

# CSE 333

## Lecture 10 - references, const, classes

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# Administrivia

New C++ exercise out today, due Friday morning

Section this week: C++, const / references / classes

HW2 - how's it going? Questions?

# 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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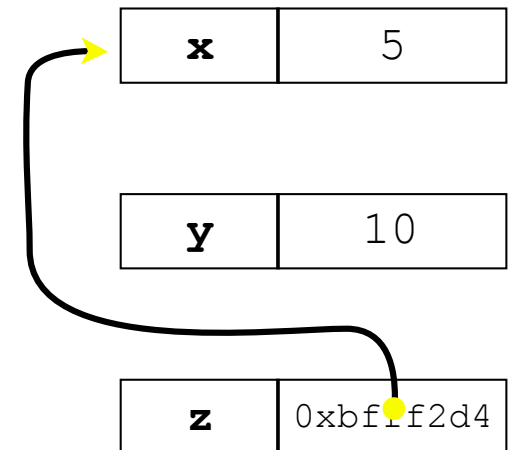
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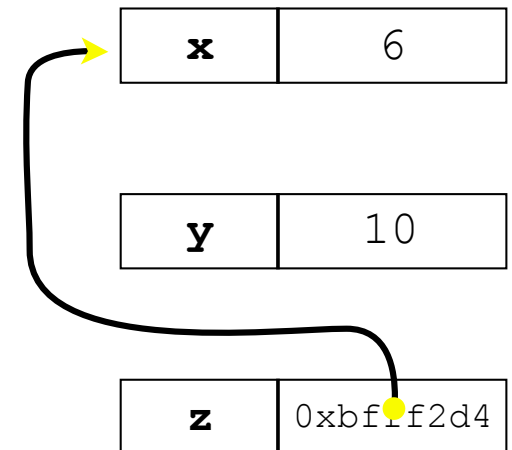
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pointer.cc



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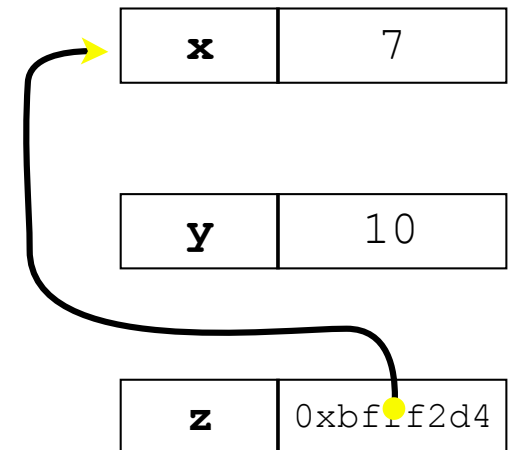
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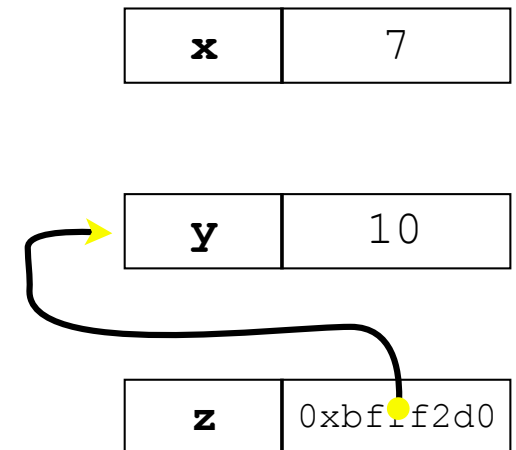
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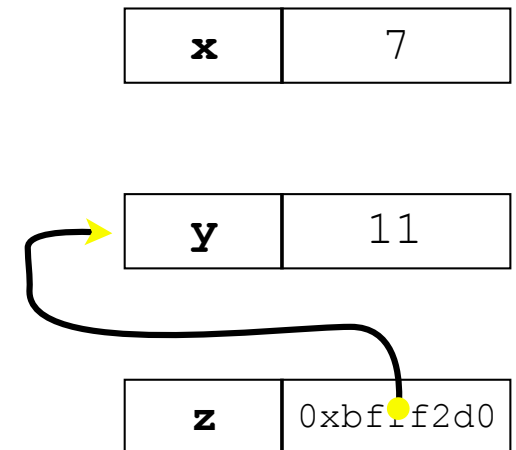
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pointer.cc



# References

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

a reference is **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

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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
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```

reference1.cc

x, z	6
------	---

y	10
---	----

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reference1.cc

x, z	7
------	---

y	10
---	----

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reference1.cc

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

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}
```

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

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

reference1.cc

# 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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passbyreference.cc

(main) <b>a</b>	5
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    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 tmp = x;  
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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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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

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

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

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

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void swap(int &x, int &y) {  
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passbyreference.cc

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

(main) <b>a</b>	10
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# Pass by reference

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

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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 for input values

particularly for large values

use pointers for 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 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 structs / object instances)

output parameters

use const pointers (i.e., unchangeable pointers referencing changeable data – see previous slide)

# 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 {  
    public:  
        members;  
    private:  
        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

common style convention: structs for simple bundles of data (maybe with convenience constructors); classes for abstractions with data + functions



# Reading Assignment

Before next class: read sections in *C++ Primer* covering constructors, copy constructors, assignment (operator=), and destructors

Skip “move semantics” for now

The table of contents and index are your friends...

# 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!