Poll Everywhere

pollev.com/cse333sp

Which concept did you find the most difficult in the context of HW1?

A. Pointers

B. Output parameters

C. Dynamic memory allocation

D. Structs

E. GDB

F. Style considerations

G. Prefer not to say

C++ References, Const, Classes

CSE 333 Spring 2023

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Relevant Course Information

- Exercise 4 due next Thursday @ 11 am
  - Hardest exercise (Rating: 5)
- Exercise 5 due next Friday @ 11 am
  - "Lighter" exercise in C++ (Rating: 1)

- Homework 2 due April 27
  - 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

Note: Arrow points to *next* instruction.

- 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++

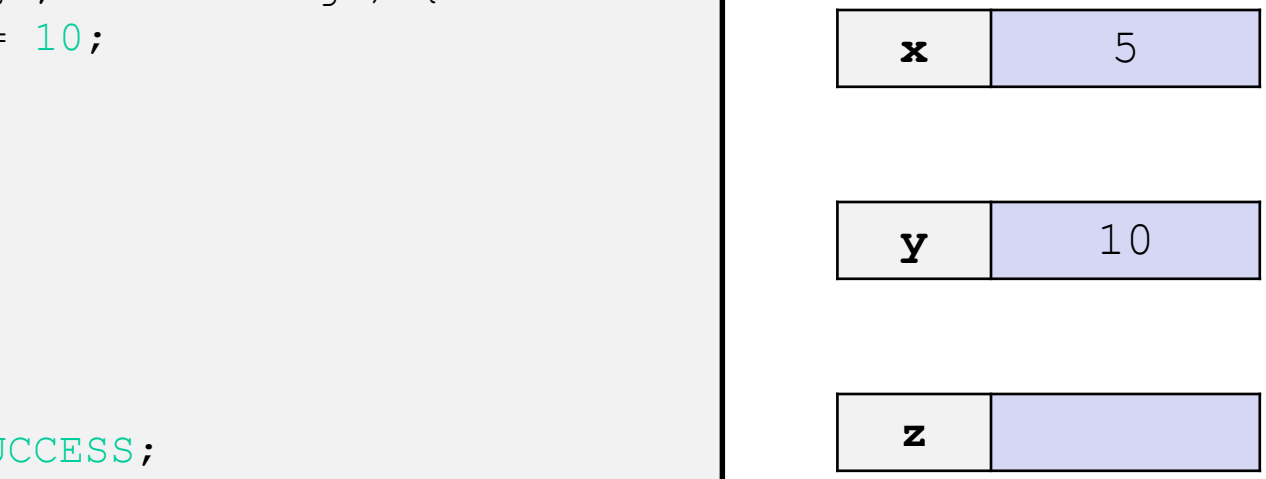
```
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int* z = &x;

  *z += 1;
   x += 1;

   z = &y;
  *z += 1;

  return EXIT_SUCCESS;
}
```

pointer.cc



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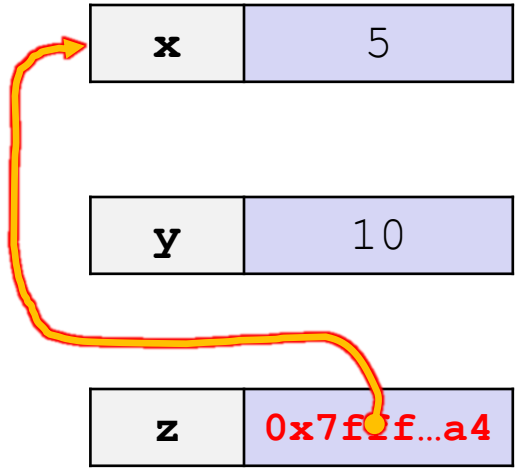
   x += 1;

   z = &y;
  *z += 1;

  return EXIT_SUCCESS;
}
```



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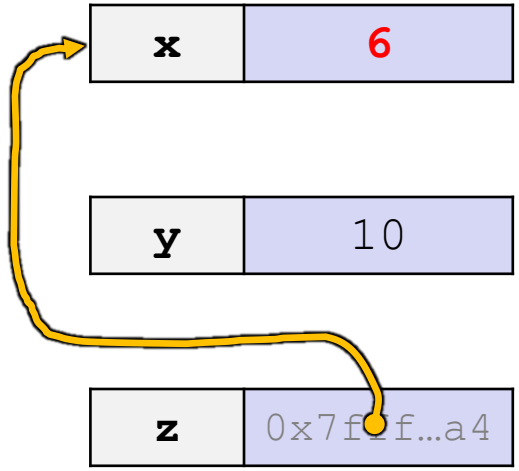
```
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int* z = &x;

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

   z = &y;
  *z += 1;

  return EXIT_SUCCESS;
}
```



pointer.cc

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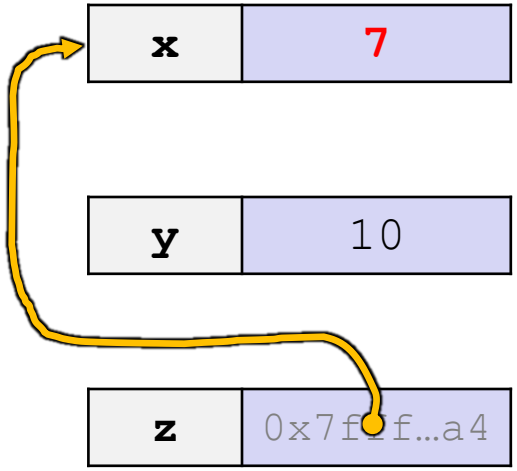
  - These work the same in C and C++

```
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;
}
```



pointer.cc

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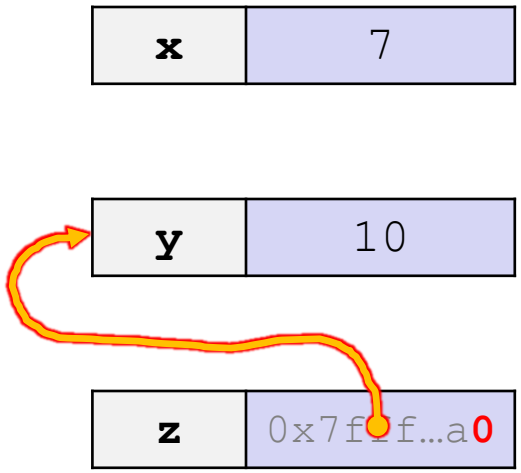
```
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int* z = &x;

  *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;
}
```



pointer.cc

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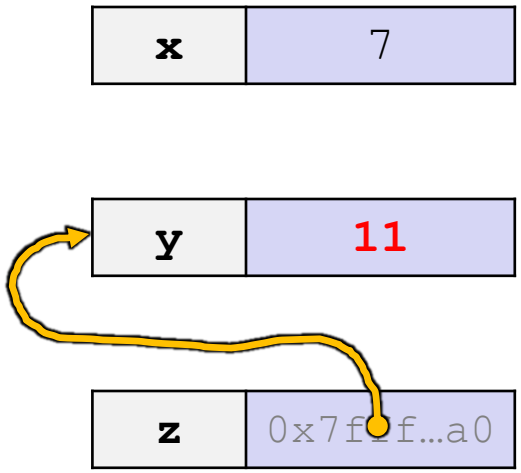
  int x = 5, y = 10;
  int* z = &x;

  *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;
}
```



pointer.cc

References

Note: Arrow points to *next* instruction.

- 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

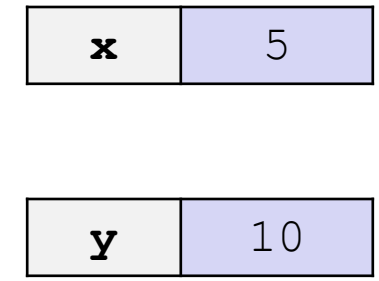
```
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int& z = x;

  z += 1;
  x += 1;

  z  = y;
  z += 1;

  return EXIT_SUCCESS;
}
```

reference.cc



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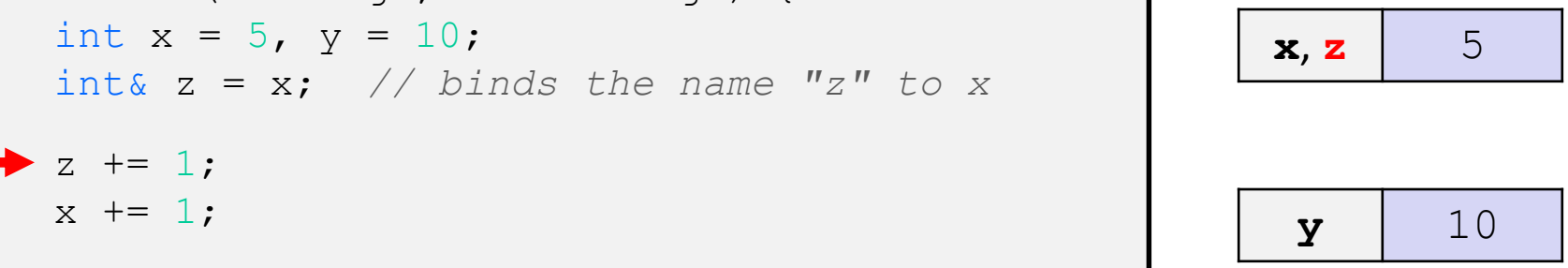
```
int main(int argc, char** argv) {
  int x = 5, y = 10;
  int& z = x;   // binds the name "z" to x

  z += 1;
  x += 1;

  z  = y;
  z += 1;

  return EXIT_SUCCESS;
}
```

reference.cc



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```
int main(int argc, char** argv) {
  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;
}
```

x, z	6

y	10

reference.cc

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

  z  = y;
  z += 1;

  return EXIT_SUCCESS;
}
```

x, z	7

y	10

reference.cc

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  int& z = x;  // binds the name "z" to x

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

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

  return EXIT_SUCCESS;
}
```

x, z	10

y	10

reference.cc

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  int& z = x;  // binds the name "z" to x

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

x, z	11

y	10

reference.cc

Pass-By-Reference

Note: Arrow points to *next* instruction.

- 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!

```
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;
}
```

(main) **a**	5

(main) **b**	10

passbyreference.cc

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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;
}
```

(main) **a** (Swap) **x**	5

(main) **b** (Swap) **y**	10

(Swap) **tmp**	

passbyreference.cc

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

(main) **a** (Swap) **x**	5

(main) **b** (Swap) **y**	10

(Swap) **tmp**	**5**

passbyreference.cc

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  int a = 5, b = 10;

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

(main) **a** (Swap) **x**	**10**

(main) **b** (Swap) **y**	10

(Swap) **tmp**	5

passbyreference.cc

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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;
}
```

(main) **a** (Swap) **x**	10

(main) **b** (Swap) **y**	**5**

(Swap) **tmp**	5

passbyreference.cc

Pass-By-Reference

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  - 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;
}
```

(main) **a**	10

(main) **b**	5

passbyreference.cc

Poll Everywhere

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What will happen when we try to compile and run this code?

poll1.cc

A. Output "(1,2,3)"

B. Output "(3,2,3)"

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

D. Compiler error about body of Foo

E. We're lost…

```
void Foo(int& x, int* y, int z) {
  z = *y;
  x += 2;
  y = &x;
}

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

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

  return EXIT_SUCCESS;
}
```

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

```
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:

```
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;
}
```

constmadness.cc

const Parameters

Make parameters const when you can!

- 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
  - Compiler won't let you pass in const parameters

```
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;
}
```

Poll Everywhere

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What will happen when we try to compile and run this code?

poll2.cc

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…

```
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

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

styleguide.cc

Lecture Outline

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

Classes

- Class definition syntax (in a `.h` file):

```
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):

```
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`

Const & Classes

- Like other data types, **objects** can be declared as `const`:
  - Once a `const` object has been constructed, its member variables can't be changed
  - Can only invoke member functions that are labeled `const`

- You can declare a member **function** of a class as `const`
  - This means that if cannot modify the object it was called on
    - The compiler will treat member variables as `const` inside the function at compile time
  - If a member function doesn't modify the object, mark it `const`!

Class Definition (.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 function

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

#endif  // POINT_H_
```

Class Member Definitions (. cc file)

Point.cc

```
#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;
}
```

Class Usage (. cc file)

usepoint.cc

```
#include <iostream>
#include <cstdlib>
#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 EXIT_SUCCESS;
}
```

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…