Constructors and Assignment

Ali Malik
malikali@stanford.edu
Game Plan

- Recap
- Const Correct Vector
- Copy Constructor
- Assignment Constructor
- Rule of Three
Recap
Designing Vector

The VectorInt Class: Implementation

- In order to demonstrate how useful (and necessary) dynamic memory is, let's implement a Vector that has the following properties:
  - It can hold **ints** (unfortunately, it is beyond the scope of this class to create a Vector that can hold *any* type)
  - It has useful Vector functions: `add()`, `insert()`, `get()`, `remove()`, `isEmpty()`, `size()`, `<< overload`
  - We can add as many elements as we would like
  - It cleans up its own memory
Class Templates

The idea with class templates is the same.

A few more annoying nuances to watch out for.

template <typename ValueType>
class StrVector {

public:
    void push_back(const ValueType& elem);
    // rest of implementation
}

Tell compiler
ValueType is a
generic type.
Class Templates - Details

When we define a class template, we **only** use a .h file, and **do not** define member functions in a .cpp file.

Member functions are defined differently.

There's a bit of weird syntax for accessing **nested types**.
Must announce that every method is templated

template <typename ValueType>
class Vector {

public:
    void push_back(const ValueType& elem);
    // rest of implementation

} 

void Vector::push_back(const ValueType& val) {

}
Class Templates - Details

Must announce that every method is templated

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class Vector {

public:
    void push_back(const ValueType& elem);
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class Vector {

public:
    void push_back(const ValueType& elem);
    // rest of implementation

} // Vector

void Vector::push_back(const ValueType& val) {

}
Class Templates - Details

Must announce that every method is templated

template <typename ValueType>
class Vector {

public:
    void push_back(const ValueType& elem);
    // rest of implementation

} // Vector

void Vector<ValueType>::push_back(const ValueType& val) {

} // push_back
Class Templates - Details

Must announce that every method is templated

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class Vector {

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Must announce that every method is templated

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class Vector {

public:
    void push_back(const ValueType& elem);
    // rest of implementation
}

template <typename ValueType>
void Vector<ValueType>::push_back(const ValueType& val) {

}
Class Templates - Details II

Must use `typename` keyword for nested types:

```cpp
template <typename ValueType>
Vector<ValueType>::iterator Vector<ValueType>::push_back(const ValueType& val) {
}
```
Class Templates - Details II

Must use `typename` keyword for nested types:

```cpp
template <typename ValueType>
Vector<ValueType>::iterator Vector<ValueType>::push_back(const ValueType& val) {
}
```

⚠️ missing 'typename' prior to dependent type name 'Vector<ValueType>::iterator'
```cpp
Vector<ValueType>::iterator Vector<ValueType>::begin() {
                        ~~~~~~~~~~~~~~~~~~~~~~~~~
typename
/Users/alimalik/Desktop/Programs/C++/StringVector/strvector.h
```
Must use `typename` keyword for nested types:

```cpp
template <typename ValueType>
Vector<ValueType>::iterator Vector<ValueType>::push_back(const ValueType& val) {
}
```
Must use `typename` keyword for nested types:

```cpp
template <typename ValueType>
typename Vector<ValueType>::iterator
    Vector<ValueType>::push_back(const ValueType& val) {
}
```
Const Correct Vector
Const Correctness

We need to write both const and non-const versions for some methods.

The method called depends on the const-ness of the object it is called on.

Examples:

- operator[]
- iterator begin() and end()
Refining Abstractions
Why Constructors?

Set up *initial state* of object:

- Make sure everything has a *sensible* starting value.
- Take information from user to *set up* object appropriately.
Initialisation vs Assignment
Initialisation vs Assignment

Initialisation:

Transforms an object’s *initial junk* data into *valid* data.

Assignment:

Replaces *existing valid* data with other *valid* data.
Initialisation vs Assignment

Initialisation:

Defined by the constructor for a type.

Assignment:

Defined by the assignment operator for a type.
Initialisation vs Assignment

Vector<string> defV;
// initialisation

Vector<string> fillV(10, "hello");
// initialisation

Vector<string> copyV(defC);
// initialisation

Vector<string> v = defV;
// initialisation

v = fillV;
// assignment
Constructors

Normal Constructor:
- What you are used to!

Copy Constructor
- Initialise an instance of a type to be a copy of another instance

Copy Assignment
- Not a constructor
- Assign an instance of a type to be a copy of another instance
Constructors

Vector<string> defV;
    // initialisation

Vector<string> fillV(10, "hello");
    // initialisation

Vector<string> copyV(defC);
    // initialisation

Vector<string> v = defV;
    // initialisation

v = fillV;
    // assignment
Constructors

Vector<string> defV; // normal constructor
// initialisation

Vector<string> fillV(10, "hello");
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v = fillV;
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Constructors

Vector<string> defV; // normal constructor
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Vector<string> v = defV;
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v = fillV;
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Vector<string> defV; // normal constructor
// initialisation

Vector<string> fillV(10, "hello"); // normal constructor
// initialisation

Vector<string> copyV(defC); // copy constructor
// initialisation

Vector<string> v = defV; // initialisation

v = fillV; // assignment
Constructors

Vector<string> defV; // normal constructor
// initialisation

Vector<string> fillV(10, "hello"); // normal constructor
// initialisation

Vector<string> copyV(defC); // copy constructor
// initialisation

Vector<string> v = defV; // copy constructor
// initialisation

v = fillV; // assignment
Vector<string> defV;  // normal constructor
// initialisation

Vector<string> fillV(10, "hello");  // normal constructor
// initialisation

Vector<string> copyV(defC);  // copy constructor
// initialisation

Vector<string> v = defV;  // copy constructor
// initialisation

v = fillV;  // copy assignment
// assignment
Constructors - Quick Note

If you don’t define some of these constructors, the compiler will create default versions for you.
Constructors - Quick Note

If you don’t define some of these constructors, the compiler will create default versions for you.

This might not always do what you want
Default Constructor
Default Constructor

Takes no arguments.

Used to initialise members to sensible starting values.

class MyClass {

public:
    MyClass() { // default constructor
        privInt = 3;
    }

private:
    int privInt;
}
Default Constructor

Used as follows:

```java
MyClass defC; // calls default constructor

MyClass buggy(); // DOESNT WORK!
```
Default Constructor

Used as follows:

```cpp
MyClass defC;  // calls default constructor

MyClass buggy(); // DOESN'T WORK!
```
Default Constructor

Used as follows:

```cpp
MyClass defC; // calls default constructor

// Treated as function declaration
MyClass buggy(); // DOESNT WORK!
```

This is called C++’s Most Vexing Parse
Copy Constructor
Copy Constructor

Used to * initialise * an instance of a class from another existing instance.

Two ways it can be called:

```cpp
// vector<string> v created earlier

// copy constructor called
vector<string> copyV(v);
vector<string> copyV2 = v;
```
Copy Constructor

Syntax is that of a constructor that takes a class object as its argument:

```cpp
MyClass::MyClass (const MyClass& rhs) {
    // implementation
}
```
Copy Constructor

Let’s write a copy constructor for our Vector class!

First idea:

- Just copy all the member variables over.
- We’ll have the correct size and element pointer, so this works?
- This is what the default copy constructor does if you don’t write one.
Copy Constructor

```
vector<int> a;
```

ElemType* elems;
int logicalSize;
int allocatedSize;
Copy Constructor

vector<int> a:

ElemType* elems; 8
int logicalSize; 1
int allocatedSize; 8

Vector<int> a;
a.push_back(8);
Copy Constructor

```cpp
Vector<int> a;
a.push_back(8);
a.push_back(6);
```
Copy Constructor

vector<int> a:

ElemType* elems;

int logicalSize;

int allocatedSize;

Vector<int> a;
a.push_back(8);
a.push_back(6);
a.push_back(7);
Copy Constructor

```cpp
vector<int> a;
a.push_back(8);
a.push_back(6);
a.push_back(7);

Vector<int> a;
a.push_back(8);
a.push_back(6);
a.push_back(7);
Vector<int> b = a;
```
Changing the value of `b` also changed the value of `a`!

```
vector<int> a;
a.push_back(8);
a.push_back(6);
a.push_back(7);
Vector<int> b = a;
b[0] = 9;
```
Copy Constructor

vector<int> a:

ElemType* elems;  
int logicalSize;  
int allocatedSize;  

8 6 7

vector<int> b:

ElemType* elems;  
int logicalSize;  
int allocatedSize;  

9 6 7

Vector<int> a;
a.push_back(8);
a.push_back(6);
a.push_back(7);
Vector<int> b = a;
b[0] = 9;
Copy Constructor - Deep copy

Lesson:

If you have pointer variables, you should always define a copy constructor.
Copy Constructor

Let’s add this to our vector class:

MyVector.pro
Copy Assignment
Copy Assignment

Takes *already initialised* object and gives it new values.

```cpp
// vector<string> v, v2 created earlier

// copy constructor called
vector<string> copyV = v;

// copy assignment
copyV = v2;
```
Copy Assignment

Works by overloading the `=` operator.

Syntax is exact same as any other operator overload.

class MyClass {

public:
    MyClass& operator=(const MyClass& rhs) {

    }

private:
    int privInt;
}
Copy Assignment

Slightly more involved than copy constructor because object already contains valid data!

We need to watch out for:

- Catching memory leaks
- Handling self assignment
- Understanding the return value
The Rule of Three
The Rule of Three

If you implement a copy constructor, assignment operator, or destructor, you should implement the others, as well.
Next Time

RAII