CSE 333

Lecture 10 - references, const, classes

Hal Perkins

Department of Computer Science & Engineering

University of Washington

Administrivia

HW2 out now, due a week from Tuesday

New exercise out after class, due before class Monday

- Short C++ program without 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
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  return EXIT_SUCCESS;
}
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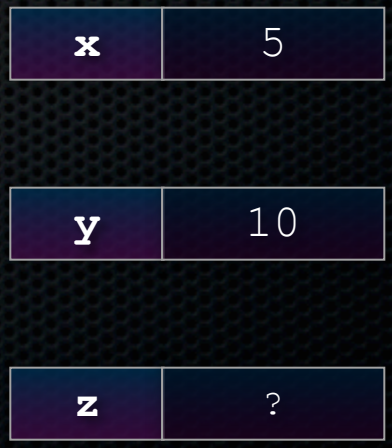
pointer.cc



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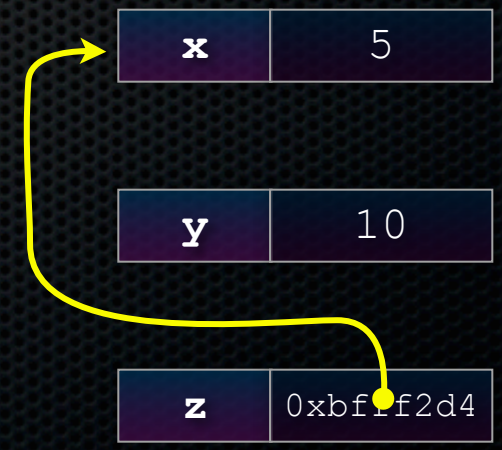

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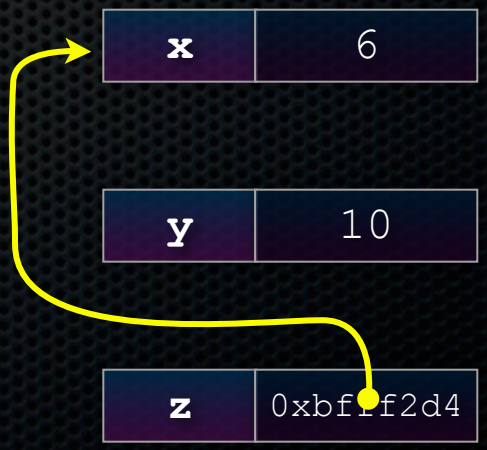

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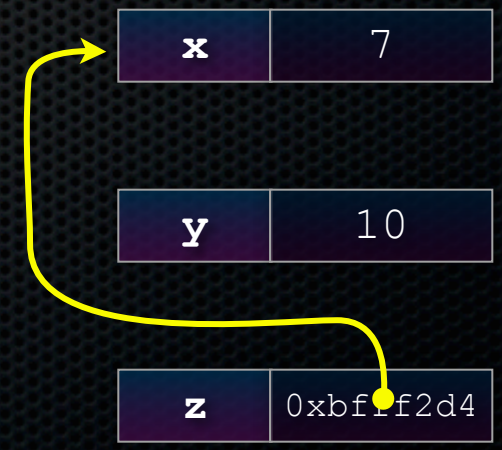

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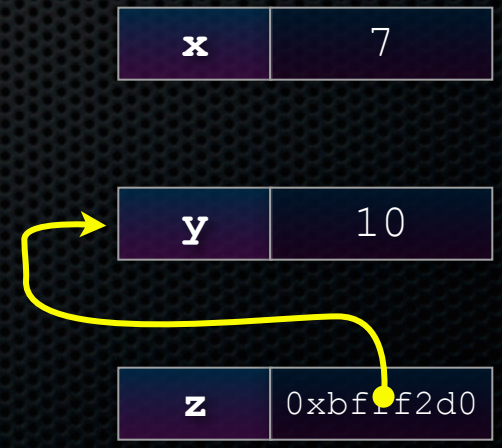

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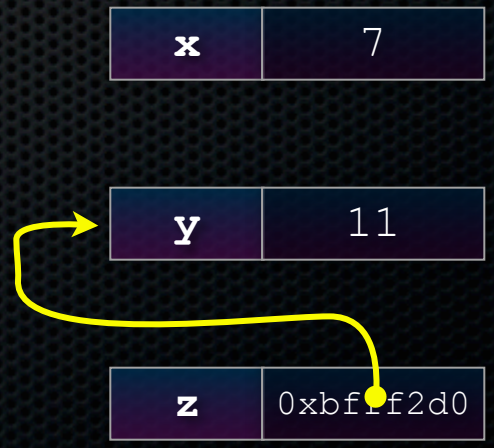

References

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

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int main(int argc, char **argv) {
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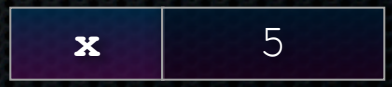
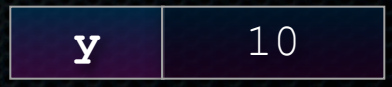
reference1.cc





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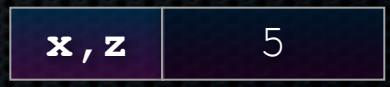

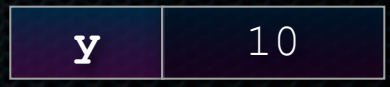

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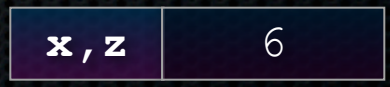

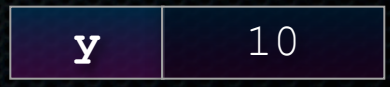

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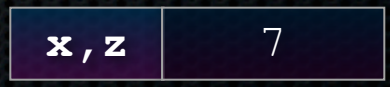

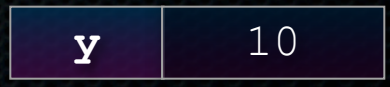

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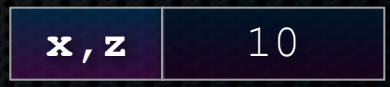

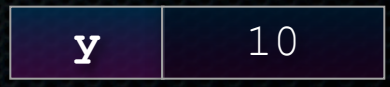

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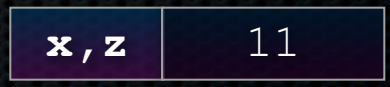

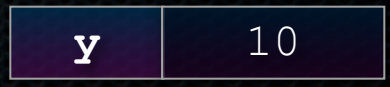

Pass by reference

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;

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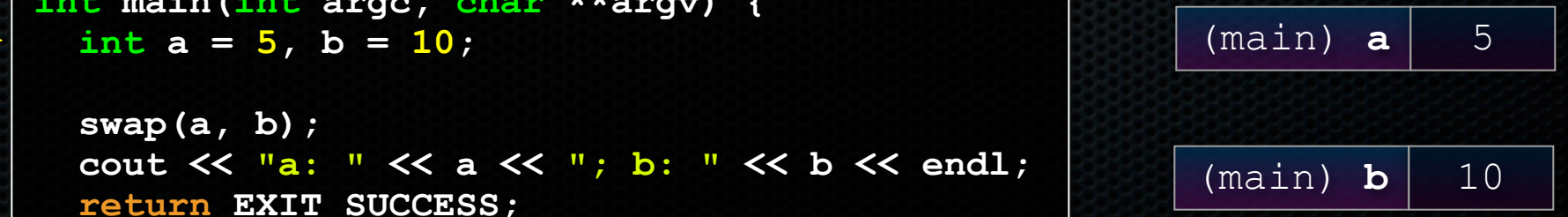
passbyreference.cc



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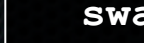

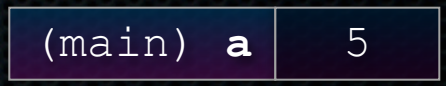

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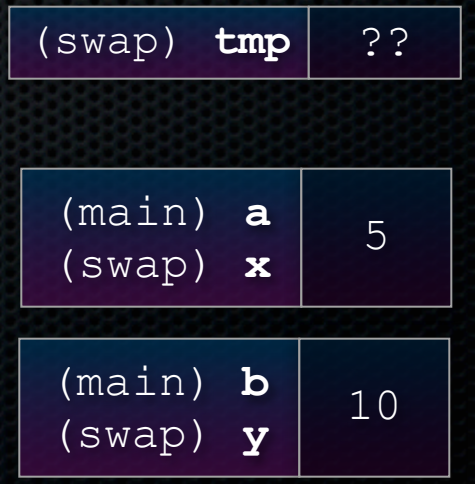

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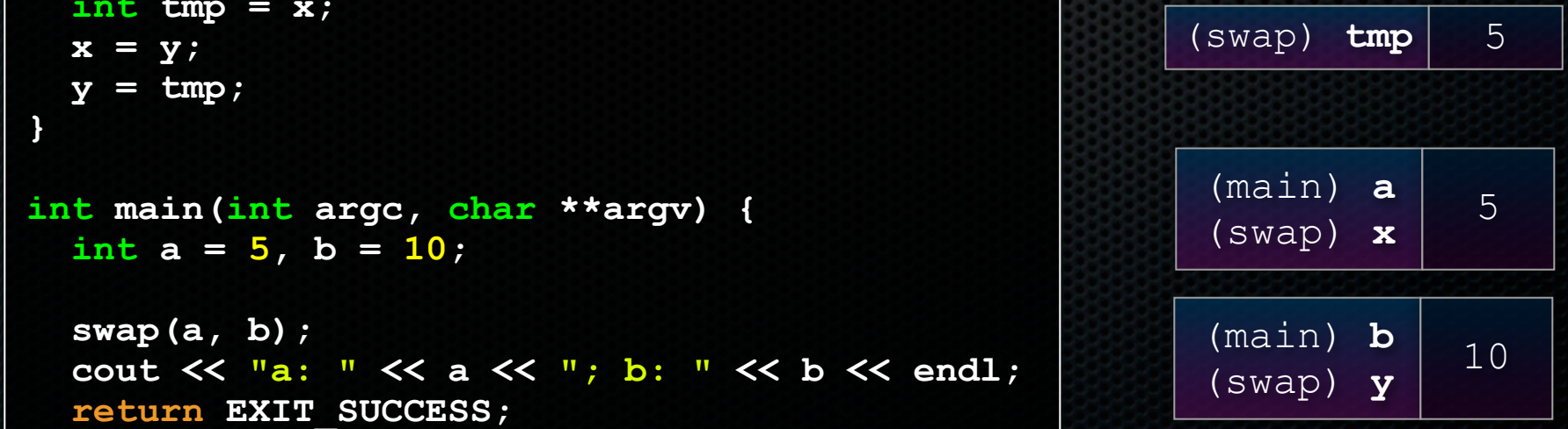

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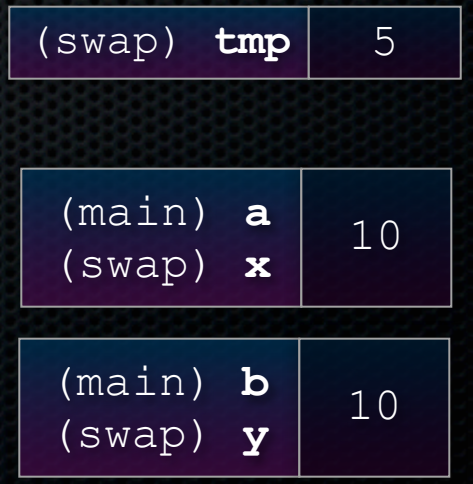

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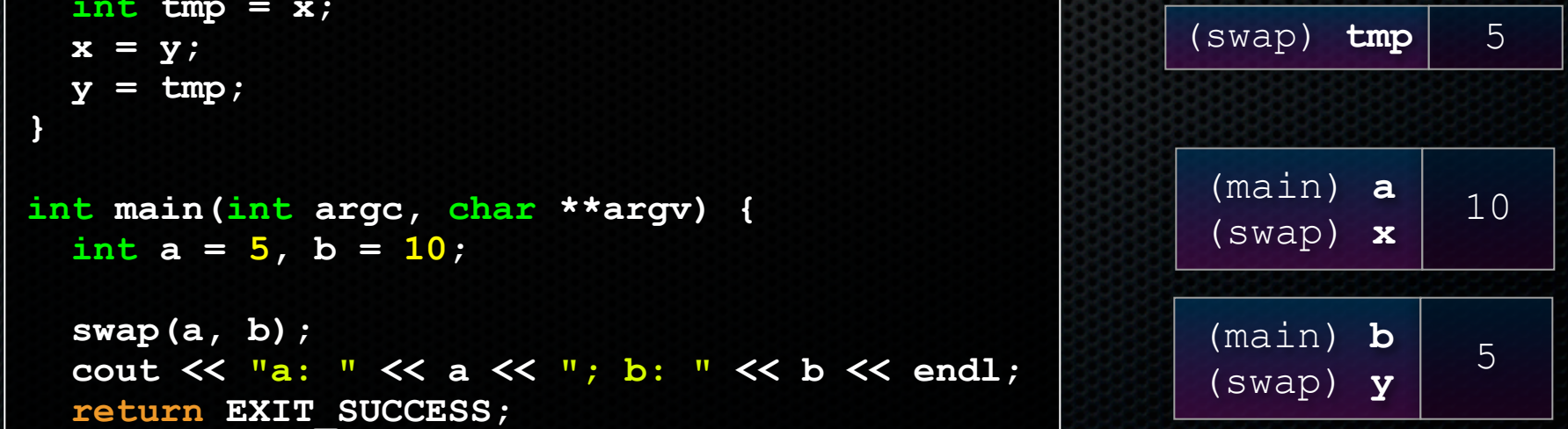

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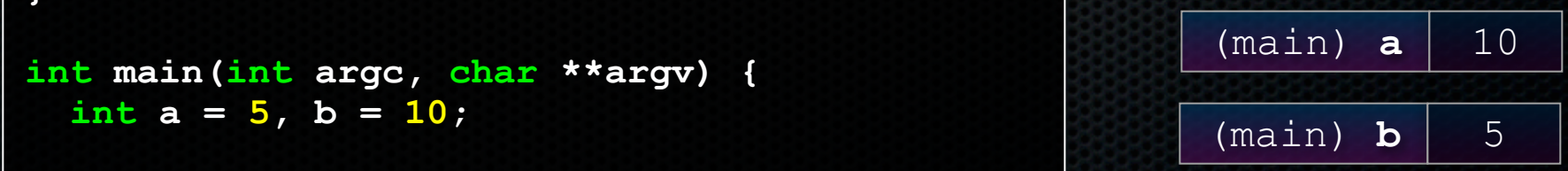

const

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

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

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 verticies 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 Monday!