19. Classes

Overloading Functions and Operators, Encapsulation, Classes, Member Functions, Constructors

Overloading Functions

- Functions can be addressed by name in a scope
- It is even possible to declare and to defined several functions with the same name
- the "correct" version is chosen according to the *signature* of the function.

Function Overloading

- A function is defined by name, types, number and order of arguments

```
double sq (double x) { ... }          // f1
int sq (int x) { ... }                // f2
int pow (int b, int e) { ... }        // f3
int pow (int e) { return pow (2,e); } // f4
```

- the compiler automatically chooses the function that fits "best" for a function call (we do not go into details)

```
std::cout << sq (3);     // compiler chooses f2
std::cout << sq (1.414); // compiler chooses f1
std::cout << pow (2);    // compiler chooses f4
std::cout << pow (3,3);  // compiler chooses f3
```


Operator Overloading

- Operators are special functions and can be overloaded
- Name of the operator *op*:

`operator`*op*

- we already know that, for example, `operator+` exists for different types

Adding `rational` Numbers – Before

```
// POST: return value is the sum of a and b
rational add (rational a, rational b)
{
    rational result;
    result.n = a.n * b.d + a.d * b.n;
    result.d = a.d * b.d;
    return result;
}
...
const rational t = add (r, s);
```


Adding `rational` Numbers – After

```
// POST: return value is the sum of a and b
rational operator+ (rational a, rational b)
{
    rational result;
    result.n = a.n * b.d + a.d * b.n;
    result.d = a.d * b.d;
    return result;
}
...
const rational t = r + s;
```

infix notation

Other Binary Operators for Rational Numbers

```
// POST: return value is difference of a and b
rational operator− (rational a, rational b);

// POST: return value is the product of a and b
rational operator* (rational a, rational b);

// POST: return value is the quotient of a and b
// PRE: b != 0
rational operator/ (rational a, rational b);
```


Unary Minus

has the same symbol as the binary minus but only one argument:

```
// POST: return value is −a
rational operator− (rational a)
{
    a.n = −a.n;
    return a;
}
```

Comparison Operators

are not built in for structs, but can be defined

```
// POST: returns true iff a == b
bool operator== (rational a, rational b)
{
    return a.n * b.d == a.d * b.n;
}
```

$$\frac{2}{3} = \frac{4}{6} \quad \checkmark$$

Arithmetic Assignment

We want to write

```
rational r;
r.n = 1; r.d = 2;                   // 1/2

rational s;
s.n = 1; s.d = 3;                   // 1/3

r += s;
std::cout << r.n << "/" << r.d;     // 5/6
```


Operator+=   First Trial

```
rational operator+= (rational a, rational b)
{
    a.n = a.n * b.d + a.d * b.n;
    a.d *= b.d;
    return a;
}
```

does not work. Why?

- The expression `r += s` has the desired value, but because the arguments are R-values (call by value!) it does not have the desired effect of modifying `r`.
- The result of `r += s` is, against the convention of C++ no L-value.

Operator +=

```
rational& operator+= (rational& a, rational b)
{
    a.n = a.n * b.d + a.d * b.n;
    a.d *= b.d;
    return a;
}
```

this works

- The L-value `a` is increased by the value of `b` and returned as L-value

`r += s;` now has the desired effect.

In/Output Operators

can also be overloaded.

- Before:

```
std::cout << "Sum is "
          << t.n << "/" << t.d << "\n";
```

- After (desired):

```
std::cout << "Sum is "
          << t << "\n";
```


In/Output Operators

can be overloaded as well:

```
// POST: r has been written to out
std::ostream& operator<< (std::ostream& out,
                          rational r)
{
    return out << r.n << "/" << r.d;
}
```

writes r to the output stream
and returns the stream as L-value.

Input

```
// PRE: in starts with a rational number
// of the form "n/d"
// POST: r has been read from in
std::istream& operator>> (std::istream& in,
                          rational& r){
    char c; // separating character '/'
    return in >> r.n >> c >> r.d;
}
```

reads r from the input stream
and returns the stream as L-value.

Goal Attained!

```
// input
std::cout << "Rational number r =? ";
rational r;
std::cin >> r;

std::cout << "Rational number s =? ";
rational s;
std::cin >> s;

// computation and output
std::cout << "Sum is " << r + s << ".\n";
```

operator >>

operator +

operator<<

A new Type with Functionality...

```
struct rational {
    int n;
    int d; // INV: d != 0
};

// POST: return value is the sum of a and b
rational operator+ (rational a, rational b)
{
    rational result;
    result.n = a.n * b.d + a.d * b.n;
    result.d = a.d * b.d;
    return result;
}
...
```


...should be in a Library!

`rational.h`:

- Definition of a struct `rational`
- Function declarations

`rational.cpp`:

- arithmetic operators (`operator+`, `operator+=`, ...)
- relational operators (`operator==`, `operator>`, ...)
- in/output (`operator >>`, `operator <<`, ...)

Thought Experiment

The three core missions of ETH:

- research
- education
- technology transfer

We found a startup: RAT PACK®!

- Selling the `rational` library to customers
- ongoing development according to customer's demands

The Customer is Happy

...and programs busily using `rational`.

- output as `double`-value $(\frac{3}{5} \rightarrow 0.6)$

```
// POST: double approximation of r
double to_double (rational r)
{
  double result = r.n;
  return result / r.d;
}
```

The Customer Wants More

"Can we have rational numbers with an extended value range?"

- Sure, no problem, e.g.:

```
struct rational {
  int n;
  int d;
};
```

(crossed out) $\Rightarrow$

```
struct rational {
  unsigned int n;
  unsigned int d;
  bool is_positive;
};
```


New Version of RAT PACK®

It sucks, nothing works any more!

- What is the problem?

$-\frac{3}{5}$ is sometimes 0.6, this cannot be true!

- That is your fault. Your conversion to `double` is the problem, our library is correct.

Up to now it worked, therefore the new version is to blame!

Liability Discussion

```
// POST: double approximation of r
double to_double (rational r){
  double result = r.n;
  return result / r.d;
}
```

`r.is_positive` and `result.is_positive` do not appear.

correct using...

```
struct rational {
  int n;
  int d;
};
```

...not correct using

```
struct rational {
  unsigned int n;
  unsigned int d;
  bool is_positive;
};
```


We are to Blame!!

- Customer sees and uses our representation of rational numbers (initially `r.n, r.d`)
- When we change it (`r.n, r.d, r.is_positive`), the customer's programs do not work anymore.
- No customer is willing to adapt the programs when the version of the library changes.

$\Rightarrow$ RAT PACK® is history...

Idea of Encapsulation (Information Hiding)

- A type is uniquely defined by its *value range* and its *functionality*
- The representation should not be visible.
- ⇒ The customer is not provided with representation but with functionality!

`str.length()`, `v.push_back(1)`,...

Classes

- provide the concept for encapsulation in C++
- are a variant of structs
- are provided in many object oriented programming languages

Encapsulation: `public` / `private`

```
class rational {
  int n;
  int d; // INV: d != 0
};
```

is used instead of `struct` if anything at all shall be “hidden”

only difference

- `struct`: by default *nothing* is hidden
- `class` : by default *everything* is hidden

Encapsulation: `public` / `private`

```
class rational {
  int n;
  int d; // INV: d != 0
};
```

Good news: `r.d = 0` cannot happen any more by accident.

Bad news: the customer cannot do anything any more . . .

. . . and we can’t, either. (no `operator+`,. . .)

Application Code

```
rational r;
r.n = 1;      // error: n is private
r.d = 2;      // error: d is private
int i = r.n; // error: n is private
```

Member Functions: Declaration

public area

```
class rational {
public:
  // POST: return value is the numerator of this instance
  int numerator () const {
    return n;
  }
  // POST: return value is the denominator of this instance
  int denominator () const {
    return d;
  }
private:
  int n;
  int d; // INV: d!= 0
};
```

member function

member functions have access to private data

the scope of members in a class is the whole class, independent of the declaration order

Member Functions: Call

```
// Definition des Typs
class rational {
    ...
};
...
// Variable des Typs
rational r;

int n = r.numerator();    // Zaehler
int d = r.denominator(); // Nenner
```

member access

Member Functions: Definition

```
// POST: returns  numerator of this instance
int numerator ()  const
{
  return n;
}
```

- A member function is called for an expression of the class. in the function, `this` is the name of this implicit argument. `this` itself is a pointer to it.
- const refers to the instance `this`, i.e., it promises that the value associated with the implicit argument cannot be changed
- `n` is the shortcut in the member function for `this->n` (precise explanation of "->" next week)

`const` and Member Functions

```
class rational {
public:
  int numerator () const
  { return n; }
  void set_numerator (int N)
  { n = N;}
...
}
```

```
rational x;
x.set_numerator(10); // ok;
const rational y = x;
int n = y.numerator(); // ok;
y.set_numerator(10); // error;
```

The `const` at a member function is to promise that an instance cannot be changed via this function.

`const` items can only call `const` member functions.

Comparison

Roughly like this it were ...

```
class rational {
    int n;
    ...
public:
    int numerator () const
    {
        return this->n;
    }
};

rational r;
...
std::cout << r.numerator();
```

... without member functions

```
struct bruch {
    int n;
    ...
};

int numerator (const bruch& dieser)
{
    return dieser.n;
}

bruch r;
..
std::cout << numerator(r);
```


Member-Definition: In-Class vs. Out-of-Class

```
class rational {
    int n;
    ...
public:
    int numerator () const
    {
        return n;
    }
    ....
};
```

- No separation between declaration and definition (bad for libraries)

```
class rational {
    int n;
    ...
public:
    int numerator () const;
    ...
};

int rational::numerator () const
{
  return n;
}
```

- This also works.

Constructors

- are special member functions of a class that are named like the class
- can be overloaded like functions, i.e. can occur multiple times with varying *signature*
- are called like a function when a variable is declared. The compiler chooses the “closest” matching function.
- if there is no matching constructor, the compiler emits an *error message*.

Initialisation? Constructors!

```
class rational
{
public:
    rational (int num, int den)
        : n (num), d (den)      ← Initialization of the member variables
    {
        assert (den != 0);      ← function body.
    }
...
};
...
rational r (2,3); // r = 2/3
```

Constructors: Call

- directly

```
rational r (1,2); // initialisiert r mit 1/2
```

- indirectly (copy)

```
rational r = rational (1,2);
```


Initialisation "rational = int"?

```
class rational
{
public:
    rational (int num)
      : n (num), d (1)
    {}    ⟵ empty function body
 ...
};
 ...
rational r (2);    // explicit initialization with 2
rational s = 2;    // implicit conversion
```


User Defined Conversions

are defined via constructors with exactly *one* argument

```
rational (int num)  ⟵ User defined conversion from int to
  : n (num), d (1)     rational. values of type int can now
{}                     be converted to rational.

rational r = 2; // implizite Konversion
```


The Default Constructor

```
class rational
{
public:                    empty list of arguments
    ...
    rational ()  ⟵
      : n (0), d (1)
    {}
 ...
};
 ...
rational r;    // r = 0
```

⇒ There are no uninitiatlized variables of type rational any more!

Alterantively: Deleting a Default Constructor

```
class rational
{
public:
    ...
    rational () = delete;
 ...
};
 ...
rational r;     // error: use of deleted function 'rational::rational()
```

⇒ There are no uninitiatlized variables of type rational any more!

The Default Constructor

- is automatically called for declarations of the form `rational r;`
- is the unique constructor with empty argmument list (if existing)
- must exist, if `rational r;` is meant to compile
- if in a struct there are no constructors at all, the default constructor is automatically generated

RAT PACK® Reloaded ...

Customer's program now looks like this:

```
// POST: double approximation of r
double to_double (const rational r)
{
  double result = r.numerator();
  return result / r.denominator();
}
```

- We can adapt the member functions together with the representation ✓

RAT PACK® Reloaded ...

before

```
class rational {
...
private:
  int n;
  int d;
};
```

```
int numerator () const
{
  return n;
}
```

after

```
class rational {
...
private:
  unsigned int n;
  unsigned int d;
  bool is_positive;
};
```

```
int numerator () const{
  if (is_positive)
    return n;
  else {
    int result = n;
    return −result;
  }
}
```

RAT PACK® Reloaded ?

```
class rational {
...
private:
  unsigned int n;
  unsigned int d;
  bool is_positive;
};
```

```
int numerator () const
{
  if (is_positive)
    return n;
  else {
    int result = n;
    return −result;
  }
}
```

- value range of nominator and denominator like before
- possible overflow in addition

Encapsulation still Incompleete

Customer's point of view (`rational.h`):

```
class rational {
public:
   // POST: returns numerator of *this
   int numerator () const;
   ...
private:
  // none of my business
};
```

- We determined denominator and nominator type to be `int`
- Solution: encapsulate not only data but alsoe types.

Fix: "our" type `rational::integer`

Customer's point of view (`rational.h`):

```
public:
   using integer = long int; // might change
   // POST: returns numerator of *this
   integer numerator () const;
```

- We provide an additional type!
- Determine only Functionality, e.g:
  - implicit conversion `int` → `rational::integer`
  - function `double to_double (rational::integer)`

RAT PACK® Revolutions

Finally, a customer program that remains stable

```
// POST: double approximation of r
double to_double (const rational r)
{
  rational::integer n = r.numerator();
  rational::integer d = r.denominator();
  return to_double (n) / to_double (d);
}
```

Separate Declaration and Definition

```
class rational {
public:
   rational (int num, int denum);
   using integer = long int;
   integer numerator () const;
   ...
private:
 ...
};
```

rational.h

```
rational::rational (int num, int den):
    n (num), d (den) {}
rational::integer rational::numerator () const
{
    return n;
}
```

class name :: member name

rational.cpp