C++ References, Const, Classes
CSE 333 Winter 2020

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Administrivia

- Exercise 9 released today, due Friday
  - Write a substantive class in C++ (but no dynamic allocation – yet)
  - First submitted Makefile!

- Homework 2 due next Thursday (2/6)
  - File system crawler, indexer, and search engine
  - **Note:** `libhw1.a` (yours or ours) and the `.h` files from hw1 need to be in right directory (~yourgit/hw1/)
  - **Note:** use Ctrl-D to exit `searchshell`, test on directory of small self-made files
Lecture Outline

- C++ References
- `const` in C++
- C++ Classes Intro
Pointers Reminder

- A pointer is a variable containing an address
  - Modifying the pointer doesn’t modify what it points to, but you can access/modify what it points to by dereferencing
  - These work the same in C and C++

```c
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int* z = &x;

  *z += 1;
  x += 1;

  z = &y;
  *z += 1;

  return EXIT_SUCCESS;
}
```
Pointers Reminder

- A **pointer** is a variable containing an address
  - Modifying the pointer *doesn’t* modify what it points to, but you can access/modify what it points to by **dereferencing**
  - These work the same in C and C++

```c
int main(int argc, char** argv) {
    int x = 5, y = 10;
    int* z = &x;
    *z += 1;
    x += 1;
    z = &y;
    *z += 1;
    return EXIT_SUCCESS;
}
```

Note: Arrow points to *next* instruction.
Pointers Reminder

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- These work the same in C and C++

```c
int main(int argc, char** argv) {
    int x = 5, y = 10;
    int* z = &x;

    *z += 1;  // sets x to 6
    x += 1;

    z = &y;
    *z += 1;

    return EXIT_SUCCESS;
}
```
Pointers Reminder

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  - Modifying the pointer doesn’t modify what it points to, but you can access/modify what it points to by dereferencing
  - These work the same in C and C++

```c
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 *z) to 7
    z = &y;
    *z += 1;
    return EXIT_SUCCESS;
}
```

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Pointers Reminder

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  - Modifying the pointer doesn’t modify what it points to, but you can access/modify what it points to by dereferencing
  - These work the same in C and C++

```c
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 *z) to 7
    z = &y;  // sets z to the address of y
    *z += 1;

    return EXIT_SUCCESS;
}
```
Pointers Reminder

- A **pointer** is a variable containing an address
  - Modifying the pointer *doesn’t* modify what it points to, but you can access/modify what it points to by *dereferencing*
  - These work the same in C and C++

```c
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 *z) to 7

    z = &y;   // sets z to the address of y
    *z += 1;  // sets y (and *z) to 11

    return EXIT_SUCCESS;
}
```

Note: Arrow points to *next* instruction.
References

- A **reference** is an alias for another variable
  - **Alias**: another name that is bound to the aliased variable
    - Mutating a reference is mutating the aliased variable
  - Introduced in C++ as part of the language

```c
int main(int argc, char** argv) {
    int x = 5, y = 10;
    int& z = x;
    z += 1;
    x += 1;
    z = y;
    z += 1;
    return EXIT_SUCCESS;
}
```

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```c
int main(int argc, char** argv) {
    int x = 5, y = 10;
    int& z = x;    // binds the name "z" to x
    z += 1;
    x += 1;
    z = y;
    z += 1;
    return EXIT_SUCCESS;
}
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    int x = 5, y = 10;
    int& z = x;  // binds the name "z" to x
    z += 1;     // sets z (and x) to 6
    x += 1;
    z = y;
    z += 1;
    return EXIT_SUCCESS;
}
```

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    z += 1;     // sets z (and x) to 6
    x += 1;     // sets x (and z) to 7

    z = y;      // sets x (and z) to 7
    z += 1;

    return EXIT_SUCCESS;
}
```

```
x, z  7
y    10
```
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  x += 1;    // sets x (and z) to 7

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

  return EXIT_SUCCESS;
}
```

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  x += 1;     // sets x (and z) to 7
  z = y;      // sets z (and x) to the value of y
  z += 1;     // sets z (and x) to 11
  return EXIT_SUCCESS;
}
```

Note: Arrow points to next instruction.
Pass-By-Reference

- C++ allows you to use real *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!

```cpp
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;
}
```

Note: Arrow points to *next* instruction.
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    int a = 5, b = 10;
    swap(a, b);
    cout << "a: " << a << " b: " << b << endl;
    return EXIT_SUCCESS;
}
```

*Note: Arrow points to next instruction.*
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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;
}
```

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    int a = 5, b = 10;

    swap(a, b);
    cout << "a: " << a << " b: " << b << endl;
    return EXIT_SUCCESS;
}
```

Note: Arrow points to *next* instruction.
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    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;
}
```

Note: Arrow points to next instruction.
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  - Client passes in an argument with normal syntax
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```cpp
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;
}
```

Note: Arrow points to next instruction.

```plaintext
(main) a 10
(main) b 5
```
Lecture Outline

- C++ References
- `const` in C++
- C++ Classes Intro
const

- **const**: this cannot be changed/mutated
  - Used *much* more in C++ than in C
  - Signal of intent to compiler; meaningless at hardware level
    - Results in compile-time errors

```cpp
text

    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 and Pointers

- Pointers can change data in two different contexts:
  1) You can change the value of the pointer
  2) You can change the thing the pointer points to
     (via dereference)

- const can be used to prevent either/both of these behaviors!
  - const next to pointer name means you can’t change the value of the pointer
  - const next to data type pointed to means you can’t use this pointer to change the thing being pointed to
  - Tip: read variable declaration from right-to-left
const and Pointers

- The syntax with pointers is confusing:

```c
int main(int argc, char** argv) {
    int x = 5; // int
    const int y = 6; // (const int)
y++;

    const int *z = &y; // pointer to a (const int)
    *z += 1;
z++;

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

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

    return EXIT_SUCCESS;
}
```
**const** and Pointers

- The syntax with pointers is confusing:

```c
int main(int argc, char** argv) {
    int x = 5;       // int
    const int y = 6; // (const int)
y++;

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

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

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

    return EXIT_SUCCESS;
}
```

constmadness.cc
**const Parameters**

- **A** `const` **parameter** *cannot* **be mutated inside** the function
  - Therefore it does not matter if the argument can be mutated or not

- **A** **non-const** **parameter** *may* **be mutated inside** the function
  - It would be BAD if you passed it a `const` variable

```cpp
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(&a);    // OK
    foo(&b);    // OK
    bar(&a);    // not OK – error
    bar(&b);    // OK

    return EXIT_SUCCESS;
}
```
Polling Question

What will happen when we try to compile and run?


A. Output “(2, 4, 0)"

B. Output “(2, 4, 3)"

C. Compiler error about arguments to foo (in main)

D. Compiler error about body of foo

E. We’re lost...

```cpp
void foo(int* const x, int& y, int z) {
    *x += 1;
    y *= 2;
    z -= 3;
}

int main(int argc, char** argv) {
    const int a = 1;
    int b = 2, c = 3;

    foo(&a, b, c);
    std::cout << "(" << a << ", " << b << ", " << c << ")" << std::endl;

    return EXIT_SUCCESS;
}
```
When to Use References?

- A stylistic choice, not mandated by the C++ language

- Google C++ style guide suggests:
  - Input parameters:
    - Either use values (for primitive types like `int` or small structs/objects)
    - Or use `const` references (for complex struct/object instances)
  - Output parameters:
    - Use `const` pointers
      - Unchangeable pointers referencing changeable data
  - Ordering:
    - List input parameters first, then output parameters last

```c++
void CalcArea(const int& width, const int& height, 
              int* const area) {
  *area = width * height;
}
```
Lecture Outline

- C++ References
- `const` in C++
- C++ Classes Intro
Classes

❖ Class definition syntax (in a .h file):

```cpp
class Name {
    public:
        // public member definitions & declarations go here

    private:
        // private member definitions & declarations go here
}; // class Name
```

❖ Members can be functions (methods) or data (variables)

❖ Class member function definition syntax (in a .cc file):

```cpp
retType Name::MethodName(type1 param1, ..., typeN paramN) {
    // body statements
}
```

❖ (1) define within the class definition or (2) declare within the class definition and then define elsewhere
Class Organization

- It’s a little more complex than in C when modularizing with `struct` definition:
  - Class definition is part of interface and should go in `.h` file
    - Private members still must be included in definition (!)
  - Usually put member function definitions into companion `.cc` file with implementation details
    - Common exception: setter and getter methods
  - These files can also include non-member functions that use the class

- Unlike Java, you can name files anything you want
  - Typically `Name.cc` and `Name.h` for class `Name`
Class Definition (.h file)

```c++
#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 function

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

#endif  // POINT_H_
```

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

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

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;
}
#include <iostream>
#include "Point.h"

using namespace std;

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

    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;
}
Reading Assignment

- Before next time, **read** the sections in *C++ Primer* covering class constructors, copy constructors, assignment (operator=), and destructors
  - Ignore “move semantics” for now
  - The table of contents and index are your friends...
Extra 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 $x$, $y$, and $z$ coordinates
Extra Exercise #2

- Write a C++ program that:
  - Has a class representing a 3-dimensional box
    - Use your Extra Exercise #1 class to store the coordinates of the vertices that define the box
    - Assume the box has right-angles only and its faces are parallel to the axes, so you only need 2 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