OBJECTS
Types and Instances

• A 'type' indicates how much memory will be required, what the bits mean (i.e. data vs. address), and what operations can be performed
  – **int** = 32-bits representing only integer values and supporting +,-,*,/,,=,==,\langle,\rangle, etc.
  – **char** = 32-bit representing an address and supporting *
    (dereference),\&,+,,- (but not multiply and divide)
  – Types are like **blueprints** for what & how to make a particular 'thing'

• A **variable** or **object** is an actual instantiation (allocation of memory) for one of these types
  – int x, double z, char *str;
Abstract Data Types

- Often times we want to represent abstract things (beyond an integer, character, or double)
  - Examples:
    - A pixel, a circle, a student
- Often these abstract types can be represented as a collection of integers, character arrays/strings, etc.
  - A pixel (with R,G,B value)
  - A circle (center_x, center_y, radius)
  - A student (name, ID, major)
- Objects (realized as 'structs' in C and later 'classes' in C++) allow us to aggregate different type variables together to represent a larger 'thing' as well as supporting operations on that 'thing'
  - Can reference the collection with a single name (pixelA, student1)
  - Can access individual components (pixelA.red, student1.id)
Objects

• An object is a group of data + functions

• Objects contain:
  – Data members
    • Data needed to model the object and track its state/operation (just like structs)
  – Methods/Functions
    • Code that operates on the object, modifies it, etc.

• Example: Deck of cards
  – Data members:
    • Array of 52 entries (one for each card) indicating their ordering
    • Top index
  – Methods/Functions
    • Shuffle(), Cut(), Get_top_card()
Structs vs. Classes

- **Structs** (originated in the C language) are the predecessors of **classes** (C++ language)
  - Though *structs* are still valid in C++
- **Classes** form the basis of ‘object-oriented’ programming in the C++ language
- Both are simply a way of grouping related **data** together and related **operations (functions or methods)** to model some 'object'
- The majority of the following discussion applies both to **structs** and **classes** equally so pay attention now to make next lecture easier.
Object-Oriented Programming

• Model the application/software as a set of objects that interact with each other

• Objects fuse data (i.e. variables) and functions (a.k.a methods) that operate on that data into one item (i.e. object)
  – Like structs but now with associated functions/methods

• Objects become the primary method of encapsulation and abstraction
  – Encapsulation
    • Place data and code that operates on that data together into one unit
    • Hiding of data and implementation details (i.e. make software modular)
    • Only expose a well-defined interface to anyone wanting to use our object
  – Abstraction
    • How we decompose the problem and think about our design rather than the actual code
C++ STRINGS
C Strings

• In C, strings are:
  – Character arrays (char mystring[80])
  – Terminated with a NULL character
  – Passed by reference/pointer (char *) to functions
  – Require care when making copies
    • Shallow (only copying the pointer) vs. Deep (copying the entire array of characters)
  – Processed using C String library (<cstring>)
String Function/Library (cstring)

- `int strlen(char *dest)`
- `int strcmp(char *str1, char *str2);`
  - Return 0 if equal, >0 if first non-equal char in str1 is alphanumerically larger, <0 otherwise
- `char *strcpy(char *dest, char *src);`
- `strncpy(char *dest, char *src, int n);`
  - Maximum of n characters copied
- `char *strcat(char *dest, char *src);`
- `strncat(char *dest, char *src, int n);`
  - Maximum of n characters concatenated plus a NULL
- `char *strchr(char *str, char c);`
  - Finds first occurrence of character ‘c’ in str returning a pointer to that character or NULL if the character is not found

In C, we have to pass the C-String as an argument for the function to operate on it

```cpp
#include <cstring>
using namespace std;

int main() {
    char temp_buf[5];
    char str[] = "Too much";
    strcpy(temp_buf, str); // bad
    strncpy(temp_buf, str, 4);
    temp_buf[4] = '\0';
    return 0; }
```
Recall our conversation of shallow vs. deep copies

Can we just use the assignment operator, ‘=’ with character arrays?

No, must allocate new storage

```c
#include <iostream>
#include <cstring>
using namespace std;

// store 10 user names of up to 80 chars
// names type is still char **
char *names[10];

int main()
{
    char temp_buf[100];

    cin >> temp_buf;  // user enters “Timothy”
    names[0] = temp_buf;

    cin >> temp_buf;  // user enters “Christopher”
    names[1] = temp_buf;

    return 0;
}
```
Copying Strings/Character Arrays in C

- No, must allocate new storage

```c
#include <iostream>
#include <cstring>
using namespace std;

// store 10 user names of up to 80 chars
// names type is still char **
char *names[10];

int main()
{
    char temp_buf[100];

    cin >> temp_buf;  // user enters “Timothy”
    names[0] = new char[strlen(temp_buf)+1];
    strcpy(names[0], temp_buf);

    cin >> temp_buf;  // user enters “Christopher”
    names[1] = new char[strlen(temp_buf)+1];
    strcpy(names[1], temp_buf);

    return 0;
}
```
C++ Strings

• So you don't like remembering all these details?
  – You can do it! Don't give up.

• C++ provides a 'string' class that abstracts all those worrisome details and encapsulates all the code to actually handle:
  – Memory allocation and sizing
  – Deep copy
  – etc.
Object Syntax Overview

• You've already used objects
  – ifstream
  – string
• Can initialize at declaration by passing initial value in ( )
  – Known as a constructor
• Use the dot operator to call an operation (function) on an object or access a data value
• Some special operators can be used on certain object types (+, -, [], etc.) but you have to look them up

```
#include <iostream>
#include <string>
using namespace std;

int main(int argc, char *argv[]) {
    // similar to char s1[] = "CS 103"
    string s1("CS 103");

    // len will have 6
    int len = s1.size();

    // s2 will have "103"
    string s2 = s1.substr(3,3);

    // s3 will have "CS 103 is fun"
    string s3 = s1 + " is fun";

    // will print 'C'
    cout << s1[0] << endl;
    return 0;
}
```

String and Ifstreams are Examples of Objects

```
ifstream myfile(argv[1]);
mfile.fail();
myfile >> x;
```
String Examples

- **Must:**
  - `#include <string>`
  - `using namespace std;`

- **Initializations / Assignment**
  - Use *initialization constructor*
  - Use `=` operator
  - Can reassign and all memory allocation will be handled

- **Redefines operators:**
  - `+` (concatenate / append)
  - `+=` (append)
  - `==, !==, >, <, <=, >=` (comparison)
  - `[ ]` (access individual character)

```cpp
#include <iostream>
#include <string>
using namespace std;

int main(int argc, char *argv[]) {
    int len;
    string s1("CS 103");
    string s2 = "fun";
    s2 = "really fun";
    cout << s1 << " is " << s2 << endl;
    s2 = s2 + "!!!";
    cout << s2 << endl;
    string s3 = s1;
    if (s1 == s3){
        cout << s1 << " same as " << s3;
        cout << endl;
    }
    cout << "First letter is " << s1[0];
    cout << endl;
}
```

**Output:**
- CS 103 is really fun
- really fun!!!!
- CS 103 same as CS 103
- First letter is C

More String Examples

- Size/Length of string
- Get C String (char *) equiv.
- Find a substring
  - Searches for occurrence of a substring
  - Returns either the index where the substring starts or string::npos
  - std::npos is a constant meaning ‘just beyond the end of the string’...it’s a way of saying ‘Not found’
- Get a substring
  - Pass it the start character index and the number of characters to copy
  - Returns a new string
- Others: replace, rfind, etc.

```cpp
#include <iostream>
#include <string>
using namespace std;

int main(int argc, char *argv[]) {
    string s1("abc def");
    cout << "Len of s1: " << s1.size() << endl;

    char my_c_str[80];
    strcpy(my_c_str, s1.c_str());
    cout << my_c_str << endl;

    if( s1.find("bc_d") != string::npos )
        cout << "Found bc_d starting at pos=":
            cout << s1.find("bc_d") << endl;

    found = s1.find("def");
    if( found != string::npos ){
        string s2 = s1.substr(found,3)
        cout << s2 << endl;
    }
}
```

Output:
```
Len of s1: 7
The string is: abc def
Found bc_d starting at pos=1
def
```

http://www.cplusplus.com/reference/string/string/
Exercises

• [http://bits.usc.edu/cs103/in-class-exercises/](http://bits.usc.edu/cs103/in-class-exercises/)
  – Palindrome
  – Circular Shift
Starting with data...

STRUCTS
Definitions and Instances (Declarations)

- **Objects must first be defined/declared** (as a 'struct' or 'class')
  - The declaration is a blue print that indicates what any instance should look like
  - Identifies the overall name of the struct and its individual component types and names
  - The declaration does not actually create a variable
  - Usually appears outside any function

- **Then any number of instances can be created/instantiated in your code**
  - **Instances** are actual objects created from the definition (blueprint)
  - Declared like other variables

```cpp
#include<iostream>
using namespace std;

// struct definition
definition
struct pixel {
  unsigned char red;
  unsigned char green;
  unsigned char blue;
};

// 'pixel' is now a type
// just like 'int' is a type
int main(int argc, char *argv[])
{
  int i,j;
  // instantiations
  pixel pixela;
  pixel image[256][256];
  // make pixela red
  pixela.red = 255;
  pixela.blue = pixela.green = 0;
  // make a green image
  for(i=0; i < 256; i++){
    for(j=0; j < 256; j++){
      image[i][j].green = 255;
      image[i][j].blue = 0;
      image[i][j].red = 0;
    }
  }
  return 0;
}
Membership Operator (.)

- Each variable (and function) in an object definition is called a ‘member’ of the object (i.e. struct or class)
- When declaring an instance/variable of an object, we give the entire object a name, but the individual members are identified with the member names provided in the definition
- We use the . (dot/membership) operator to access that member in an instance of the object
  - Supply the name used in the definition above so that code is in the form: 
    `instance_name.member_name`

```cpp
#include<iostream>
using namespace std;
enum {CS, CECS};
struct student {
    char name[80];
    int id;
    int major;
};

int main(int argc, char *argv[]) {
    int i,j;
    // instantiations
    student my_student;
    // setting values
    strncpy(my_student.name,"Tom Trojan",80);
    my_student.id = 1682942;
    my_student.major = CS;
    if(my_student.major == CECS)
        cout << "You like HW" << endl;
    else
        cout << "You like SW" << endl;
    ...
    return 0;
}
```
Memory View of Objects

- Each instantiation allocates memory for all the members/components of the object (struct or class)

```cpp
#include<iostream>

using namespace std;

struct pixel {
    unsigned char red;
    unsigned char green;
    unsigned char blue;
};

int main(int argc, char *argv[]) {
    int i,j;
    // instantiations
    pixel pixela;
    pixel image[256][256];
    ...
    return 0;
}
```
Memory View of Objects

- Objects can have data members that are arrays or even other objects

```cpp
#include<iostream>

using namespace std;

struct student {
    char name[80];
    int id;
    int major;
};

int main(int argc, char *argv[]) {
    int i,j;
    // instantiations
    student s1;
    ...
    return 0;
}
Assignment semantics and pointers to objects

IMPORTANT NOTES ABOUT OBJECTS
Object assignment

- Consider the following initialization of s1

```cpp
#include <iostream>
using namespace std;
enum {CS, CECS};
struct student {
    char name[80];
    int id;
    int major;
};
int main(int argc, char *argv[])
{
    student s1, s2;
    strncpy(s1.name, "Bill", 80);
    s1.id = 5; s1.major = CECS;
}```
Object assignment

- Assigning one object to another will perform an element by element copy of the source struct to the destination object.

```cpp
#include<iostream>
using namespace std;

enum {CS, CECS};

struct student {
    char name[80];
    int id;
    int major;
};

int main(int argc, char *argv[]) {
    student s1, s2;
    strncpy(s1.name, "Bill", 80);
    s1.id = 5; s1.major = CECS;
    s2 = s1;
    return 0;
}
```
Pointers to Objects

• We can declare pointers to objects just as any other variable

```cpp
#include<iostream>
using namespace std;
enum {CS, CECS};
struct student {
    char name[80];
    int id;
    int major;
};

int main(int argc, char *argv[]) {
    student s1, *stu_ptr;
    strncpy(s1.name,"Bill",80);
    s1.id = 5; s1.major = CECS;
    stu_ptr = &s1;
    return 0;
}
```
Accessing members from a Pointer

- Can dereference the pointer first then use the dot operator

```cpp
#include <iostream>
using namespace std;

enum {CS, CECS};

struct student {
    char name[80];
    int id;
    int major;
};

int main(int argc, char *argv[]) {
    student s1, *stu_ptr;
    strncpy(s1.name, "Bill", 80);
    s1.id = 5; s1.major = CECS;
    stu_ptr = &s1;
    (*stu_ptr).id = 4;
    strncpy((*stu_ptr).name, "Tom", 80);

    return 0;
}
```
Arrow (->) operator

- Save keystrokes & have cleaner looking code by using the arrow (->) operator
  - (*struct_ptr).member equivalent to struct_ptr->member
  - Always of the form: ptr_to_struct->member_name

```cpp
#include<iostream>
using namespace std;

define enum {CS, CECS };
struct student {
   char name[80];
   int id;
   int major;
};

int main(int argc, char *argv[]) {
   student s1,*stu_ptr;
   strncpy(s1.name,"Bill",80);
   s1.id = 5; s1.major = CECS;
   stu_ptr = &s1;
   stu_ptr->id = 4;
   strncpy( stu_ptr->name, "Tom",80);
   ...
   return 0;
}
```
Passing Objects as Arguments

• In C, arguments must be a single value [i.e. a single data object / can’t pass an entire array of data, instead pass a pointer]
• Objects are the exception...you can pass an entire struct ‘by value’
  – Will make a copy of the struct and pass it to the function
• Of course, you can always pass a pointer [especially for big objects since pass by value means making a copy of a large objects]

```cpp
#include<iostream>
using namespace std;
struct Point {
    int x;
    int y;
};
void print_point(Point myp) {
    cout << "(x,y)=" << myp.x << "," << myp.y;
    cout << endl;
}
int main(int argc, char *argv[]) {
    Point p1;
    p1.x = 2; p1.y = 5;
    print_point(p1);
    return 0;
}
```
Returning Objects

- Can only return a single struct from a function [i.e. not an array of objects]
- Will return a *copy* of the struct indicated  – i.e. 'return-by-value'

```cpp
#include<iostream>
using namespace std;
struct Point {
  int x;
  int y;
};
void print_point(Point *myp) {
  cout << "(x,y)=" << myp->x << "," << myp->y;
  cout << endl;
}
Point make_point() {
  Point temp;  
temp.x = 3; temp.y = -1;
  return temp;
}
int main(int argc, char *argv[]) {
  Point p1;
p1 = make_point();
  print_point(&p1);
  return 0;
}
```
ENUMERATIONS
Enumerations

• Associates an integer (number) with a symbolic name
• `enum [optional_collection_name] {Item1, Item2, ... ItemN}
  - Item1 = 0
  - Item2 = 1
  - ...  
  - ItemN = N-1

• Use symbolic item names in your code and compiler will replace the symbolic names with corresponding integer values

```cpp
const int BLACK=0;
const int BROWN=1;
const int RED=2;
const int WHITE=7;

int pixela = RED;
int pixelb = BROWN;
...
```

Hard coding symbolic names with given codes

```cpp
// First enum item is associated with 0
enum Colors {BLACK,BROWN,RED,...,WHITE};

int pixela = RED;  // pixela = 2;
int pixelb = BROWN; // pixelb = 1;
```

Using enumeration to simplify
Aliases for a type name

**TYPEDEF'S**
typedef’s

• Often we do not want to always type so much to declare an instance of a struct
• typedefs allow us to create an ‘alias’ for a data-type.
• Format:
  
  typedef official_type alias_name

• Examples:

  typedef int score_t;
  typedef double decimal_t;
  // x is really an int, y is really a double
  score_t x; decimal_t y;

• Can be used to make the use of variables more obvious
  
  – Imagine you had a few int's being used as scores and many other ints elsewhere...then you have to change all score variables to doubles. You can't just find..replace all ints to doubles.