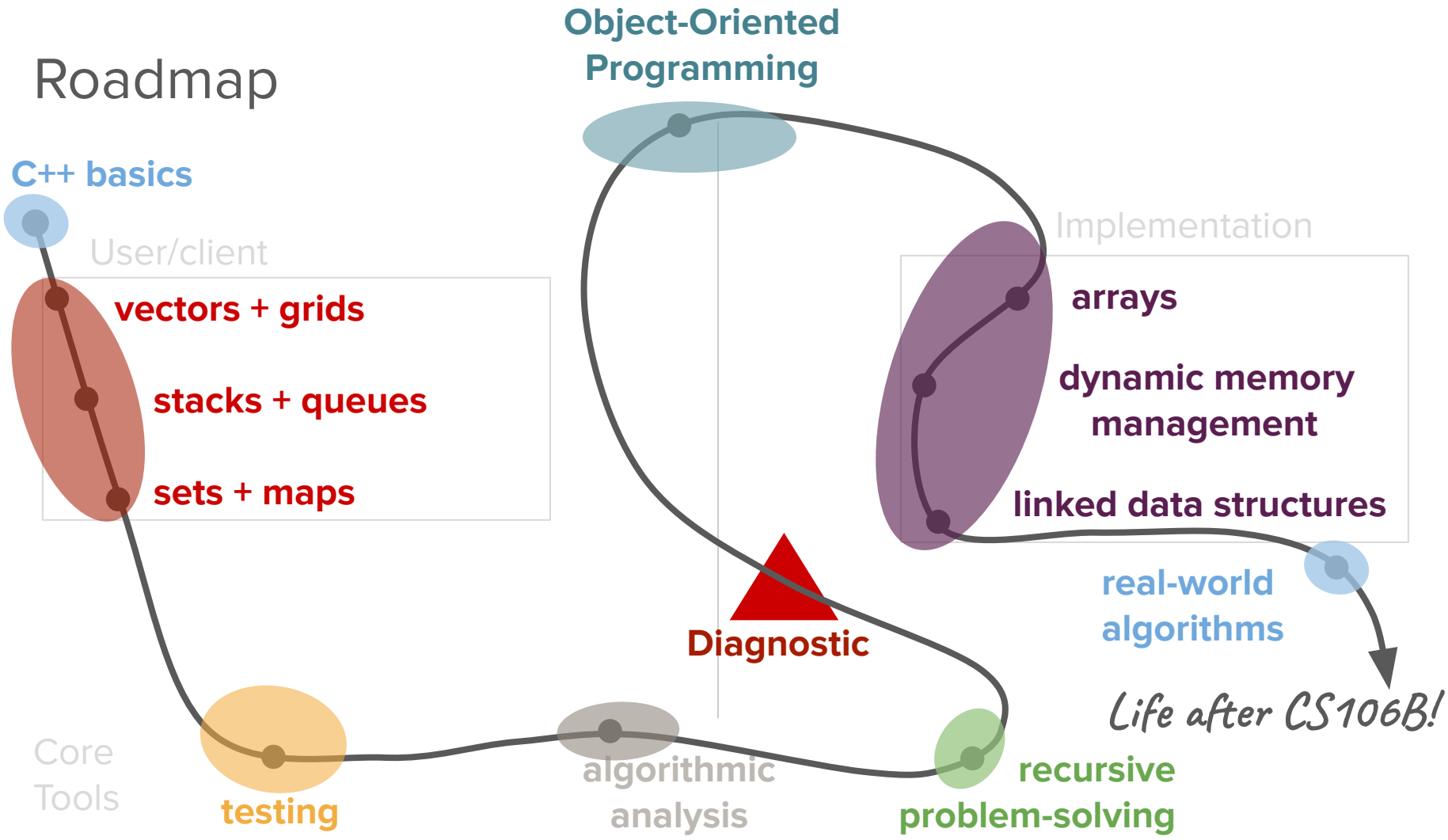
Object-Oriented Programming

What do you think makes a good, well-designed abstraction?

(put your answers the chat)

Roadmap


Object-Oriented Programming
C++ basics
User/client
vectors + grids
stacks + queues
sets + maps
Implementation
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dynamic memory management
linked data structures
real-world algorithms
Diagnostic
Life after CS106B!
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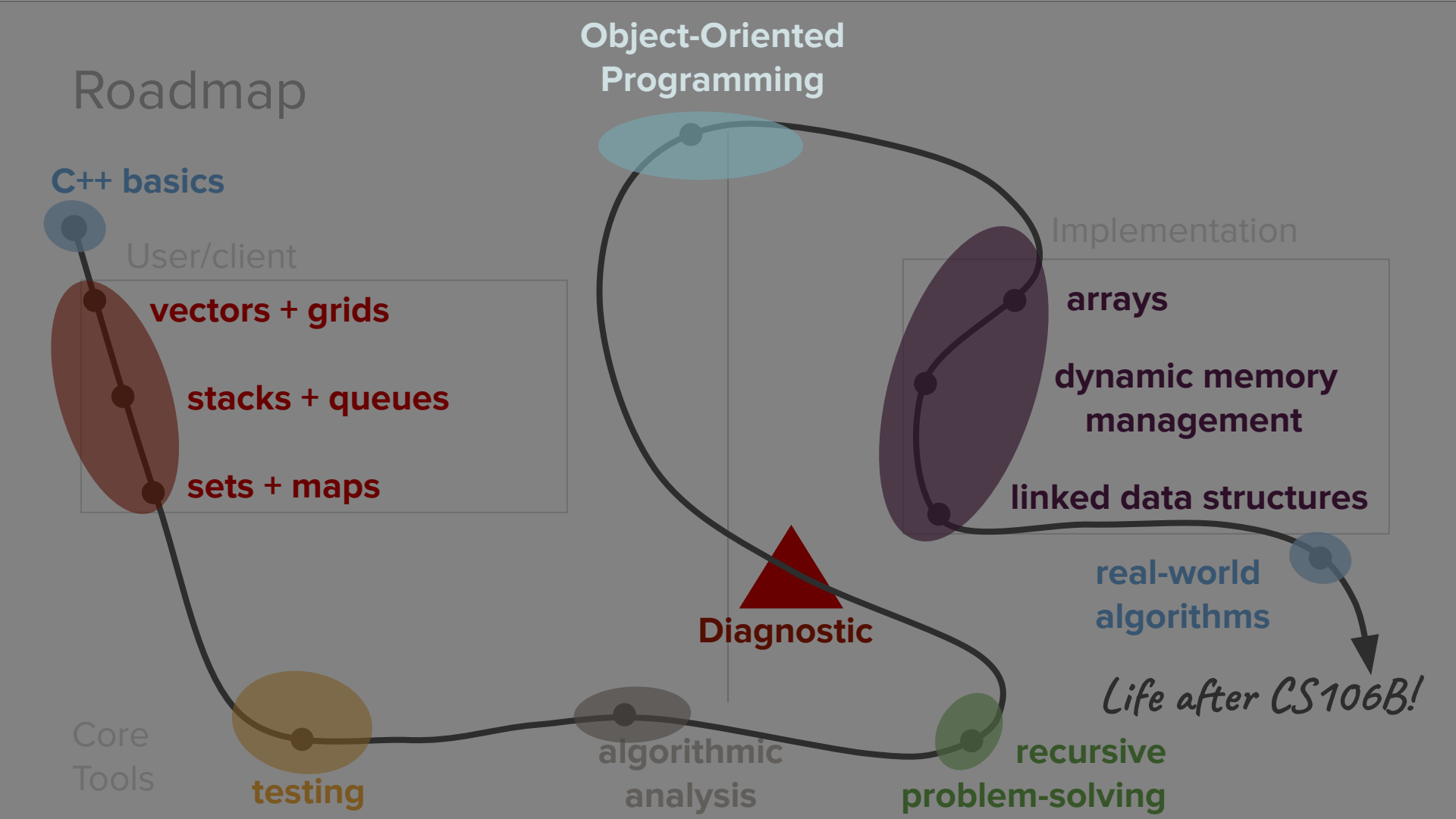
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Today's question

How do we design and define our own abstractions?

Today's topics

1. Review
2. What is a class?
3. Designing C++ classes
4. Writing classes in C++

Review

Two types of recursion

Basic recursion

- One repeated task that builds up a solution as you come back up the call stack
- The final base case defines the initial seed of the solution and each call contributes a little bit to the solution
- Initial call to recursive function produces final solution

Backtracking recursion

- Build up many possible solutions through multiple recursive calls at each step
- Seed the initial recursive call with an “empty” solution
- At each base case, you have a potential solution

Backtracking recursion: **Exploring many possible solutions**

Overall paradigm: choose/explore/unchoose

Two ways of doing it

- **Choose explore undo**
  - Uses pass by reference; usually with large data structures
  - Explicit unchoose step by "undoing" prior modifications to structure
  - E.g. Generating subsets (one set passed around by reference to track subsets)
- **Copy edit explore**
  - Pass by value; usually when memory constraints aren't an issue
  - Implicit unchoose step by virtue of making edits to copy
  - E.g. Building up a string over time

Three use cases for backtracking

1. Generate/count all solutions (enumeration)
2. Find one solution (or prove existence)
3. Pick one best solution

General examples of things you can do:

- Permutations
- Subsets
- Combinations
- etc.

We've seen lots of different backtracking strategies...

Questions to ask yourself when planning your strategy:

- What does my decision tree look like? (decisions, options, what to keep track of)
- What are our base and recursive cases?
- What's the provided function prototype and requirements? Do we need a helper function?
- Do we care about returning or keeping track of the path we took to get to our solution?
- Which of our three use cases does our problem fall into? (generate/count all solutions, find one solution/prove its existence, pick one best solution)
- What are we returning as our solution? (a boolean, a final value, a set of results, etc.)
- What are we building up as our "many possibilities" in order to find our solution? (subsets, permutations, combinations, or something else)

Where are we now?

classes

object-oriented programming

abstract data structures
(vectors, maps, etc.)

arrays

dynamic memory
management

linked data structures

testing

algorithmic analysis

recursive problem-solving

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classes
object-oriented programming

This is our abstraction boundary!

abstract data structures
(vectors, maps, etc.)

arrays

dynamic memory management

linked data structures

testing *algorithmic analysis* *recursive problem-solving*

Revisiting abstraction

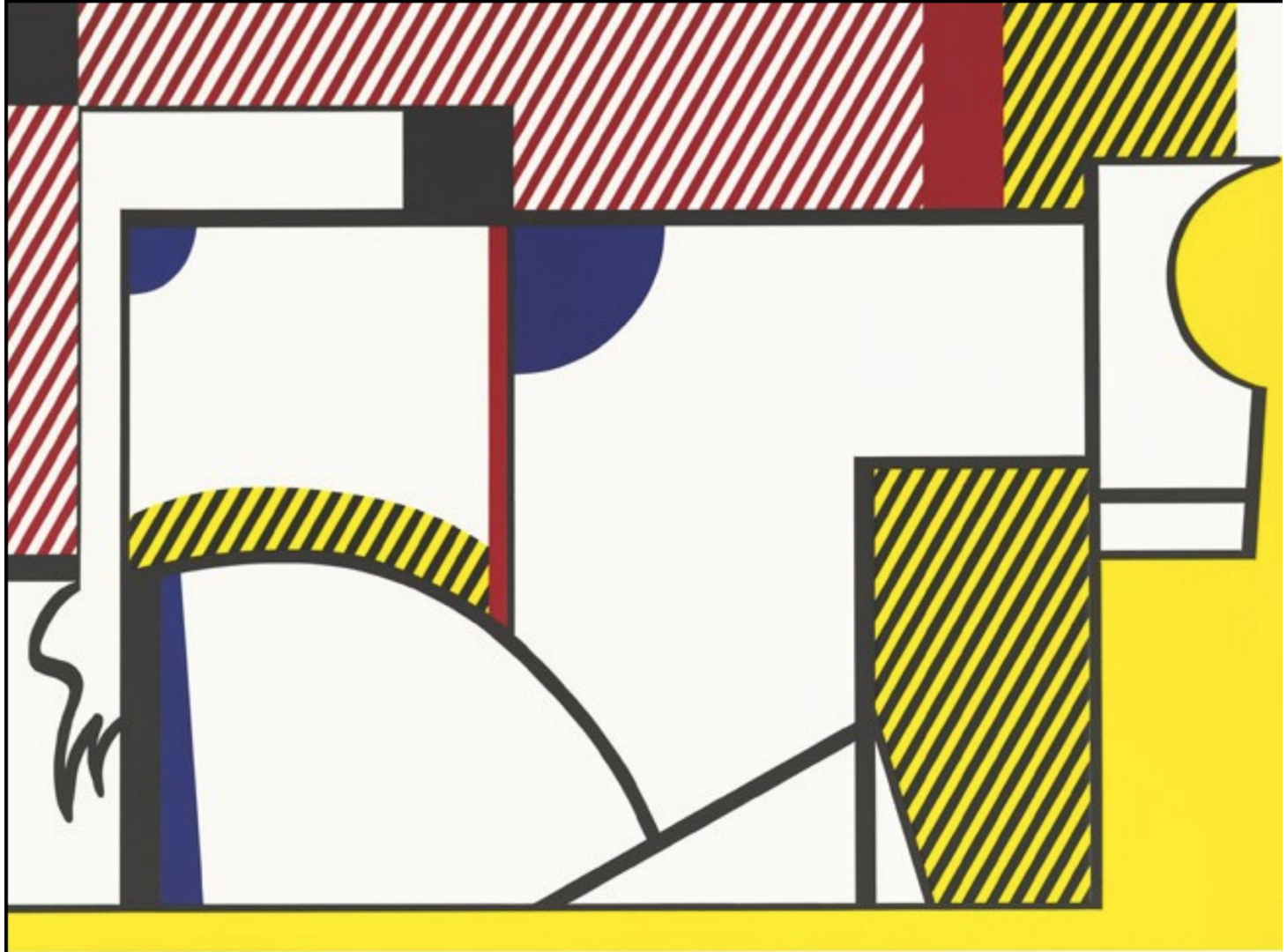
ab·strac·tion

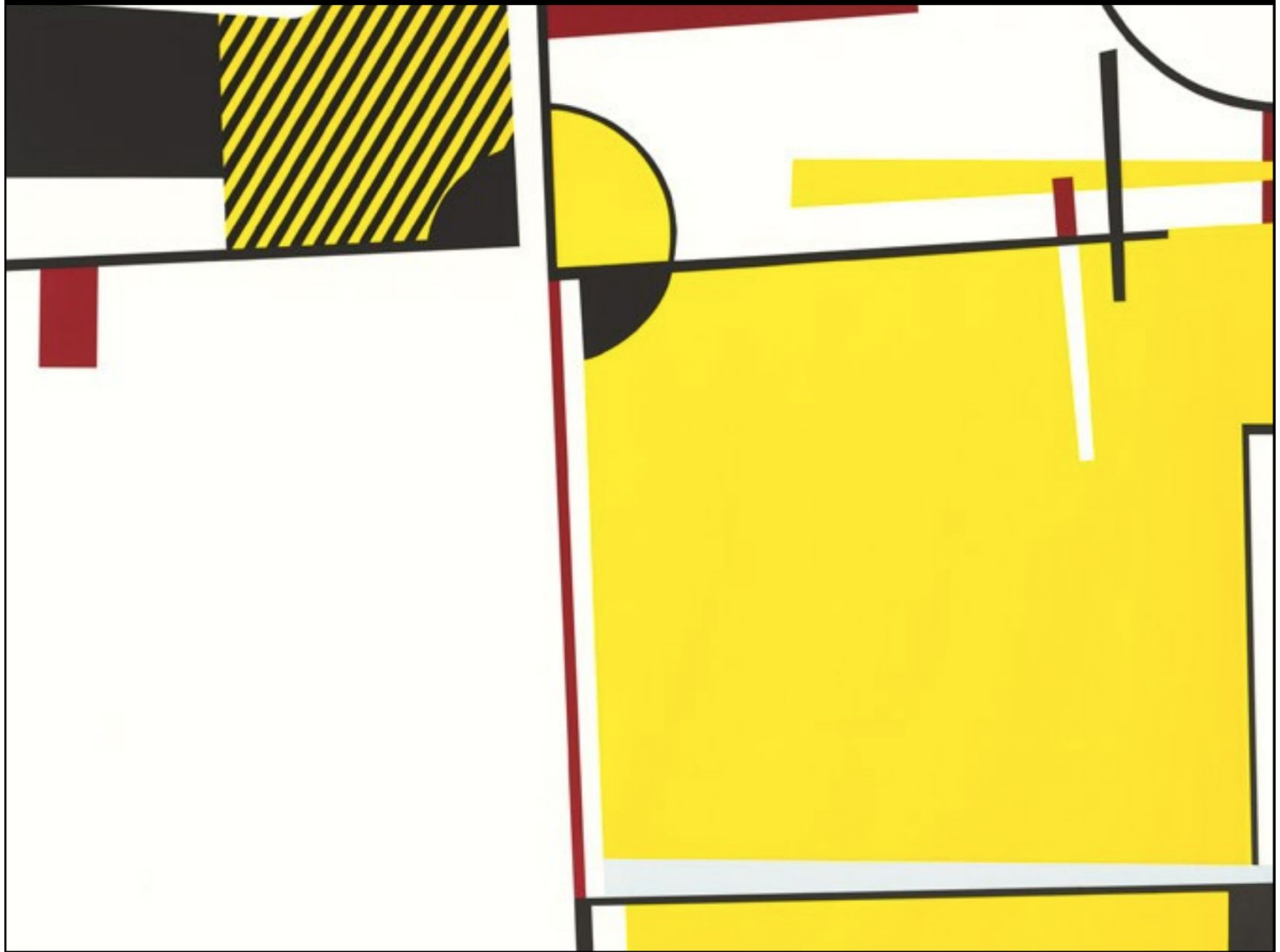
[...]

freedom from representational qualities in art

Source: Google

Example demonstration borrowed from Keith Schwarz

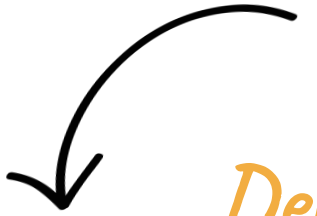




Definition

abstraction

Design that hides the details of how something works while still allowing the user to access complex functionality



How do we accomplish this in C++? With classes!

Definition

abstraction

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What is a class?

Definition

class

A class defines a new data type for our programs to use.

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This sounds familiar...

Remember structs?

```
struct BackpackItem {
    int survivalValue;
    int weight;
};

struct Juror {
    string name;
    int bias;
};
```

Remember structs?

```
struct BackpackItem {
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};
```

Definition

struct

A way to bundle different types of information in C++ – like creating a custom data structure.

Then what's the difference between a class and a struct?

Remember structs?

```
GridLocation chosen;
cout << chosen.row << endl;
cout << chosen.col << endl;
```

```
GPoint origin(0, 0);
cout << origin.getX() << endl;
cout << origin.getY() << endl;
```

What's the difference in how you use a GridLocation vs. a GPoint?

Remember structs?

```
GridLocation chosen;
cout << chosen.row << endl;
cout << chosen.col << endl;

chosen.row = 3;
chosen.col = 4;
```

```
GPoint origin(0, 0);
cout << origin.getX() << endl;
cout << origin.getY() << endl;

origin.x = 3;
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```

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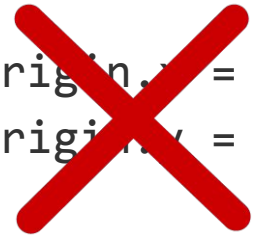

We don't have direct access to GPoint's x and y coordinates!

What is a class?

- Examples of classes we've already seen: **`Vector`**s, **`Map`**s, **`Stack`**s, **`Queue`**s

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- Every class has two parts:
  - an **interface** specifying what operations can be performed on instances of the class (this defines the abstraction boundary)
  - an **implementation** specifying how those operations are to be performed

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- The only difference between structs + classes are the **encapsulation** defaults.
  - A struct defaults to **public** members (accessible outside the class itself).
  - A class defaults to **private** members (accessible only inside the class implementation).

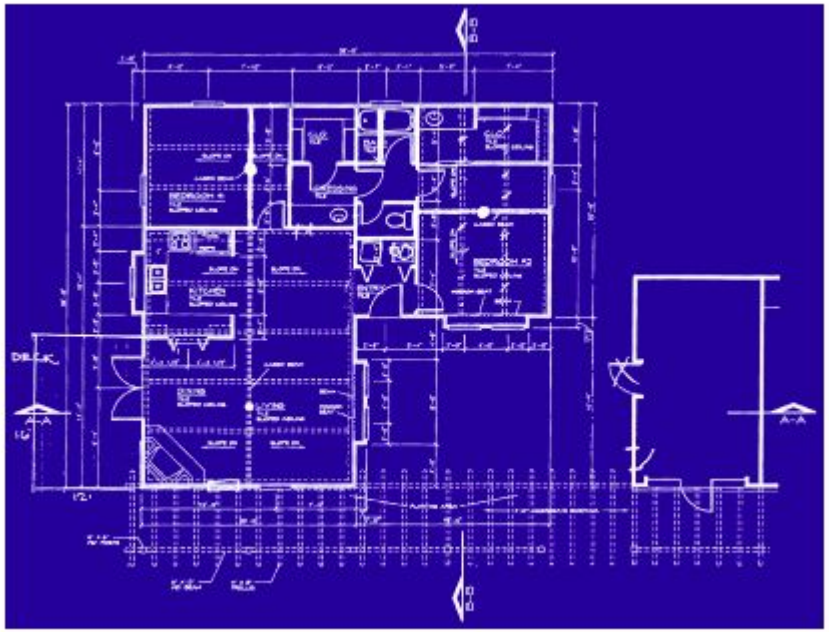
Definition

encapsulation

The process of grouping related information and relevant functions into one unit and defining where that information is accessible

Another way to think about classes...

- A blueprint for a new type of C++ **object**!



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Definition

instance

When we create an object that is our new type, we call this creating an instance of our class.

Another way to think about classes...

- A blueprint for a new type of C++ **object**!
  - The blueprint describes a general structure, and we can create specific **instances** of our class using this structure.

```
Vector<int> vec;
```

*Creates an **instance** of the Vector **class***
(i.e. an object of the type Vector)

How do we design C++ classes?

Three main parts

- Member variables
- Member functions (methods)
- Constructor

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  - These are the variables stored within the class
  - Usually not accessible outside the class implementation

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- Member functions (methods)
  - Functions you can call on the object
  - E.g. **`vec.add()`**, **`vec.size()`**, **`vec.remove()`**, etc.

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  - Functions you can call on the object
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- Constructor
  - Gets called when you create the object
  - E.g. **`Vector<int> vec;`**

How do we design a class?

We must specify the 3 parts:

1. Member variables: *What subvariables make up this new variable type?*

2. Member functions: *What functions can you call on a variable of this type?*

3. Constructor: *What happens when you make a new instance of this type?*

How do we design a class?

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1. Member variables: *What subvariables make up this new variable type?*

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3. Constructor: *What happens when you make a new instance of this type?*

In general, classes are useful in helping us with complex programs where information can be grouped into objects.

Breakout design activity

How would you design a class for...

- A bank account that enables transferring funds between accounts
- A Spotify (or other music platform) playlist

We must specify the 3 parts:

1. Member variables: *What subvariables make up this new variable type?*
2. Member functions: *What functions can you call on a variable of this type?*
3. Constructor: *What happens when you make a new instance of this type?*

Announcements

Announcements

- The mid-quarter diagnostic is coming soon! Make sure to read through the information on the linked page if you haven't yet.
    - The link to access your personalized diagnostic access portal will be posted on the homepage of the website at 12:01am PDT Friday and will remain up until 11:59pm PDT Sunday.

- Assignment 3 is due tomorrow, **Thursday, July 16 at 11:59pm.**

- There will be a diagnostic review session hosted by Trip tomorrow night, from 7-8:30pm. The session will be recorded and made available on Canvas shortly afterwards.

sourcegraph

Thursday 5 PT on Twitch

Demo and Recursion Info Session: Come with all your recursion related questions!
https://www.twitch.tv/sourcegraph

How do we write classes in C++?

Random Bags

Random Bags

- A **random bag** is a data structure similar to a stack or queue. It supports two operations:
  - **add**, which puts an element into the random bag, and
  - **remove random**, which returns and removes a random element from the bag.

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  - Simpler: Shuffling a deck of cards.
  - More advanced: Generating artwork, designing mazes, and training self-driving cars to park and change lanes!

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- Random bags have a number of applications:
  - Simpler: Shuffling a deck of cards.
  - More advanced: Generating artwork, designing mazes, and training self-driving cars to park and change lanes.

- Let's go create our own custom **`RandomBag`** type!

Creating our own class

Classes in C++

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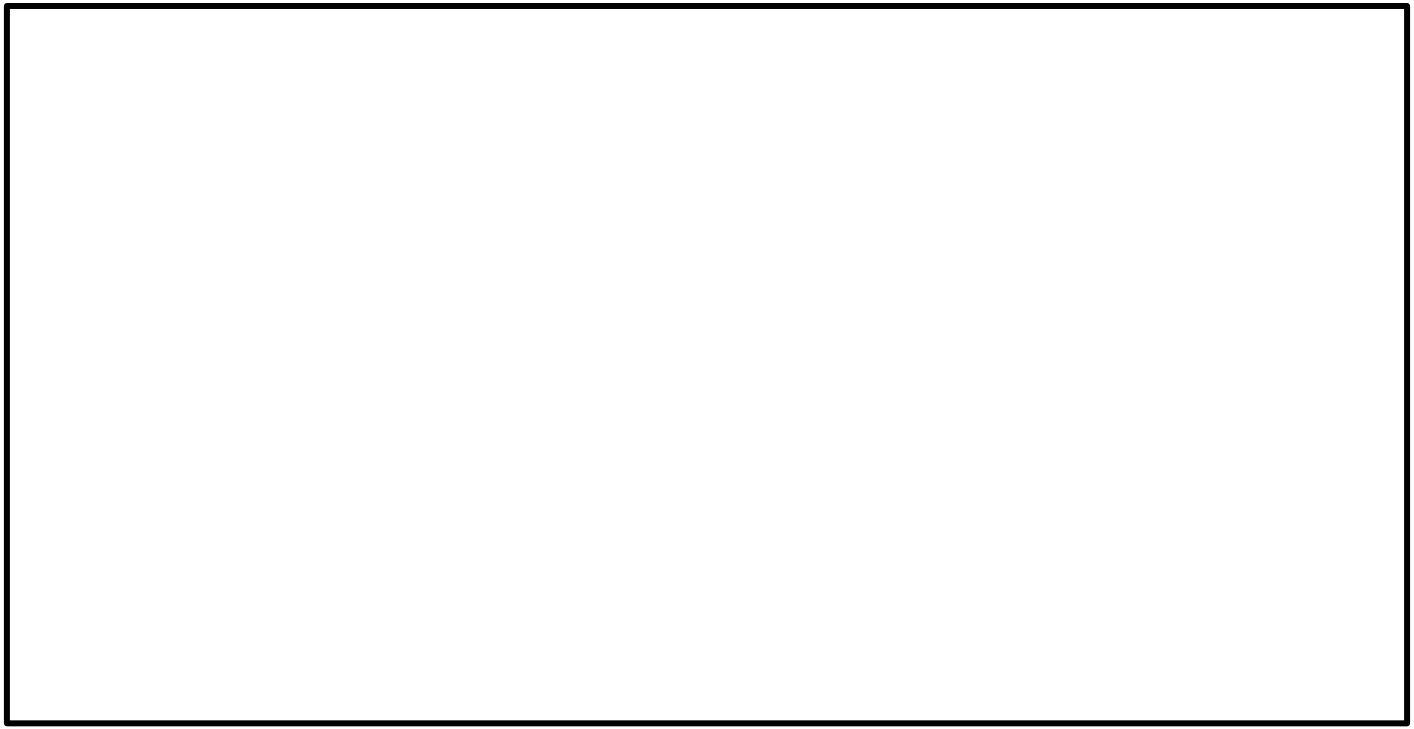
- Defining a class in C++ (typically) requires two steps:
  - Create a **header file** (typically suffixed with `.h`) describing what operations the class can perform and what internal state it needs.
  - Create an **implementation file** (typically suffixed with `.cpp`) that contains the implementation of the class.

- Clients of the class can then include (using the `#include` directive) the header file to use the class.

Header files

What's in a header?



What's in a header?

```
#pragma once
```

This boilerplate code is called a *preprocessor directive.* It's used to make sure weird things don't happen if you include the same header twice.

Curious how it works? Come ask us after class!

What's in a header?

```
#pragma once

class RandomBag {



};
```

This is a **class definition**. We're creating a new class called **RandomBag**. Like a **struct**, this defines the name of a new type that we can use in our programs.

What's in a header?

```
#pragma once

class RandomBag {



};
```

Don't forget to add the semicolon!

You'll run into some scary compiler errors if you leave it out!

What's in a header?

```
#pragma once

class RandomBag {
public:




private:

};
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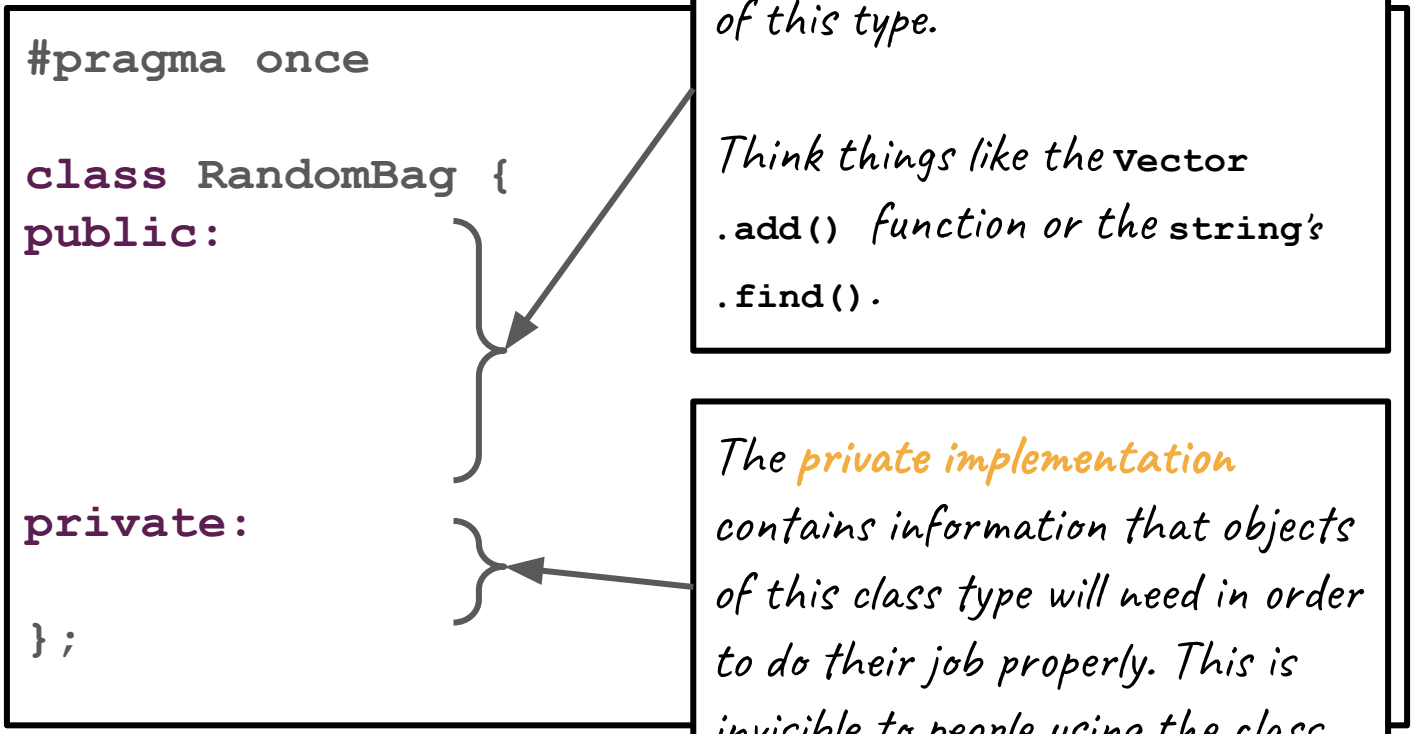
The public interface specifies what functions you can call on objects of this type.

Think things like the `Vector` `.add()` function or the `string`'s `.find()`.

What's in a header?



What's in a header?

```
#pragma once

class RandomBag {
public:
  void add(int value);
  int removeRandom();


private:

};
```

These are **member functions** of the `RandomBag` class. They're functions you can call on objects of type `RandomBag`.

All member functions must be defined in the class definition. We'll implement these functions in the C++ file.

What's in a header?

```
#pragma once
#include "vector.h"
class RandomBag {
public:
   void add(int value);
   int removeRandom();


private:
   Vector<int> elems;
};
```

This is a **data member** of the class. This tells us how the class is implemented. Internally, we're going to store a `Vector<int>` holding all the elements. The only code that can access or touch this `Vector` is the `RandomBag` implementation.

Header summary

```
#pragma once
#include "vector.h"
class RandomBag {
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  void add(int value);
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private:
  Vector<int> elems;
};
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Header summary

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#pragma once
#include "vector.h"
class RandomBag {
public:
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};
```

Implementation files

`RandomBag.cpp`

```
#include "RandomBag.h"
```

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If we're going to implement the `RandomBag` type, the `.cpp` file needs to have the class definition available. All implementation files need to include the relevant headers.

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#pragma once
#include "vector.h"
class RandomBag {
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private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
    elems.add(value);
}
```

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#pragma once
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class RandomBag {
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  void add(int value);
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private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
     elems.add(value);
}
```

The syntax `RandomBag::add` means "the add function defined inside of `RandomBag`." The :: operator is called the **scope resolution operator** in C++ and is used to say where to look for things.

```
#pragma once
#include "vector.h"
class RandomBag {
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  void add(int value);
  int removeRandom();


private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
     elems.add(value);
}
```

If we had written something like this instead, then the compiler would think we were just making a free function named **add** *that has nothing to do with* **RandomBag's** *version of* **add**. *That's an easy mistake to make!*

```
#pragma once
#include "vector.h"
class RandomBag {
public:
  void add(int value);
  int removeRandom();


private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
     elems.add(value);
}
```

We don't need to specify where `elems` is. The compiler knows that we're inside `RandomBag`, and so it knows that this means "the current `RandomBag's` collection of elements."

```
#pragma once
#include "vector.h"
class RandomBag {
public:
  void add(int value);
  int removeRandom();


private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
    elems.add(value);
}

int RandomBag::removeRandom() {
    if (elems.isEmpty()) {
        error("Aaaaahhh!");
    }
    int index = randomInteger(0, elems.size() - 1);
    int result = elems[index];
    elems.remove(index);
    return result;
}
```

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#pragma once
#include "vector.h"
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#include "vector.h"
class RandomBag {
public:
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  int removeRandom();
  int size();
  bool isEmpty();
private:
  Vector<int> elems;
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     elems.remove(index);
     return result;
}

int RandomBag::size() {
     return elems.size();
}
```

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    }
    int index = randomInteger(0, elems.size() - 1);
    int result = elems[index];
    elems.remove(index);
    return result;
}

int RandomBag::size() {
    return elems.size();
}

bool RandomBag::isEmpty() {
    return size() == 0;
}
```

```
#pragma once
#include "vector.h"
class RandomBag {
public:
  void add(int value);
  int removeRandom();
  int size();
  bool isEmpty();
private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
    elems.add(value);
}

int RandomBag::removeRandom() {
    if (elems.isEmpty()) {
        error("Aaaaahhh!");
    }
    int index = randomInteger(0, elems.size() - 1);
    int result = elems[index];
    elems.remove(index);
    return result;
}

int RandomBag::size() {
    return elems.size();
}

bool RandomBag::isEmpty() {
    return size() == 0;
}
```

This code calls our own **size()** *function. The class implementation can use the public interface.*

```
#pragma once
#include "vector.h"
class RandomBag {
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  int removeRandom();
  int size();
  bool isEmpty();
private:
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     int result = elems[index];
     elems.remove(index);
     return result;
}

int RandomBag::size() {
     return elems.size();
}

bool RandomBag::isEmpty() {
     return size() == 0;
}
```

What a good idea! Let's use it up here as well.

```
#pragma once
#include "vector.h"
class RandomBag {
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    int index = randomInteger(0, size() - 1);
    int result = elems[index];
    elems.remove(index);
    return result;
}

int RandomBag::size() {
    return elems.size();
}

bool RandomBag::isEmpty() {
    return size() == 0;
}
```

This use of the `const` *keyword means "I promise that this function doesn't change the state of the object."*

```
public:
  void add(int value);
  int removeRandom();
  int size() const;
  bool isEmpty() const;
private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
     elems.add(value);
}

int RandomBag::removeRandom() {
     if (elems.isEmpty()) {
          error("Aaaaahhh!");
     }
     int ind                              size() - 1);
     int res
     elems.r
     return
}

int RandomBag::size() const {
     return elems.size();
}

bool RandomBag::isEmpty() const {
     return size() == 0;
}
```

We have to remember to add it into the implementation as well!

```
#pragma once
#include "vector.h"
class RandomBag {
public:
  void add(int value);
  int removeRandom();
  int size() const;
  bool isEmpty() const;
private:
  Vector<int> elems;
};
```

```
#include "RandomBag.h"

void RandomBag::add(int value){
     elems.add(value);
}

int RandomBag::removeRandom() {
     if (elems.isEmpty()) {
          error("Aaaaahhh!");
     }
     int index = randomInteger(0, size() - 1);
     int result = elems[index];
     elems.remove(index);
     return result;
}

int RandomBag::size() const {
     return elems.size();
}

bool RandomBag::isEmpty() const {
     return size() == 0;
}
```

```
#pragma once
#include "vector.h"
class RandomBag {
public:
  void add(int value);
  int removeRandom();
  int size() const;
  bool isEmpty() const;
private:
  Vector<int> elems;
};
```

Using a custom class

[Qt Creator demo]

Takeaways

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- Public member variables declared in the header file are automatically accessible in the **`.cpp`** file

- As a best practice, member variables should be private, and you can create public member functions to allow users to edit them

- Member functions have an implicit parameter that allows them to know what object they're operating on

- When you don't have a constructor, there's a default 0 argument constructor that instantiates all private member variables
    - (We'll see an explicit constructor tomorrow!)

An example:

Structs vs. classes

[time-permitting]

Summary

Object-Oriented Programming

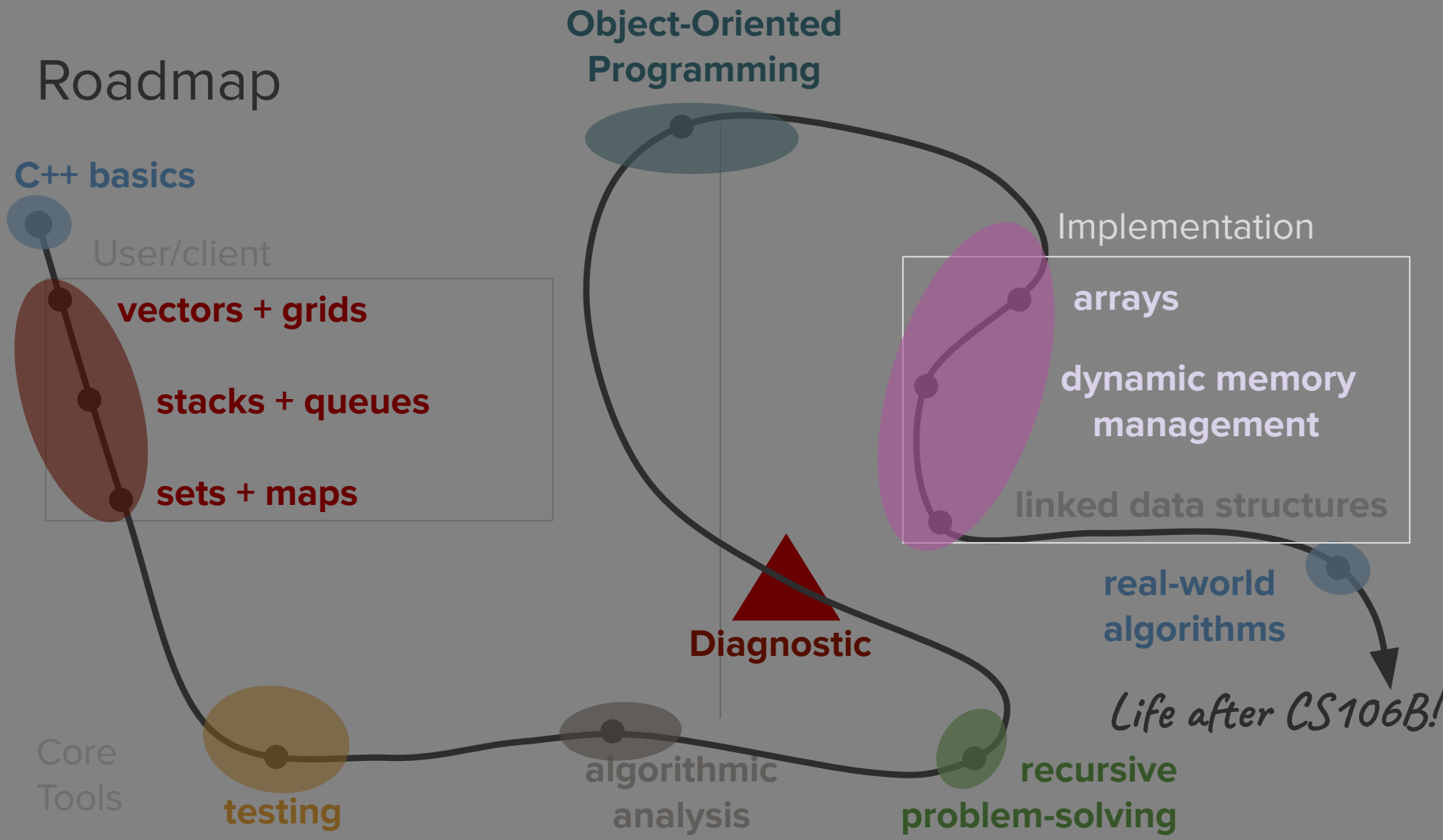
- We create our own abstractions for defining data types using classes. Classes allow us to encapsulate information in a structured way.

- Classes have three main parts to keep in mind when designing them:
  - Member variables ➜ these are always private
  - Member functions (methods)
  - Constructor ➜ this is created by default if you don’t define one

- Writing classes requires the creation of a header (**`.h`**) file for the interface and an implementation (**`.cpp`**) file.

What’s next?

Roadmap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vectors + grids
stacks + queues
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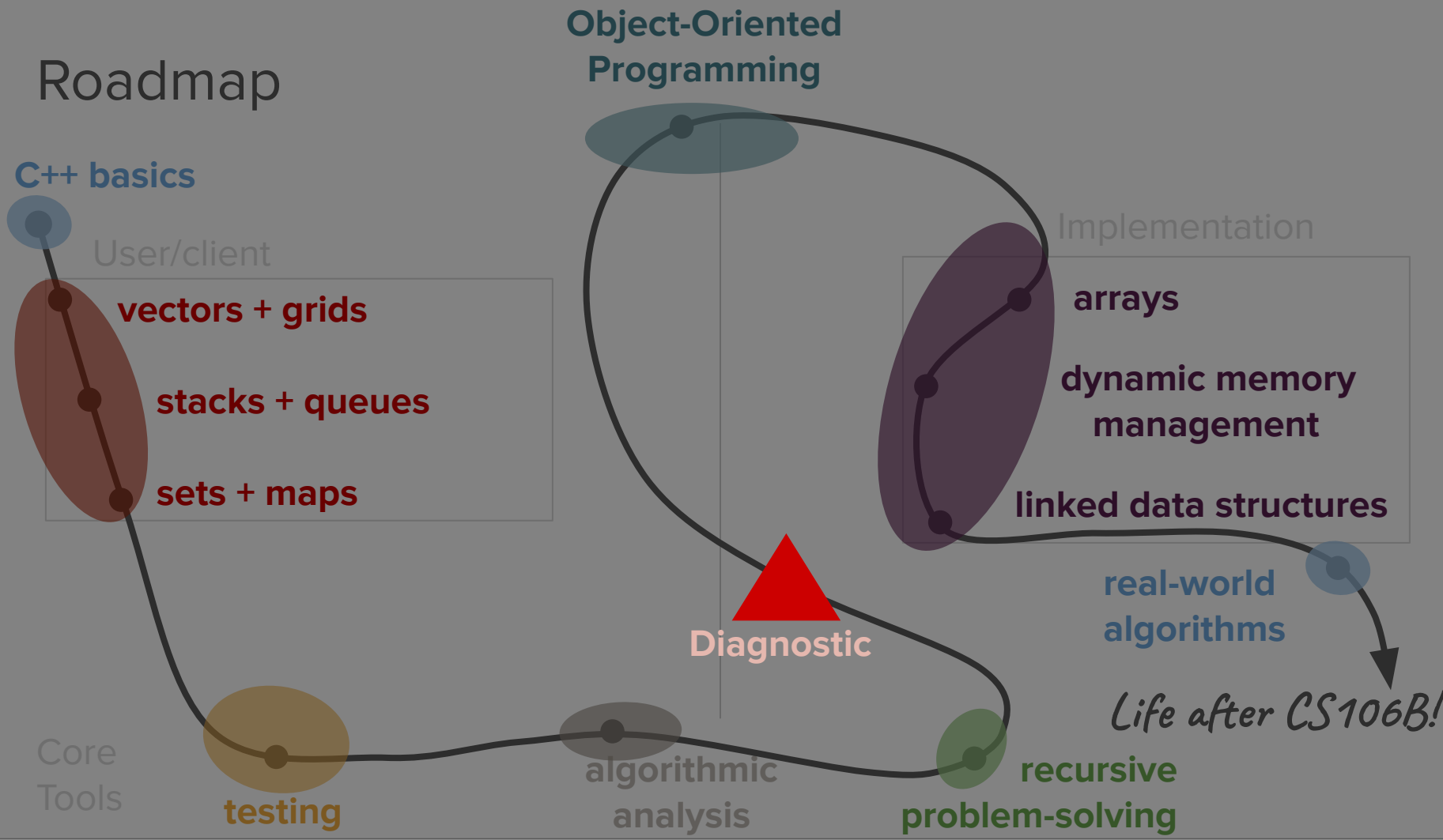
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