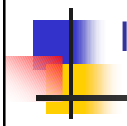

Introduction to C++

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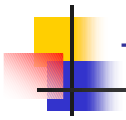


Today's lecture

- C++ roots: C, Simula, Smalltalk
- C++ language features
  - is a better version of C
  - Object oriented (OO) features
  - Efficient, useful, but complex

"... we do use C++ regularly and find it very useful but certainly not perfect. Every full moon, however, we sacrifice a virgin disk to the language gods in hopes that the True Object Oriented Language will someday manifest on earth, or at least on all major platforms."

-- Rick Pernber, LLNL

Better version of C

- Function types are more explicit; better type checking
  - Compiler flags errors
  - No more implicit declarations. In C, a function that is not declared is implicitly assumed to be a "int fun()"
  - You have to explicitly provide the argument list
    - In C, "int fun()" declaration does not preclude the program from passing arguments to fun
- Declare variable names at any point in the program
- Better print statements (type safe)
- Can interface with C code easily:

```
extern "C" int strcmp(char *, char *);
```

Example

```
#include <iostream.h>
extern int foo(int x);     // not "extern int foo();"
int bar(int y)
{
    int z = foo(y);
    cout << "Current value: " << z << endl;
    cin >> z;
    for (int j=1; j<10; j++)
        z += j;
    int k = z + 10;
    return k;
}
```

- Question: what are the implications of explicit types and rigorous type-checking?

A Fortran Anecdote

- Urban folklore – a spacecraft was supposed to have been lost by the following bug (but didn't actually happen).

```
      Do 10  I = 1. 10

10    Continue
```

instead of:

```
      DO 10  I = 1, 10

10    Continue
```

- Compiler interpreted the statement as an assignment to variable "DO10I"

Object Oriented Language

- Objects are active entities:
  - contain data fields
  - contain methods to operate on data
- Terminology:
  - Classes: blueprint for objects (extension of structs and types in C)
  - A particular object is an instance of a class
  - Member functions are the methods that operate on objects
  - Constructors and destructors are special methods used for initializing and removing objects
  - Methods and data can be declared to be public or private

Example: Stack class

```
class Stack {
    public:
        void Push(int value);
        int top;                    // everything is public!
        int stack[10];
};

void Stack::Push(int value) {     // notation for member functions
    if (top < 10)                 // top is visible; which one is it?
        stack[top++] = value;
}
```

Creating Objects

```
Stack::Stack()          // no return type; not even "void"
{
    top = 0;
}
void foo()
{
    Stack s1;           // object is allocated on the stack
                        // constructor automatically called
    s1.Push(10);        // invoke Push on s1
    Stack *sptr;        // no space allocated yet
    sptr = new Stack;   // space allocated on the heap
    sptr->Push(20);
}
```

Customizable Stack

```
class Stack {
    public:
        Stack();
        Stack(int sz);
        void Push(int value);
    private:
        int top;
        int size;
        int *stack;
};
Stack::Stack(int sz) {
    size = sz; top = 0;
    stack = new int[size];
}
```

```
Stack::Stack() {
    size = 10; top = 0;
    stack = new int[size];
}
```

Overloading and Deletion

```
void foo()
{
    Stack s1;          // gets you stack of size 10
    Stack s2(42);      // gets you stack of size 42
    Stack *s3 = new Stack(50);
    delete s3;
}

Stack::~Stack() {
    delete [] stack;    // delete an array of integers
}
```

Object Oriented Features

- Discussion:
  - How do we implement the features described so far?
  - What are the compile-time/run-time implications?

Inheritance

- Two purposes:
  - define a standard interface for many classes (shared behavior)
  - reuse code across classes
- C++ allows multiple inheritance
  - almost all of the standard C++ libraries use inheritance
  - very hairy to understand code with multiple inheritance
  - tough to understand code even with single inheritance; never sure where the code is coming from
- Underscores the importance of the design aspect in developing a program

Example of Shared Behavior

```
class Stack {
    public:
        Stack() { }                    // inline method, easier to write
        virtual ~Stack() { }
        virtual void Push(int value) = 0;
}
```

- A derived class inherits from a base class or superclass
- virtual methods can be defined or redefined by the derived class
- Cannot instantiate a Stack object because it has a pure virtual method
- Destructors for base classes have to be virtual

Derived classes

```
class ArrayStack : public Stack {
  public:
      ArrayStack(int sz);
      ~ArrayStack();
      void Push(int value);
  private:
      int size;
      int top;
      int *stack;
}
class ListStack : public Stack {
  public:
      ListStack(int sz)     { list = new IntList; }
      ~ListStack();         { delete list; }
      void Push(int value)  { list->Prepend(value); }
  private:
      IntList *list;
}
```

Using base types

- Can refer to instances of derived classes using the base type
- The right method gets invoked

```
Stack *s1 = new ArrayStack(10);
Stack *s2 = new ListStack;

s1->Push(10):
s2->Push(12);

delete s1;
delete s2;
```

Announcements

- No class on Monday
- Suggested work:
  - Fiddle around with threads in Nachos
- Suggested background reading:
  - “Emperor’s Old Clothes” -- Tony Hoare

Sharing Code through Inheritance

```
class Stack {
    private:
        int numPushed;
    public:
        virtual ~Stack();
        virtual void Push(int value)  {   numPushed++; }
        int NumPushed()                {   return numPushed;  }
    protected:
        Stack()   {   numPushed = 0;  }
}
ArrayStack::ArrayStack(int sz) {   Stack();  size = sz;  stack = new int[sz];  }
ArrayStack::Push(int value)  {
    if (NumPushed() < size) {
        stack[NumPushed()] = value;
        Stack::Push();
    }
}
```

C++ Inheritance Summary

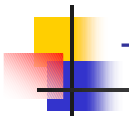
- Inheritance used for sharing behavior and sharing code
- Derived classes inherit all of the data and methods from the base class
  - Generalizes to a hierarchy of classes
- How do we implement an operation such as:

  ```
  StackPtr->dataVal = 4
          or
  StackPtr->method();
  ```

- Method invocation depends on whether method is declared virtual or not
  - If not virtual, hardcode function address at the call site
  - If virtual, index through a table of function pointers
- Question: how do we implement multiple inheritance?

OO Discussion

- Protected allows access only to members of derived classes
- All of the base class's code exists, just need to invoke it using the right syntax
- Division of labor between the different classes in constructing and deleting the objects
- Easy to write code that doesn't make much sense!
- Runtime system and compilers need to be smart to implement all of these language features



Templates

- Parameterize a class definition over many types
  - DoubleStack is not going to be much different from IntStacks
  - Different form of code reuse
  - Compiler generates as many versions of the classes as required

```
template <class T> class Stack {
  public:
      Stack(int sz);
      void Push(T value);
  private:
      int size;
      int top;
      T *stack;
}
```

Template methods and usage

```
template <class T>
Stack<T>::Stack(int sz) {
    size = sz;
    top = 0;
    stack = new T[size];
}
template <class T>
void Stack<T>::Push(T value)
{
    if (top < size)
        stack[top++] = value;
}
void foo() {
    Stack<int> s1(10);
    s1.Push(20);
}
```

Other Features

- Operator overloading
  - Common example is to perform input/output
  - “Complex operator *(Complex c1, Complex c2)”
  - Precedence rules are the same
- Function overloading
  - Different methods with different number/type of arguments
  - Method to be invoked is determined based on number of arguments used
  - Easy to make mistakes
- Exceptions
  - Methods can return errors
  - Allow exceptions to be handled by calling methods

Programming Guidelines

- Name declarations:
  - Pick some style and stick to it
  - For *e.g.*, classes have names that begin with capital letters (Stack)
- Minimize the use of global variables
- Minimize the use of global functions
- Develop the interface first
  - Implementation should fall out of the interface definition
  - Develop and test each module separately
- Try to stay away from the complex features of the language

Java vs. C++

- Java is a better language
  - Smaller
  - Real type safety
  - Garbage collection
  - Single inheritance
  - Differentiates between using inheritance for sharing as opposed to using inheritance for interface definition
  - Lots of runtime checks to help development
  - Concrete specification of how things execute
- Performance is a worry
- Debugging and development tools trying to catch up with implementation and use