

C++

PENG

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1 Introduction

Definition 1.1 (C++).

- *C is based on functions.*
- *C++ is object-oriented: separation of abstract mathematical concepts and black-box implementation [1, 2].*

2 Types and Variables

Definition 2.1 (arithmetic type).

```
char           // '\0': null, '\t': horizontal tab, '\n': newline
#include <string> // using std::string;
std::string
int            // unsigned int >= 0
bool          // true 1 and false 0
double
```

Definition 2.2 (bit). *1 byte = 8 bits*

<i>bit</i>	<i>combination</i>	<i>total</i>	<i>unsigned</i>	<i>int</i>
1	0, 1	2^1	0, 1	0, 1
2	00, 01, 10, 11	2^2	0, 1, 2, 3	0, 1, -2, -1
...				
32		2^{32}	0, 1, ..., $2^{32} - 1$	0, ..., $2^{16} - 1, -2^{16}, ..., -1$

Definition 2.3 (type conversion).

```
// int => unsigned
unsigned i = -1; // -1 = 2^{32} - 1 for 32-bit unsigned int
#include <cmath>
unsigned i = std::pow(2, 32); // 2^{32} = 0 for 32-bit unsigned int
unsigned a = 1; int b = -1;
a + b // 1 + (2^{32} - 1) = 2^{32} = 0
a < b // 1 < (2^{32} - 1) true
```

2.1 Variable Initialization

Definition 2.4 (object). *An object is a memory region that contains data with type.*

Definition 2.5 (initialization and assignment).

- *initialization happens when a variable is given a value when it is created*
 - *initialize at compile time*
 - *initialize at run time*
- *assignment replace an object's current value with a new one*

Definition 2.6 (list initialization).

```
// initialization form
// = for copy initialize
// omit = for direct initialize
```

```
type var = value;
```

```

type var = {value}; // list initialization
type var{value};    // narrowing conversion, i.e. error convert double to int
type var(value);    // parenthesis initialization

```

Definition 2.7 (definition and declaration).

```

// definition: allocate storage and define only once
// declaration: based type followed by a list of declarators specifying type and variable name

```

```

// headers should have guards to be safe to be included multiple times
#ifndef HEADER_H
#define HEADER_H
extern type var;
#endif
// source
#include "header.h"
type var = ...;
// main
#include "header.h"

```

Definition 2.8 (preprocessor). *Preprocessor is a program that runs before the compiler.*

```

// preprocessor are not part of std namespace
// refer to preprocessor directly without std:: prefix
// preprocessor automatically replace preprocessor variable by its value

```

2.2 Compound Types

Definition 2.9 (compound type). *Compound type is defined in terms of another type.*

Definition 2.10 (reference). *A reference defines an alternative name for an object.*

```

// reference must be initialized with object
type var = ...;
type &ref = var; // bind reference to its initializer
// reference cannot be rebind

```

Definition 2.11 (pointer). *A pointer is an object that holds the address of another object.*

```

type var;
type *p = &var; // pointer to var
// pointer type and object type to which pointer points must match
*p // dereference return lvalue object to which pointer points
p = nullptr; p = 0; // null pointer doesn't pointer to any object

// void* pointer
void *p = &var; // can hold address of any object type
// cannot use void* to operate on object it address
// use void* pointer to deal with memory rather than access object stored in that memory

// pointer to pointer
type **pp = &p; // indicate each pointer level by its own *

// reference to pointer
type *&ref = p; // refer to type*

```

Definition 2.12 (compound type declaration).

```

// variable definition consists of a base type and a list of declarators
// each declarator can relate its variable to the base type
type var = ..., *p = &var, &ref = var;

```

2.3 const

Definition 2.13 (const). *const makes a variable unchangeable with compiler replacing const variable with its value.*

```
// const object must be initialized at compile time or run time
// use an object to initialize another object,
// it doesn't matter whether either or both of objects are consts
// copy an object doesn't change that object
const type var = ...;
```

Definition 2.14 (const objects are local to file).

```
// const variables are local to file by default
// to share a const object among multiple files,
// use extern on both its definition and declaration
// header
extern const type var; // extern signifies that var is not local to this file,
// and that its definition will occur elsewhere
// source
#include "header.h"
extern const type var = ...;
// main
#include "header.h"
var
```

Definition 2.15 (const reference).

```
// bind reference to const to const object
// cannot be used to change the object to which reference bounds
const type var = ...;
const type &ref = var;
// can initialize from any expression that can be converted to the type of reference,
// i.e. can bind const reference to nonconst object, literal, or expression
double d = 3.14;
const int &ref = d; // const int temp = d; const int &ref = temp;
// bound to an unnamed temporary object created by compiler when it needs place
// to store result from expression
```

Definition 2.16 (pointer to const).

```
// cannot change the object to which the pointer points
const type var = ...;
const type *p = &var;
// can point to nonconst object
// pointer to const only affects what we can do with pointer
```

Definition 2.17 (const pointer).

```
// const pointer must be initialized
// the address pointer holds cannot be changed
type var = ...;
type *const p = &var; // p always points to var
// const pointer says nothing about whether we can use pointer to change object,
// which depends on type to which pointer points
```

Definition 2.18 (const level).

```
// top-level const: an object itself is const and cannot be changed
const type var = ...;
int *const p = &var;

// low-level const: point or refer to a const object
```

```
// const reference is always low-level
const type *p = &var;
const type &ref = var;

// top-level const is ignored when copying an object
// low-level const is never ignored
const type *const p1 = &var;
const type *p2 = p1;
```

Definition 2.19 (constexpr). *The value of constant expression cannot change and can be evaluated at compile time (not until run time).*

```
// whether an object is constant expression depends on types and initializers
// literal and const object that is initialized
// from constant expression is constant expression
const type var = ...;
// declare variable in constexpr declaration to ask compiler
// to verify that variable is a constant expression
// variable declared as constexpr are implicitly const and
// must be initialized by constant expression
constexpr type var = func(arguments); // can use constexpr function in the initializer

// can only use constexpr on literal types
// arithmetic, reference, pointer types are literal types
// constexpr pointer can be initialized from nullptr or 0 literal, or
// point/bind to fixed address object
// address of object defined outside any function is constant expression

// constexpr applies to pointer, not the type to which pointer points
// constexpr imposes top-level const on the object it defines
const type *p = nullptr; // pointer to const type
constexpr type *p = nullptr; // const pointer to type
constexpr const type *p = ...; // const pointer to const type
```

Definition 2.20 (typedef). *A type alias is a name that is synonym for another type.*

```
typedef type T;
// alias declaration
using T = type;

typedef type *T; // type* pointer to type
// const appears in the base type modify the given type
// const T is const pointer to type
const T p = 0; // const pointer to type
const T *p; // pointer to const pointer to type
```

Definition 2.21 (auto). *Use auto type specifier to let compiler to deduce type from initializer.*

```
// variable that uses auto specifier must have an initializer
auto a = ...;

// when using reference as initializer,
// the initializer is the corresponding object,
// and the compiler uses that object's type for auto's type deduction
// auto drops top-level consts and low-level consts are kept
const type var = ...;
const type &ref = var;
auto a = ref; // initializer object is const type var

// make deduced type have top-level const
const auto a = var; // a is const type
```

```
// reference to auto-deduced type,
// where top-level consts in initializer are not ignored
auto &a = var; // a is const type bound to var
```

Definition 2.22 (decltype). *decltype type specifier returns type of its operand without evaluating the expression.*

```
decltype(expr) d = ...;
// decltype returns the type of variable, including top-level const and references
const type var = ..., &ref = var, *p = &var;
decltype(var) d = ...; // d is const type
decltype(ref) d = ...; // d is const type& and must be initialized
// decltype return a reference type for expressions that yield lvalue objects
// type deduced by dereference a pointer is reference and must be initialized
decltype(*p) d = ...; // d is const type& reference

// decltype of a parenthesized variable is always a reference
decltype((var)) d = ...; // d is const type& and must be initialized
```

3 String

Definition 3.1 (string). *A string is a variable-length sequence of characters.*

```
#include <string>
// using std::string;

// class defines how objects can be initialized
std::string s = "A"; // not include null char at the end of string literal
std::string s(N, 'c'); // N copies of char

// read string
std::cin >> s1 >> s2;

// read line
std::getline(std::cin, s);

// compare
// at least one should be std::string
std::string s = "Hello";
s < "Hiya" // compare first diff char ASCII: i > e
s < "Hello World"

// concat
// cant add two string literals, i.e. "A" + "B"
s + " World\n" // "Hello World\n"

// for range statement: iterate through elems in a given sequence
for (char c : s)
    ...
for (char &r : s) // change char in string
    r = toupper(r); // uppercase

// ispunct(c): check if char is punctuation, i.e. ',', '!', ...
// isspace(c): check if char is space

// subscript operator: s[n]
// !s.empty()
// s.size(): unsigned std::string::size_type
```

```
// s.size() < -1 => 2^32 - 1 for 32-bit int
// n: unsigned std::string::size_type
// 0 <= n < s.size()
for(decltype(s.size()) i = 0; i != s.size(); i = i + 1)
    ...

// iterator
```

4 vector

Definition 4.1 (vector). *Variable-length sequence of objects of a given type.*

```
#include <vector> // class template
// using std::vector;

std::vector<int> v; // empty vector
std::vector<int> v = {val_1, ..., val_n};
std::vector<int> v(size, val); // {val, ..., val}
v.push_back(elem) // append elem

// for range statement
for(auto &r : v)
    ...

// compare

// subscript operator
// !v.empty()
// v.size(): unsigned std::vector<int>::size_type
// 0, ..., v.size() - 1
```

4.1 Iterators

Definition 4.2 (iterator). *Access the elem in container. General mechanism, all lib containers have iterator.*

```
auto b = v.begin(); // return iterator: denotes first elem
auto e = v.end();   // return iterator: denotes one after the last elem

// deref
*b // return ref to elem obj
b->mem // arrow operator: (*b).mem, i.e. b->empty()

// operation
++b // next elem
--e // previous elem
b != e

// for vector and string iterators
auto mid = b + (e - b) / 2;
b <= e
```

5 Array

Definition 5.1 (array). *Array is a fixed-size container of unnamed objects of a single type.*

```
// arrays are compound type
type a[N];
```

```
// cannot use auto to deduce type
// N is constexpr unsigned size_t
```

5.1 Array Declarations

Definition 5.2 (pointer, ref, and array).

```
// cannot initialize or assign array with another array

// 1. array of pointers
type *a[N]; // array of N pointers to type

// 2. pointers or reference to array
type (*p)[N] = &a; // pointer to array of N type elements
type (&r)[N] = a; // reference to array of N type elements

// 3. pointers or reference to array element
type *p = &a[0];
type *p = a; // a is type* pointer to first element

// auto return type is type* pointer to first element
auto p = a; // p = &a[0]
// decltype return type is array of N type elements
decltype(a) a2;
```

5.2 Access Elements of Array

Definition 5.3 (array element).

```
// range for statement
for (auto &r : a)
    ...

// iterator
int *b = std::begin(a); // pointer to first elem
int *e = std::end(a); // pointer to one after last elem

// subscript
// should define var to have unsigned size_t type
int *p = &a[m]; // p = a + m
p[n] // *(p + n) => a[m + n]

// C-style char string
char c[] = "str"; // c[] = {'s', 't', 'r', '\0'}

// initialize vector with array {a[i], ..., a[j]}
std::vector<int> v(a + i, a + j);
```

5.3 Arrays of Arrays

Definition 5.4 (multidimensional array).

```
constexpr size_t rows=..., cols=...;
int a[rows][cols] = {0};

// subscript operator
a[n] // nth inner-array elem

// for range statement
// control vars except innermost array must be ref
```

```

for (auto &row : a)      // for every elem in outer array
    for(auto col : row) // for every elem in inner array
        ...

// pointers
int (*p)[cols] = a; // p = &a[0]

for (auto p = a; p != a + rows; ++p)      // int (*p)[cols] = &a[0]
    for (auto q = *p; q != *p + cols; ++q) // int *q = &a[0][0]
        ...

// type alias
using int_array = int[rows];
// typedef int int_array[rows];
for (int_array *p = a; p != a + rows; ++p)
    ...

```

6 Exprs

Definition 6.1 (expression). *Composed of operators and operands.*

```

// unary operator: act one one operand
// & address-of
// * dereference

// binary operator: act on two operands1
// == equality
// * multiplication

// overloaded operator
// define operator in class

// lvalue and rvalue
// lvalue: can be assignment
// rvalue: cannot be assignment
// lvalue = ...           return left-hand operand as lvalue
// address-of &lvalue     return a pointer to lvalue as rvalue
// deref * and subscript operator return lvalue
// ++iterator or --iterator return lvalue
// decltype(lvalue)       return ref
// decltype(rvalue)       return the exact type of rvalue
decltype(*p) // int&
decltype(&i) // int*
decltype(&p) // int**

// compound expr with two or more operators
// precedence:
// operands of operators with higher precedence group tightly than
// operands of operators at lower precedence
// associativity: group operands with same precedence
// left associative: operators with same precedence group from left-most to right
// right associative: operators with same precedence group from right-most to left
// () force grouping

// arithmetic operator
// left associative
// return rvalue
// reminder: int % int

```

```

// return same sign as m
(-m) % n // -(m % n)
m % (-n) // -(m % n)

// logical and relational operator
// return bool val
// 0 return false
// non-zero return true
// guarantee eval order
expr1 && expr2 // eval expr2 if and only if expr1 is true
expr1 || expr2 // eval expr2 if and only if expr1 is false
// precedence:
// right associative
// 1. !
// left associative
// 2. <=, >=
// 3. ==, !=
// 4. &&
// 5. ||
i != j < k // i != (j < k)

// assignment operator
// low precedence
// right associative
// left-hand operand: a modifiable lvalue
// return left-hand operand lvalue
// compound assignment operator
// *=, /=, %=
a *= b; // compound assignment: a eval only once
a = a * b; // ordinary assignment: a eval twice

// increment and decrement operator
// require lvalue operand
// prefix: increment operand and return the changed object as lvalue
// postfix: increment operand and return object's original value as rvalue
// use postfix only when necessary
// precedence: ++-- > dereference
*b++ // *(b++)

// evaluation order

// member access operator
p->mem => (*p).mem
// precedence: . > dereference
pointer-> return lvalue
.mem return lvalue or rvalue same as mem

// conditional operator
cond ? expr1 : expr2;
// return lvalue if both expr1 and expr2 are lvalue
// otherwise return rvalue
cond ? expr1 : cond ? expr2 : expr3
// right associative
// low precedence, need ()

// bitwise operator
// hardware

```

```

// shift operator (IO operator)
// left associative
// precedence:
1. arithmetic operator
2. IO operator
3. relational, assignment, conditional operator

// sizeof operator
// right associative
// return constexpr size_t in byte
// 1 byte = 8 bits
sizeof(type)
sizeof(expr)
// array
sizeof(a) // sizeof(*a) * size

// comma operator
// guarantee eval order from left to right
// lowest precedence
// expr1, expr2
// return expr2 lvalue or rvalue
for (int v1=..., v2=...; cond; expr1, expr2)
    ...

```

Definition 6.2 (IO objects).

```

#include <iostream>
// using std::cout, std::cin;
std::cout << "str"; // return left operand: std::cout
std::cin >> v;      // return left operand: std::cin
// IO operators: left associative
std::cout << "str" << "\n"; // (std::cout << "str") << "\n";
std::cin >> v1 >> v2;      // (std::cin >> v1) >> v2;

while(std::cin >> v)
    ...
// istream become invalid when
// 1. reading a non-integer val: 1 2 3.1
// 2. end-of-file: Ctrl-z RET (Windows), Ctrl-d RET (Linux)

```

6.1 Type conversion

Definition 6.3 (type conversion).

```

// implicit conversion
// arithmetic conversion
// integer promotion
// unsigned type
// array to pointer conversion
// conversion to bool
// conversion to const

// explicit conversion
// static_cast<type>(expr)
int i = 1, j = 2;
// double k = i / j; // 0
double k = static_cast<double>(i) / j; // 0.5
// const_cast: remove low-level const
// reinterpret_cast: bit-pattern of operands
// old-style cast

```

```
// type (expr);
// (type) expr;
```

7 Statement

Definition 7.1 (statement).

```
// simple statement
// expr statement
; // null statement
// compound statement (block, scope)
// {} empty block is equivalent to ; null statement

// flow-of-control statement
// conditional statements
// if statement
if (cond)
    statement;
else if (cond)
    statement;
else
    statement;

// switch statement
switch (v)
{
    case expr1: // constexpr
        statement;
        break;
    case expr2:
        statement;
        break;
    ...
    default: // no case match
        statement;
        break;
}

// iterative statement
while(cond)
    statement;

// traditional for statement
for (init-statement; cond; expr) // loop var used locally inside for body
    statement;

// range for statement
// iterate through elems of a container or sequence
for (declaration : sequence) // ref to write elem
    statement;

// do while statement
do
    statement
while (cond);

// jump statements:
// break statement
```

```

break; // terminate nearest loop or switch

// continue statement
// terminate current iteration of nearest loop and begin next iteration
continue;

// goto statement
label:
    ...
goto label;

// statement scope
// vars defined in control structure are only visible within scope

```

7.1 Try and Exception

Definition 7.2 (exception).

```

// try block
try
{
    throw std::runtime_error("ERROR MESSAGE");
}
catch (std::runtime_error e)
{
    std::cout << e.what() << std::endl; // ERROR MESSAGE
}

// exceptions

```

8 Function

Definition 8.1 (func). *Function is a block of code with name.*

```

type func(params) // single declarator: type v1, type v2, ...
{
    return value;
}

// call operator
// 1. initialized func params from arguments
// 2. execute calling function -> execute called function ->
// ends when encountering return statement ->
// return value -> back to calling function ->
// initialize call expression with returned value
func(arguments);

```

Definition 8.2 (lifetime).

```

// global objects
// allocated at program start-up and destroyed when the program ends

// local variable
// automatic object
// params destroyed after function call

// local static object
// destroyed when program terminates
static type var = ...;

```

8.1 Func Declaration

Definition 8.3 (func prototype).

```
// func must be declared before we can use

// header
type func(params); // semicolon replaces func body in decl

// source
// should include header so that compiler will verify func def and decl are consistent
#include "func.h"
type func(params) { ... }

// separate compilation
g++ -c main.cpp // generate object file main.o
g++ -c func.cpp // func.o
g++ main.o func.o // link object files
```

8.2 Parameter Initialization

Definition 8.4 (param initialization).

```
// C++ use reference param to avoid copies
type& param = argument // param bound to argument

// nonreference
type param = argument // argument value is copied
// C use pointer param to access object
type* param = &argument

// const param
// top-level const are ignored
type param = const argument
// low-level const cannot be ignored
const type& param = const argument
const type* param = &const argument
```

Definition 8.5 (array param).

```
// array param
// cannot copy array
type array[N] = {};
type func(const type* param); // array converted to &array[0]
type func(const type param[]); // equivalent to const type* param
type func(const type param[M]); // compiler ignores first dimension
// cannot use type var[] = array in expr!

// when func doesn't need write access to array elements,
// array param should be pointer to const

// array size rely on additional inform:
// C-style string stops at null char
type func(const char* cp) {if(cp) ...}
// beg and end pointer to first and last element in array
const int* beg = std::begin(array)
const int* end = std::end(array)
// define a second param indicates array size
type func(const int[], size_t);
```

```

// array ref param
int (&param)[N] = array // type size limits usefulness of func

// multidimensional array param
// the second and subsequent dimensions must be specified
type func(int (*matrix)[Y][Z][...], int X);
type func(int matrix[][Y][Z][...], int X); // compiler ignores first dimension

// varying number of params
// std::initializer_list: template type
void func(params, std::initializer_list<T> il);
// number of arguments of a single type in il
// elems in il are always const
void error_msg(std::initializer_list<std::string> il)
{
    for (auto b = il.begin(); b != il.end(); ++b)
        std::cout << *b << " ";
}

error_msg({"FUNC", s1, s2});

// ellipsis params
void func(params, ...)

```

8.3 Return Statement

Definition 8.6 (return). *Terminate func and return control to func call.*

```

// return statement
// analogous to break statement
return; // return with no value used in void func(params);
return value; // type temp = value
// return value is used to initialize a temporary as result of func call

// return reference
// funcs that return reference are lvalues
// other return types are rvalues

// call operator
// same precedence as dot and arrow operator
// call operator is left associative
func(argument).member_func() // return class type object

// return list
std::vector<type> temp = { ... }

// cannot return array or func
// return pointer or reference to array or func
type (*func(params)) [N]; // return pointer to array of N type elements

// use typedef
typedef int arrayT[N]; // synonym to array of n ints
using arrayT = int[N];
arrayT* func(params);
// use decltype
int a[] = {1,2,3};
decltype(a) *func(params);
// use trailing return type
auto func(params) -> int(*)[N];

```

```
// main return
// 0 indicates success
// nonzero has machine-dependent meaning
// machine-independent preprocessor variable
// EXIT_SUCCESS
```

8.4 Recursion

Definition 8.7 (recursion). *A function that calls itself is a recursive function.*

8.5 Pointers to Funcs

Definition 8.8 (function pointer). *Function pointer points to func type determined by return and params types.*

```
type func(params);
type (*p)(params);

p = func;          // func is automatically converted to pointer
// p = &func;      // equivalent assignment
p(params);         // call func
// (*p)(params);   // equivalent call
p = nullptr;       // point to no func
// p = 0;

// func pointer as param
type func(params, type p(params));
// type func(params, type (*p)(params)); // equivalent decl

// typedef
typedef type F(params);      // func type
using F = type(params);      // equivalent func type
typedef decltype(func) F;    // equivalent func type

typedef type (*PF)(params);  // pointer to func type
using PF = type(*) (params); // equivalent pointer to func type
typedef decltype(func) *PF;  // equivalent pointer to func type

PF p;
F *p;

// def func return pointer to func
PF func(params);
F *func(params);
type (*func(params)) (params); // directly decl
auto func(params) -> type (*) (params);
decltype(func2) *func(params);
```

8.6 Overloaded Funcs

Definition 8.9 (overload). *Same name funcs with different params list in one scope.*

```
// error for two funcs to differ only in terms of return types

// top-level const is indistinguishable from one without a top-level const
// except low-level const
// const_cast
```

```
// func matching
// 1. candidate funcs: all funcs
// 2. viable funcs: arguments match params
// 3. best match: exact match is better than argument type conversion
// argument type conversion:

// use small func inside overloaded funcs to avoid writing same code in more than one place
```

8.7 Default Arguments

Definition 8.10 (default argument). *Func with default argument can be called with without that argument.*

```
// func.h
// default arguments ordinarily should be specified with func declaration in header
type func(params, def_defaults_for_params);
```

8.8 inline and constexpr Func

Definition 8.11 (inline func). *Calling a small func is slower than equivalent expr. A inline function is expanded in line at each call to avoid func call overhead.*

```
inline type func(params);
// inline is only a request to compiler.
// The compiler may choose to this request.

// inline and constexpr func defined in header
```

Definition 8.12 (constexpr func). *Can be used in constant expression.*

```
constexpr type func(params);
// implicitly inline
// replace a call with return value
// return type must be literal type
// func body contains exactly one return statement
```

8.9 Command-Line Options to main

Definition 8.13 (argument to main). *Use argument to main to guid operation of program.*

```
int main(int argc, char *argv[]) { ... }
int main(int argc, char **argv) { ... }

// argc: size of argv
// argv[0]: program name
// argv[1]: option1
// argv[2]: option2
// ...
```

8.10 Debugging

Definition 8.14 (assert and NDEBUG). *Debugging code is executed only during developing.*

```
// #define NDEBUG // turn off assert, defined before #include <cassert>
#include <cassert>
assert(expr); // eval expr. if expr is false, write a message and terminate program.

// preprocessor macro
// preprocessor names are managed by preprocessor not compiler
// use preprocessor name directly and do not provide using decl
```

```

// conditional debugging using NDEBUG
void func(int i)
{
#ifdef NDEBUG
    std::cerr << __func__ << ": i is " << i << std::endl;
#endif
}
// local static defined by compiler
// __func__: func name
// __FILE__: file name
// __LINE__: current line number
// __TIME__: compiled time
// __DATE__: compiled date

```

9 class

Definition 9.1 (class). *Data abstraction and encapsulation: separation of interface and implementation*

- *interface: operations that users can execute*
- *implementation: class data members and funcs*

```

// header

// class MyClass; // forward declaration if class appears in friend func params or return

// declare friend func in class header
// friend func can be defined inside class
// friend func decl must still be provided outside class before other member func use it
type nonmember_func(params);

class MyClass
{
public:
    friend type nonmember_func(params);
    // allow nonmember func to access class nonpublic members
    // friends are not affected by access control
    // group friend decls at beginning or end of class
    // friend class MyClass2; // access all member funcs in MyClass2
    // friend type MyClass2::member_func(params);

    // member funcs access object through implicit parameter this
    // any use of member of class inside member func is an implicit reference through this
    type func(params) const; // const member func indicates that this is a pointer to const
    // const member func cannot change data members of object on which it is called

private:
    // class is not defined until its class body is complete
    // class cannot have data members of its own type
    // class can have data members that are pointers or references to its own type
    type var;
}; // must end with ;

// source
type MyClass::func(params) const { ... }
type nonmember_func(params) { ... }

// main
MyClass myObj;

```

9.1 Additional Class Features

Definition 9.2 (`this`).

```
// funcs return reference are lvalue objects
type func(params) { return *this; }

const type func(params) const { return *this; }
// const member func return *this as reference should return a reference to const

// member func can be overloaded based on whether it is const
```

Definition 9.3 (`class scope`).

```
// incomplete type

// access type member outside class
MyClass::T var = ...;

// return type must specify class when member func defined outside class
MyClass::T MyClass::func(params);

// name lookup inside class
// an inner scope can redefine a name from an outer scope except redefining type name
type var = ...;
class MyClass { type var = ...; // can access outer object using scope operator ::var }

// name lookup for member function defined outside class
// func scope -> class scope -> enclosing scope
```

Definition 9.4 (`type member`).

```
class MyClass
{
    typedef type T; // type member must appear before they are used
    // appear at beginning of class

    T var;
}
```

Definition 9.5 (`inline member func`).

```
// member funcs defined inside class are automatically inline
// member funcs defined outside class need to be specified inline
class MyClass { type func(params); }

inline type func(params) { ... }
// inline member func should be defined in class header
```

Definition 9.6 (`mutable data member`). *A mutable data member is never const.*

```
// const member func can change a mutable member
mutable type var;
```

Definition 9.7 (`static class members`). *A member is associated with the class rather than with individual object of class type by adding the keyword `static` to its declaration.*

```
// static data members are not part of individual objects of the class type,
// they are not initialized by class constructors when creating objects of the class
// static member functions are not bound to any object and do not have this pointer
static type var;
static type func(params) { ... }
```

```

// we must define and initialize each static data member outside the Class
// static member are defined outside any function like global objects
type MyClass::var = ...;

// static keyword is used only on the declaration inside class body
// static member defined outside the class do not need to repeat the static keyword

// in-class initialization of static data members
// can provide in-class initializer for static members that have integral type
// must do so for static members that are constexpr of literal type
// initializer must be constant expression
static constexpr type var = ...;
// should be defined outside class definition even if
// const static data member is initialized inside class body
constexpr type MyClass::var; // initializer provided in class definition

// can access a static member directly through scope operator
MyClass::func()

// static data member can have incomplete type,
// i.e. same type as the class type
static MyClass var;

```

9.2 Constructor

Definition 9.8 (constructor). *Class initialization, copy, move, assignment, destruction.*

```

class MyClass
{
public:
    // constructor funcs
    // same name as class
    // no return type

    // default constructor
    // constructor initializer
    // copy constructor

private:
    // in-class initializer
    // = for copy initialization
    // braces for direct initialization
}

```

Definition 9.9 (constructor initializer).

```

// initialize nonstatic data members
// automatically called when an obj is created
MyClass() {} // default constructor
// provide a default constructor if other constructors are defined
MyClass(params) member(expr), ... { ... } // constructor initializer list

// use default constructor to define obj
MyClass myClass; // error MyClass myClass(); to define func

// constructor initializer list specifies only the value used to initialize members
// members are initialized in the order in which they appear in class definition
// write constructor initializer in same order as members are declared
// avoid using members to initialize other members

```

```
// delegating constructor
// use other constructor to perform its initialization
MyClass(params) : var1(expr), ... {} // nondelegating constructor
// delegated-to constructor initializer list and func body are both executed
MyClass() : MyClass(arguments) {} // default constructor
MyClass(params) : MyClass() { ... } // delegate to default constructor
```

Definition 9.10 (converting constructor). *A constructor that can be called with a single argument defines implicit conversion from constructor's parameter type to class type.*

```
// implicit class-type conversion
MyClass(param) {}
type func(MyClass);
// implicit conversion from parameter type to class type
MyClass myClass = argument; // copy initialization
std::string s = "str"; // literal to string
func(argument); // during func call

// explicit constructor
// prevent implicit conversion by declaring constructor as explicit inside class
// be meaningful only on constructors that can be called with a single argument
// only direct initialization is allowed
explicit MyClass(param) {}

// explicit conversion
MyClass(argument);
std::string("str");
```

Definition 9.11 (constexpr constructor).

```
// literal class
// all data members are literal type
// constexpr constructor funcs
// must initialize every data member with constant expression or constexpr constructor
// body is empty
constexpr MyClass(params) : var(expr), ... {}
```

Definition 9.12 (copy control). *Copy control members include copy constructor, copy-assignment operator, move constructor, move-assignment operator, and destructor.*

Definition 9.13 (copy constructor).

```
// first param is a reference to class type and any additional parameters have default values
// memberwise copy the members of argument into the object being created
// copy each nonstatic member from given object into the one being created
MyClass(const MyClass& orig) : var(orig.var), ... {}

// synthesized copy constructor

// direct initialization uses constructor initializer
// copy initialization uses copy constructor
```

Definition 9.14 (copy-assignment operator).

```
// overloaded assignment operator function
// usually return a reference to left-hand operand object
// when an operator is a member function,
// the left-hand operand is bound to implicit this parameter
MyClass& operator=(const MyClass &rhs) { var = rhs.var; ... return *this; }

// synthesized copy-assignment operator
```

Definition 9.15 (destructor). *Destructor free the resources used by an object and destory the nonstatic data members.*

```
// no parameters and return value
// there is only one destructor that cannot be overloaded

// default synthesized destructor
~MyClass() {}
```

Definition 9.16 (move constructor).

Definition 9.17 (move-assignment operator).

9.3 Operator

Definition 9.18 (overloaded operator). *Overloaded operators are functions that have the name operator followed by the symbol for the operator being defined.*

```
// an operator function has a return type and a parameter list
```

9.4 OOP

Definition 9.19 (OOP). *Object-oriented programming is based on three basic concepts:*

- *data abstraction separates interface from implementation*
- *inheritance model the relationships among similar class types*
- *dynamic binding use objects of these class types*

Definition 9.20 (inheritance). *Classes related by inheritance form a hierarchy.*

```
// base class at the root of the hierarchy
class BaseClass
{
public:
    virtual type func(parmas);
}

// derived class
class MyClass : public BaseClass // class derivation list
{
public:
    type func(parmas);
}
```

Definition 9.21 (dynamic binding). *Dynamic binding happens when a virtual function is called through a refernece or pointer to a base class.*

```
// run-time binding
```

9.5 Template

Definition 9.22 (template). *A template is a blueprint or formula for creating classes or functions.*

Definition 9.23 (function template). *A function template is a formula from which we can generate type-specific versions of that function.*

Definition 9.24 (class template). *A class template is a blueprint for generating classes.*

```
template <typename T> class MyClass {}
```

10 Sequential Containers

Definition 10.1 (container). *A container holds a collection of objects of a specified type.*

Definition 10.2 (sequential container). *A sequential container controls the order in which the elements are stored and accessed.*

```
// vector

// string

// array: fixed size
// does not support operations to add or remove elements or to resize the container

// list

// forward_list

// deque
```

11 Generic Algorithms

12 Associative Containers

13 Dynamic Memory

Definition 13.1 (memory).

- *static memory is used for local static objects, for class static data members, and for variables defined outside any function.*
static objects are allocated before they are used and destroyed when the program ends.
- *stack memory is used for nonstatic objects defined inside functions.*
stack objects exist only when the block is executing.
- *free store or heap dynamically allocate at run time.*
heap objects must be explicitly destroyed when they are no longer needed.

```
// dynamic memory operators
// new: allocates and optionally initialize an object in dynamic memory
// and returns a pointer to that object

// delete: destroys that object and frees memory

// problems:
// forget to free memory -> memory leak
// free memory when there are still pointers referring to that memory ->
// pointer refers to invalid memory
```

Definition 13.2 (smart pointers).

```
// std::shared_ptr
// allows multiple pointers to refer to same object

// std::unique_ptr
// owns the object to which it points

// std::weak_ptr
// a weak reference to an object managed by a std::shared_ptr
```

Definition 13.3. `shared_ptr`

```
// smart pointers are class templates
// must supply the type to which the pointer can point

std::shared_ptr<type> p; // default initialized smart pointer holds a null pointer

// std::make_shared
// allocates and initializes an object in dynamic memory
// and returns a std::shared_ptr that points to that object
std::shared_ptr<type> p = std::make_shared<type>(argument);
// std::make_shared uses its arguments to construct an object of given type
auto p = std::make_shared<type>(argument);

// reference count
// the counter is incremented when we use it to initialize other std::shared_ptr,
// use it as assignment, or pass it to or return it from function by value
// the counter is decremented when we assign a new value to std::shared_ptr
// and when std::shared_ptr itself is destroyed when going out of scope
// when the counter goes to zero,
// std::shared_ptr destructor automatically destroyed the object
```

A Tools

Definition A.1 (namespace). *using declaration let us use a name from namespace without qualifying the name with `namespace::` prefix.*

```
using namespace::name;
```

Definition A.2 (comment).

```
// single line
/* pair cannot nest */

std::cout << /* "/" /* "/" */; // std::cout << " /* ";
// 1. from right to left
// 2. find */, remove everything between */ and left /*
// 3. repeat step 1-2
```

Example A.1 (resources).

- <https://www.learncpp.com/>

References

- [1] S.B. Lippman, J. Lajoie, and B.E. Moo. *C++ Primer*. Addison-Wesley Professional, 2012. ISBN: 978-0-321-71411-4.
- [2] Shapira Yair. *Solving PDEs in C++*. 2nd Edition. Philadelphia, PA: Society for Industrial and Applied Mathematics, 2012. URL: <https://epubs.siam.org/doi/abs/10.1137/1.9781611972177>.