CSE 333 – Section 4: C++ Intro; Makefiles

Welcome back to section! We’re glad that you’re here :)  

References
References create aliases that we can bind to existing variables. References are not separate variables and cannot be reassigned after they are initialized. In C++, you define a reference using: type &name = var. The ‘&’ is similar to the ‘*’ in a pointer definition in that it modifies the type and the space can come before or after it.

Const
Const makes a variable unchangeable after initialization, and is enforced at compile time.

```
class MyClass { public:
  int x;
  int &refx;
  int *ptrx;
  const int &ro_refx;
  const int *ro_ptr1;
  int *const ro_ptr2;
private:
  int y;
  int *y.ptr;
};

const int x = 5; // Can’t assign to x
const int* xptr = &x; // Can assign to xptr, but not *xptr
int *const yptr = &y; // Can assign to *yptr, but not yptr
const int *const zptr = &z; // Can’t assign to *zptr or zptr
```

Class objects can be declared const too - a const class object can only call member functions that have been declared as const, which are not allowed to modify the object instance it is being called on.

Exercises:
1) Consider the following functions and variable declarations.
   a) Draw a memory diagram for the variables declared in main. It might be helpful to distinguish variables that are constant in your memory diagram.
   ```
   void foo(const int &arg);
   void bar(int &arg);
   int main(int argc, char **argv) {
     int x = 5;
     int &refx = x;
     int *ptrx = &x;
     const int &ro_refx = x;
     const int *ro_ptr1 = &x;
     int *const ro_ptr2 = &x;
     // ...
   }
   ```
   b) When would you prefer void func(int &arg); to void func(int *arg);? Expand on this distinction for other types besides int.
c) What does the compiler think about the following lines of code:

```c
bar(refx);
bar(ro_refx);
foo(refx);
```

d) How about this code?

```c
ro_ptr1 = (int*)0xDEADBEEF;
ptrx = &ro_refx;
ro_ptr2 = ro_ptr2 + 2;
*ro_ptr1 = *ro_ptr1 + 1;
```

e) In a function `const int f(const int a);` are the `const` declarations useful to the client? How about the programmer? What about this function needs to change to make `const` matter?

2) What does the following program print out?  **Hint:** box-and-arrow diagram!

```c
int main(int argc, char** argv) {
    int x = 1;          // assume &x = 0x7ff...94
    int& rx = x;
    int* px = &x;
    int*& rpx = px;

    rx = 2;
    *rpx = 3;
    px += 4;
    cout << "  x: " <<  x << endl;
    cout << " rx: " <<  rx << endl;
    cout << "*px: " << *px << endl;
    cout << " &x: " <<  &x << endl;
    cout << "rpx: " <<  rpx << endl;
    cout << "*rpx: " << *rpx << endl;

    return 0;
}
```
3) Refer to the following *poorly-written* class declaration.

class MultChoice {
    public:
        MultChoice(int q, char resp) : q_(q), resp_(resp) {} // 2-arg ctor
        int get_q() const { return q_; }
        char get_resp() { return resp_; }
        bool Compare(MultChoice &mc) const; // do these MultChoice's match?
    
    private:
        int q_;     // question number
        char resp_; // response: 'A','B','C','D', or 'E'
}; // class MultChoice

a) Indicate (Y/N) which lines of the snippets of code below (if any) would cause compiler errors:

<table>
<thead>
<tr>
<th>Code Snippets</th>
<th>Error?</th>
</tr>
</thead>
<tbody>
<tr>
<td>int z = 5;</td>
<td></td>
</tr>
<tr>
<td>const int *x = &amp;z;</td>
<td></td>
</tr>
<tr>
<td>int *y = &amp;z;</td>
<td></td>
</tr>
<tr>
<td>x = y;</td>
<td></td>
</tr>
<tr>
<td>*x = *y;</td>
<td></td>
</tr>
<tr>
<td>const MultChoice m1(1,'A');</td>
<td></td>
</tr>
<tr>
<td>MultChoice m2(2,'B');</td>
<td></td>
</tr>
<tr>
<td>cout &lt;&lt; m1.get_resp();</td>
<td></td>
</tr>
<tr>
<td>cout &lt;&lt; m2.get_q();</td>
<td></td>
</tr>
</tbody>
</table>

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<tbody>
<tr>
<td>int z = 5;</td>
<td></td>
</tr>
<tr>
<td>int *const w = &amp;z;</td>
<td></td>
</tr>
<tr>
<td>const int *const v = &amp;z;</td>
<td></td>
</tr>
<tr>
<td>*v = *w;</td>
<td></td>
</tr>
<tr>
<td>*w = *v;</td>
<td></td>
</tr>
<tr>
<td>const MultChoice m1(1,'A');</td>
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</tr>
<tr>
<td>MultChoice m2(2,'B');</td>
<td></td>
</tr>
<tr>
<td>m1.Compare(m2);</td>
<td></td>
</tr>
<tr>
<td>m2.Compare(m1);</td>
<td></td>
</tr>
</tbody>
</table>

b) What would you change about the class declaration to make it better? Feel free to mark directly on the class declaration above.
4) Mystery Functions
Consider the following C++ code, which has __???__ in the place of 3 function names in `main`:

```cpp
struct Thing {
    int a;
    bool b;
};

void PrintThing(const Thing& t) {
    cout << boolalpha << "Thing: " << t.a << ", " << t.b << endl;
}

int main() {
    Thing foo = {5, true};
    cout << "(0) ";
    PrintThing(foo);
    cout << "(1) ";
    __???__ (foo); // mystery 1
    PrintThing(foo);
    cout << "(2) ";
    __???__ (&foo); // mystery 2
    PrintThing(foo);
    cout << "(3) ";
    __???__ (foo); // mystery 3
    PrintThing(foo);
    return 0;
}
```

Program Output:
(0) Thing: 5, true
(1) Thing: 6, false
(2) Thing: 3, true
(3) Thing: 3, true

Possible Functions:
- void f1(Thing t);
- void f2(Thing &t);
- void f3(Thing *t);
- void f4(const Thing &t);
- void f5(const Thing t);

List all of the possible functions (f1 - f5) that could have been called at each of the three mystery points in the program that would compile cleanly (no errors) and could have produced the results shown. There is at least one possibility at each point; there might be more.

- Hint: look at parameter lists and types in the function declarations and in the calls.
**Makefiles**

Makefiles are used to manage project recompilation. Project structure and dependencies can be represented as a directed acyclic graph (DAG), which a makefile encodes to recursively build the minimum number of files for a specified target. **The direction of the arrows in a DAG are not important (point to dependency vs. point to target) as long as you are consistent.** Makefile entries are triplets of the form:

```
target:  src1 src2 ... srcN
        command/commands
```

**Exercise:**

5) **Given the snippets of the following files, draw out the DAG and write a suitable Makefile.**

It should produce the executables UsePoint, UseThing, and Alone and have ‘all’ and ‘clean’ phony targets.

<table>
<thead>
<tr>
<th>Point.h</th>
<th>Point.cc</th>
<th>Point.cc</th>
</tr>
</thead>
</table>
| class Point { ... }; | #include "Point.h" // def of methods | #include "Point.h"

<table>
<thead>
<tr>
<th>UsePoint.cc</th>
<th></th>
<th></th>
</tr>
</thead>
</table>
| #include "Point.h"
#include "Thing.h"
int main( ... ) { ... } | #include "Point.h" // def of methods | #include "Point.h"

<table>
<thead>
<tr>
<th>UseThing.cc</th>
<th></th>
<th></th>
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</thead>
</table>
| #include "Thing.h"
int main( ... ) { ... } | #include "Point.h" // def of methods | #include "Point.h"

<table>
<thead>
<tr>
<th>Alone.cc</th>
<th></th>
<th></th>
</tr>
</thead>
</table>
| int main( ... ) { ... } | #include "Point.h" // def of methods | #include "Point.h"

<table>
<thead>
<tr>
<th>Thing.h</th>
<th></th>
<th></th>
</tr>
</thead>
</table>
| struct Thing { ... }; // full struct def here | #include "Point.h" // def of methods | #include "Point.h"

<table>
<thead>
<tr>
<th>Alone.cc</th>
<th></th>
<th></th>
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</thead>
</table>
| int main( ... ) { ... } | #include "Point.h" // def of methods | #include "Point.h"