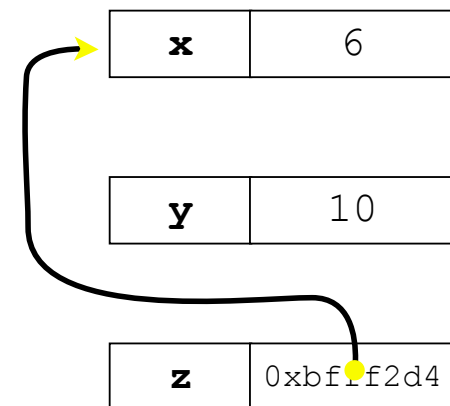
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pointer.cc



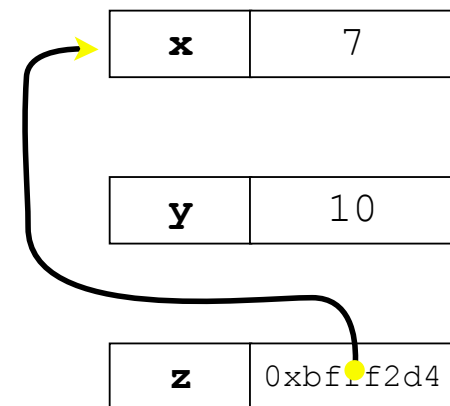
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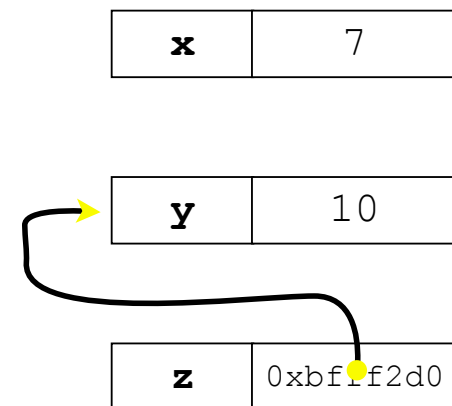
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pointer.cc





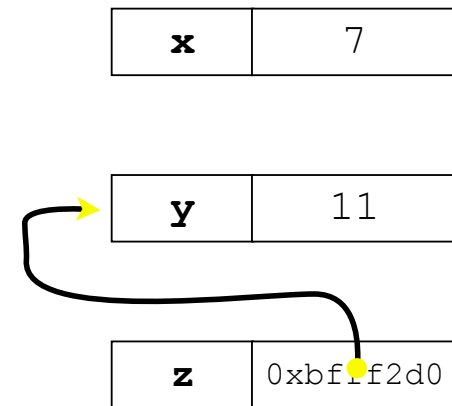
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```

pointer.cc



# References

C++: introduces references *as part of the language*

- a reference acts like **an alias** for some other variable
  - **alias**: another name that is bound to the aliased variable
  - mutating a reference **is** mutating the referenced variable

```
int main(int argc, char **argv) {
    int x = 5, y = 10;
    int &z = x; // binds the name "z" to variable x

    z += 1; // sets z (and thus x) to 6
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    z = y; // sets z (and thus x) to the value of y
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}
```

reference1.cc

<b>x</b>	5
----------	---

<b>y</b>	10
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reference1.cc

<b>x, z</b>	5
-------------	---

<b>y</b>	10
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}
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reference1.cc

<b>x, z</b>	6
-------------	---

<b>y</b>	10
----------	----

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}
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reference1.cc

<b>x, z</b>	7
-------------	---

<b>y</b>	10
----------	----

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reference1.cc

<b>x, z</b>	10
-------------	----

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}
```



reference1.cc

<b>x, z</b>	11
-------------	----

<b>y</b>	10
----------	----

# Pass by reference

C++ allows you to truly pass-by-reference

- client passes in an argument with normal syntax
  - ▶ function uses reference parameters with normal syntax
  - ▶ modifying a reference parameter modifies the caller's argument

```
void swap(int &x, int &y) {  
    int tmp = x;  
    x = y;  
    y = tmp;  
}
```

```
int main(int argc, char **argv) {  
    int a = 5, b = 10;  
  
    swap(a, b);  
    cout << "a: " << a << "; b: " << b << endl;  
    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(main) <b>a</b>	5
-----------------	---

(main) <b>b</b>	10
-----------------	----



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```
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    int a = 5, b = 10;
```

```
    swap(a, b);  
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passbyreference.cc

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}  
  
int main(int argc, char **argv) {  
    int a = 5, b = 10;  
  
    swap(a, b);  
    cout << "a: " << a << "; b: " << b << endl;  
    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(swap) <b>tmp</b>	??
-------------------	----

(main) <b>a</b>	5
(swap) <b>x</b>	

(main) <b>b</b>	10
(swap) <b>y</b>	

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int main(int argc, char **argv) {  
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    swap(a, b);  
    cout << "a: " << a << "; b: " << b << endl;  
    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(swap) <b>tmp</b>	5
-------------------	---

(main) <b>a</b>	5
(swap) <b>x</b>	

(main) <b>b</b>	10
(swap) <b>y</b>	

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    swap(a, b);  
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    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(swap) <b>tmp</b>	5
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(main) <b>a</b>	10
(swap) <b>x</b>	10

(main) <b>b</b>	10
(swap) <b>y</b>	10

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int main(int argc, char **argv) {  
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    swap(a, b);  
    cout << "a: " << a << "; b: " << b << endl;  
    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(swap) <b>tmp</b>	5
-------------------	---

(main) <b>a</b>	10
(swap) <b>x</b>	

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(swap) <b>y</b>	

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void swap(int &x, int &y) {  
    int tmp = x;  
    x = y;  
    y = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 5, b = 10;  
  
    swap(a, b);  
    cout << "a: " << a << "; b: " << b << endl;  
    return EXIT_SUCCESS;  
}
```

passbyreference.cc

(main) <b>a</b>	10
-----------------	----

(main) <b>b</b>	5
-----------------	---

# const

**const:** cannot be changed

- used much more in C++ than in C

```
void BrokenPrintSquare(const int &i) {
    i = i*i; // Compiler error here!
    std::cout << i << std::endl;
}

int main(int argc, char **argv) {
    int j = 2;
    BrokenPrintSquare(j);
    return EXIT_SUCCESS;
}

brokenpassbyrefconst.cc
```

# const

**const's** syntax is confusing

```
int main(int argc, char **argv) {
    int x = 5;          // x is an int
    const int y = 6;   // y is a (const int)
    y++;              // compiler error

    const int *z = &y; // z is a (variable pointer) to a (const int)
    *z += 1;          // compiler error
    z++;              // ok

    int *const w = &x; // w is a (const pointer) to a (variable int)
    *w += 1;          // ok
    w++;              // compiler error

    const int *const v = &x; // v is a (const pointer) to a (const int)
    *v += 1;          // compiler error
    v++;              // compiler error

    return EXIT_SUCCESS;
}
```

constmadness.cc



# style guide tip

use const reference parameters to pass input values

- particularly for large values

use pointers to pass output parameters

- input parameters first, then output parameters last

```
#include <cstdlib>

void CalcArea(const int &width, const int &height,
              int *const area) {
    *area = width * height;
}

int main(int argc, char **argv) {
    int w = 10, h = 20, a;

    CalcArea(w, h, &a);
    return EXIT_SUCCESS;
}
```

[styleguide.cc](http://styleguide.cc)

# When to use references?

A stylistic choice

- not something mandated by language

Google C++ style guide suggests:

- input parameters:
  - ▶ either use values (for primitive types like int)
  - ▶ or use const references (for complex structs / object instances)
- output parameters
  - ▶ use const pointers

# virality of const

## - OK to pass

- ▶ a pointer to non-const
- to a function that expects
  - ▶ a pointer to const

## - not OK to pass

- ▶ a pointer to a const
- to a function that expects
  - ▶ a pointer to a non-const

```
#include <iostream>

void foo(const int *y) {
    std::cout << *y << std::endl;
}

void bar(int *y) {
    std::cout << *y << std::endl;
}

int main(int argc, char **argv) {
    const int a = 10;
    int b = 20;

    foo(&b);    // OK
    bar(&a);    // not OK

    return 0;
}
```

# Classes

class declaration syntax (in a .h file)

```
class Name {  
    private:  
        members;  
    public:  
        members;  
};
```

class member definition syntax (in a .cc file)

```
returntype classname::methodname(parameters) {  
    statements;  
}
```

You can name your .cc, .h file anything (unlike Java)

- ▶ typically name them Classname.cc, Classname.h

# .h file

```
#ifndef _POINT_H_
#define _POINT_H_

class Point {
public:
    Point(const int x, const int y); // constructor
    int get_x() const { return x_; } // inline member function
    int get_y() const { return y_; } // inline member function
    double Distance(const Point &p) const; // member function
    void SetLocation(const int x, const int y); // member functn

private:
    int x_; // data member
    int y_; // data member
}; // class Point

#endif // _POINT_H_
```

Point.h

# .cc file

```
#include <cmath>
#include "Point.h"

Point::Point(const int x, const int y) {
    x_ = x;
    this->y_ = y; // "this->" is optional, unless names conflict
}

double Point::Distance(const Point &p) const {
    // We can access p's x_ and y_ variables either through the
    // get_x(), get_y() accessor functions, or the x_, y_ private
    // member variables directly, since we're in a member
    // function of the same class.
    double distance = (x_ - p.get_x()) * (x_ - p.get_x());
    distance += (y_ - p.y_) * (y_ - p.y_);
    return sqrt(distance);
}

void Point::SetLocation(const int x, const int y) {
    x_ = x;
    y_ = y;
}
```

Point.cc

# .cc file with main( )

```
#include <iostream>
#include "Point.h"

using namespace std;

int main(int argc, char **argv){
    Point p1(1, 2); // stack allocate a new Point
    Point p2(4, 6); // stack allocate a new Point

    cout << "p1 is: (" << p1.get_x() << ", ";
    cout << p1.get_y() << ")" << endl;

    cout << "p2 is: (" << p2.get_x() << ", ";
    cout << p2.get_y() << ")" << endl;

    cout << "dist : " << p1.Distance(p2) << endl;
    return 0;
}
```

usepoint.cc

# struct vs. class

in C

- a struct contains only fields
  - ▶ cannot contain methods
  - ▶ does not have public vs. private vs. protected

in C++

- struct and class are (nearly) the same
  - ▶ both can contain methods
  - ▶ both can have public vs. private vs. protected
- **struct**: default public, **class**: default private
- typical style convention: structs for simple bundles of data; classes for abstractions with data + functions



# Exercise 1

Write a C++ program that:

- has a class representing a 3-dimensional point
- has the following methods:
  - ▶ return the inner product of two 3d points
  - ▶ return the distance between two 3d points
  - ▶ accessors and mutators for the x, y, z coordinates

# Exercise 2

Write a C++ program that:

- has a class representing a 3-dimensional box
  - ▶ use your exercise 1 class representing 3d points to store the coordinates of the vertices that define it
  - ▶ assume the box has right-angles only and its faces are parallel to the axes, so you only need two vertices to define it
- has the following methods:
  - ▶ test if one box is inside another box
  - ▶ return the volume of a box
  - ▶ handles “<<”, “=”, and a copy constructor
  - ▶ uses const in all the right places

See you on Friday!