

C++ Intro

CSE 333 Winter 2019

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Administrivia

- ❖ Exercise 7 posted yesterday, due Monday
 - Read a directory and open/copy text files found there
 - Copy *exactly* and *only* the bytes in the file(s). No extra output.
 - Good warm-up for...

- ❖ Homework 2 due in two weeks (2/7)
 - File system crawler, indexer, and search engine
 - Spec posted now
 - Starter files will be pushed out this afternoon
 - Demo in class today!

Now?

Administrivia (Monday)

- ❖ New exercise out today – First C++ program
 - Due Wed. morning
 - New style checker for C++ – cpplint – linked to assignment
- ❖ HW2 – how's it look?
- ❖ Do not send email to individual TAs or the instructor. Use `cse333-staff@cs` so the mail will be routed properly and we can get a faster response to you.

Today's Goals

- ❖ An introduction to C++
 - Some comparisons to C and shortcomings that C++ addresses
 - Give you a perspective on how to learn C++
 - Kick the tires and look at some code
- ❖ **Advice:** You *must* read related sections in the *C++ Primer*
 - It's hard to learn the “why is it done this way” from reference docs, and even harder to learn from random stuff on the web
 - Lectures and examples will introduce the main ideas, but aren't everything you'll ~~want~~ need to understand
 - 3 hours of web searching *might* save you 20 min. of reading in the *Primer* – but is that a good tradeoff?

- # C
- ❖ 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
 - Function 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

C++

- ❖ A major addition is support for classes and 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

C

- ❖ We had to emulate generic data structures
 - Generic linked list using `void*` payload
 - Pass function pointers to generalize different “methods” for data structures
 - 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 x is a vector of ints: `vector<int> x;`
 - To declare that x is a vector of strings: `vector<string> x;`
 - To declare that x is a vector of (vectors of floats):
`vector<vector<float>> x;`

C

- ❖ 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, name is global and visible everywhere
 - We used naming conventions to help avoid collisions in the global namespace
 - *e.g.* **LL**IteratorNext vs. **HT**IteratorNext, etc.

C++

- ❖ Permits a module to define its own namespace!
 - The linked list module could define an “LL” namespace while the hash table 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 and isolate names in collections of classes and other “global” things (somewhat like Java packages)

C

- ❖ 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 reinvent the wheel... poorly
 - 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 end up tinkering with them or tweak your code to use them

C++

- ❖ 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...

C

- ❖ 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
 - *e.g.* if `a()` calls `b()`, which 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 ()`, which 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 that are not exception-safe, so still uses return codes, `exit()`, etc.
 - We won't use (and Google style guide doesn't use either)

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

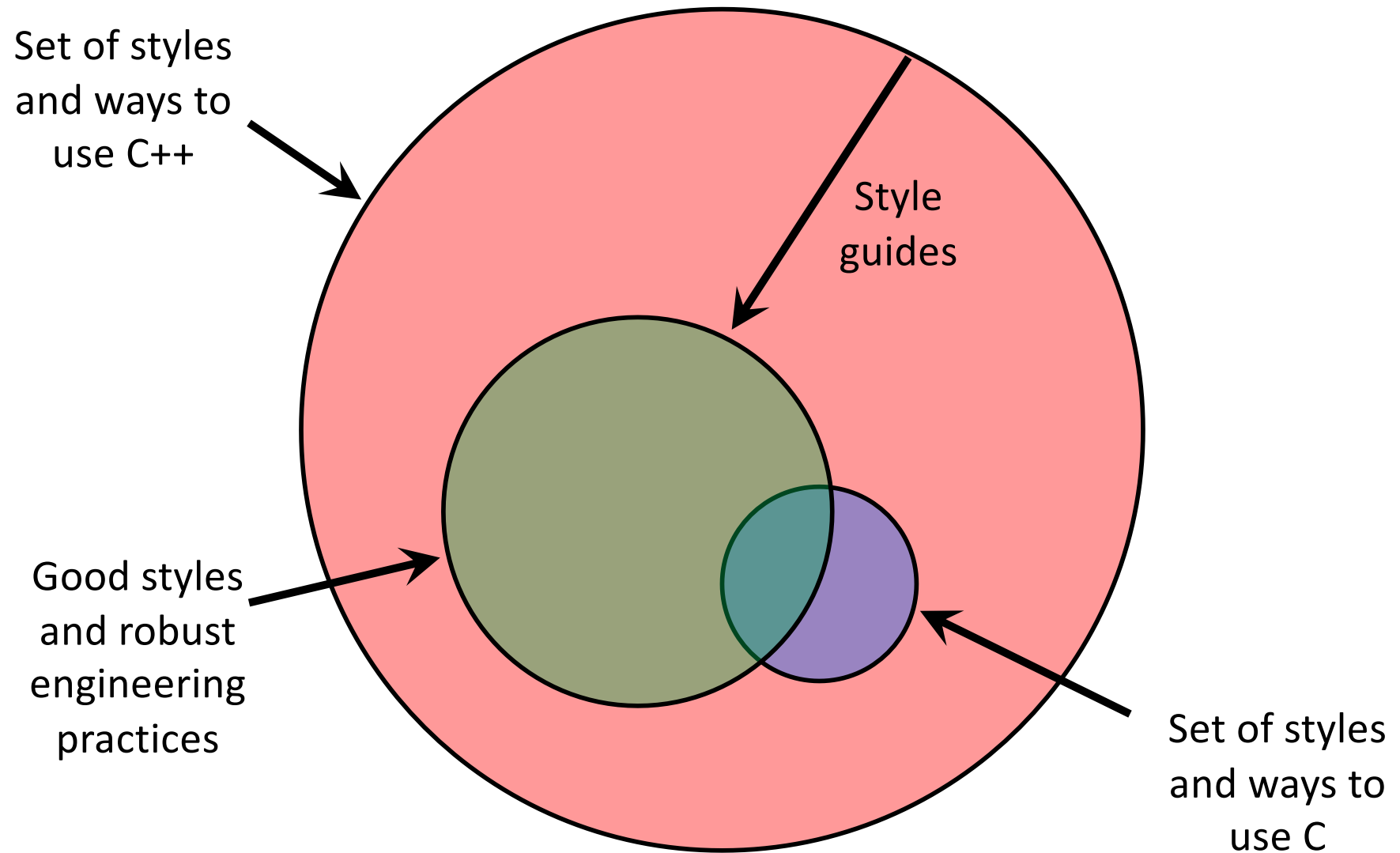
Some Tasks Still Hurt in C++

- ❖ 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 memory
 - Have dangling pointers
 - Conjure up a pointer to an arbitrary 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 always pass-by-value
- ❖ Advanced Objects
 - Multiple inheritance, virtual base classes, dynamic dispatch

How to Think About C++



Or...



In the hands of a disciplined programmer, C++ is a powerful tool



But if you're not so disciplined about how you use C++...

Hello World in C

helloworld.c

```
#include <stdio.h>    // for printf()
#include <stdlib.h>   // for EXIT_SUCCESS

int main(int argc, char** argv) {
    printf("Hello, World!\n");
    return EXIT_SUCCESS;
}
```

- ❖ You never had a chance to write this!
 - Compile with `gcc`:

```
gcc -Wall -g -std=c11 -o hello helloworld.c
```
 - Based on what you know now, describe to your neighbor everything that goes on in the execution of this “simple” program
 - Be detailed!

Hello World in C++

helloworld.cc

```
#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 to highlight some differences

Hello World in C++

helloworld.cc

```
#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 write ".h" when you include C++ standard library headers
 - But you *do* for local headers (e.g. `#include "ll.h"`)
 - `iostream` declares stream *object* instances in the "std" namespace
 - e.g. `std::cin`, `std::cout`, `std::cerr`

Hello World in C++

helloworld.cc

```
#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`
 - Nearly all C standard library functions are available to you
 - For C header `foo.h`, you should `#include <cfoo>`
 - We include it here for `EXIT_SUCCESS`, as usual

Hello World in C++

helloworld.cc

```
#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`
 - <http://www.cplusplus.com/reference/ostream/ostream/>
 - Used to format and write output to the console
 - The entire standard library is in the namespace `std`

Hello World in C++

helloworld.cc

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

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

- ❖ C++ distinguishes between objects and **primitive types**
 - These include the familiar ones from C:
char, short, int, long, float, double, etc.
 - C++ also defines `bool` as a primitive type (woo-hoo!)
 - Use it!

Hello World in C++

helloworld.cc

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

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

- ❖ “<<” is an **operator** defined by the C++ language
 - Defined in C as well: usually it bit-shifts integers (in C/C++)
 - C++ allows classes and functions to overload operators!
 - Here, the `ostream` class overloads “<<”
 - *i.e.* it defines different **member functions** (methods) that are invoked when an `ostream` is the left-hand side of the << operator

Hello World in C++

helloworld.cc

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

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

- ❖ `ostream` has many different methods to handle `<<`
 - The functions differ in the type of the right-hand side (RHS) of `<<`
 - *e.g.* if you do `std::cout << "foo";` then C++ invokes `cout`'s function to handle `<<` with RHS `char*`

Hello World in C++

helloworld.cc

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

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

- ❖ The `ostream` class' member functions that handle `<<` return **a reference to themselves**
 - 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 in C++

helloworld.cc

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

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


- ❖ Next, another member function on `std::cout` is invoked to handle `<<` with RHS `std::endl`
 - `std::endl` is a pointer to a “manipulator” function
 - This manipulator function writes newline (`'\n'`) to the `ostream` it is invoked on and then flushes the `ostream`'s buffer
 - This *enforces* that something is printed to the console at this point

Wow...

helloworld.cc

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

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

- ❖ 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 everything together (templates, operator overloading, method overloading, generics, multiple inheritance), it can get *really* hard to know what's actually happening!

Let's Refine It a Bit

helloworld2.cc

```
#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;
}
```

- ❖ C++'s standard library has a `std::string` class
 - Include the `string` header to use it
 - Seems to be automatically included in `iostream` on CSE Linux environment (C++11) – but include it explicitly anyway if you use it
 - <http://www.cplusplus.com/reference/string/>

Let's Refine It a Bit

helloworld2.cc

```
#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;
}
```

- ❖ The `using` keyword introduces a namespace (or part of) into the current region
 - `using namespace std;` imports all names from `std::`
 - `using std::cout;` imports *only* `std::cout` (used as `cout`)

Let's Refine It a Bit

helloworld2.cc

```
#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;
}
```

- ❖ Benefits of `using namespace std;`
 - We can now refer to `std::string` as `string`, `std::cout` as `cout`, and `std::endl` as `endl`

Let's Refine It a Bit

helloworld2.cc

```
#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;
}
```

- ❖ Here we are instantiating a `std::string` object *on the stack* (an ordinary local variable)
 - Passing the C string `"Hello, World!"` to its constructor method
 - `hello` is deallocated (and its destructor invoked) when `main` returns

Let's Refine It a Bit

helloworld2.cc

```
#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;
}
```

- ❖ The C++ string library also overloads the << operator
 - Defines a function (*not* an object method) that is invoked when the LHS is `ostream` and the RHS is `std::string`
 - [http://www.cplusplus.com/reference/string/string/operator<](http://www.cplusplus.com/reference/string/string/operator<</)

String Concatenation

concat.cc

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

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The string class overloads the “+” operator
 - Creates and returns a new string that is the concatenation of the LHS and RHS

String Assignment

concat.cc

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

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

- ❖ The string class overloads the “=” operator
 - Copies the RHS and replaces the string’s contents with it

String Manipulation

concat.cc

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

using namespace std;

int main(int argc, char** argv) {
    string hello("Hello");
    hello = hello + ", World!";
    cout << hello << endl;
    return EXIT_SUCCESS;
}
```

❖ This statement is complex!

- First “+” creates a string that is the concatenation of `hello`’s current contents and `“, World!”`
- Then “=” creates a copy of the concatenation to store in `hello`
- Without the syntactic sugar:

```
hello.operator=(hello.operator+(", World!"));
```

Stream Manipulators

manip.cc

```
#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
 - <http://www.cplusplus.com/reference/iomanip/>
 - <http://www.cplusplus.com/reference/ios/>

Stream Manipulators

manip.cc

```
#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;
}
```

- ❖ `setw(x)` sets the width of the *next* field to `x`
 - Only affects the next thing sent to the output stream (*i.e.* it is not persistent)

Stream Manipulators

manip.cc

```
#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`, `dec`, and `oct` set the numerical base for *integer* output to the stream
 - Stays in effect until you set the stream to another base (*i.e.* it is persistent)

C and C++

helloworld3.cc

```
#include <stdio>
#include <stdlib>

int main(int argc, char** argv) {
    printf("Hello from C!\n");
    return EXIT_SUCCESS;
}
```

- ❖ C is (roughly) a subset of C++
 - You can still use `printf` – but bad style in ordinary C++ code
 - Can mix C and C++ idioms if needed to work with existing code, but avoid mixing if you can
 - Use C++(11)

Reading

echonum.cc

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

using namespace std;

int main(int argc, char** argv) {
    int num;
    cout << "Type a number: ";
    cin >> num;
    cout << "You typed: " << num << endl;
    return EXIT_SUCCESS;
}
```

- ❖ `std::cin` is an object instance of class `istream`
 - Supports the `>>` operator for “extraction”
 - Can be used in conditionals – `(std::cin>>num)` is true if successful
 - Has a `getline()` method and methods to detect and clear errors

Extra Exercise #1

- ❖ Write a C++ program that uses stream to:
 - Prompt the user to type 5 floats
 - Prints them out in opposite order with 4 digits of precision