

Lecture-3

- Concepts of class/object
- Data encapsulation
- Constructor and destructor
- public, private and protected members
- friend functions
- friend classes



C++ — Philosophically different from C

- High level features of C++
 - Uses concepts of “object oriented programming” (OOP)
 - Everything that works in C works in C++
 - C syntax, operators, structures, control statements, etc. work in C++
 - Reverse is NOT true
- Object Oriented Programming
 - Concept of class/object, methods, inheritance, encapsulation, abstraction, polymorphism
 - Key concepts in this
 - Separation of data and methods



Data types, IO, control statements

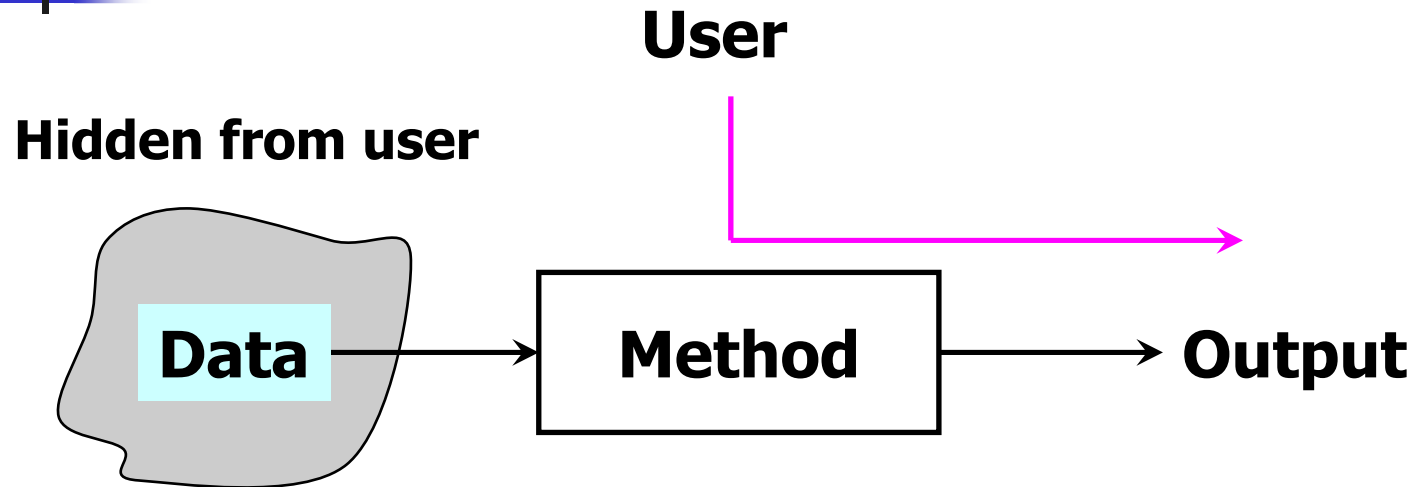
- C data types, IO and control statements work in C++
- C++ defines additional IO.
- Popular among that
 - cout
 - cin
- Advantage of cout and cin over printf, scanf
 - No need for %d, %s, %c, etc



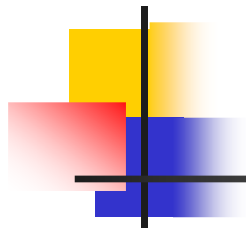
Data encapsulation

- Hide the data from end user
- Need to know **what** methods are implemented
- **Not how** they are implemented
- E.g. To compute interest in a bank an user
 - Needs to know what function to call
 - NOT how the function is implemented

Data encapsulation ... contd.



- Methods act on data to provide output.
- User needs to see only method, not data.
- User should not be affected by
 - Implementation details of methods.
 - Changes in implementation of methods.



A simple "account" example

```
class account
{
    private:
        int user_SSN;           // attribute (data)
        int accountNumber;     // attribute (data)
    public:
        void withdrawMoney (int amount); // method
        void depositMoney (int amount);  // method:
        void computeInterest( );         // method
};
account x; // x is an object of class "account"
```



Account example ... contd.

- **class** has both “**attributes**” and “**methods**”.
- Attributes and methods are “**members**” of a class
- An instance of a class is an **object**.
- A class should typically correspond to some meaningful entity.
- A class uses methods to interact with other classes/functions.
- **private** members accessible only to the class (and friends)
- **public** members are accessible to every class and functions



Back to data encapsulation

- How can data be hidden?
 - Only class should have access to data
 - Class methods use data
- Define every class member to be one of
 - **public** - accessible to every class, function
 - **private** - accessible only to class and **friends**
 - **protected** - accessible only to class, friends and children




Data encapsulation in account example

- In an object of account
 - user_ssn and accountNumber are declared **private**
 - Accessible only to account objects (and **friends**)
 - Methods are **public**
 - Anyone can access them.

■ Example

```
void function1 ( ) // function, not defined in Account
{
    account x;
    x.user_ssn = 123; // Will NOT work
    x.computeInterest ( ); // Will work
}
```



How do we initialize and cleanup objects?

```
class account
```

```
{
```

```
    private:
```

```
        int user_SSN;
```

```
        int accountNumber;
```

```
    public:
```

```
        account( ); // constructor - to initialize account object
```

```
        account(int ssn, int acctNum); // constructor
```

```
        ~account( ); // destructor - used to cleanup resources
```

```
        void withdrawMoney (int amount);
```

```
        void depositMoney (int amount);
```

```
};
```



Constructor and destructor ... contd.

Constructor

- o A function with the same name as the class
- o Called when an object is created
- o A class can have more than one constructor

Destructor

- o Called when an object is cleaned up (goes out of scope)
- o One class can have only one destructor

Examples

```
account x; // constructor code is called  
account *y = new account; // constructor code is called  
delete (y); // destructor code is called
```



Constructor and destructor

Constructor code

```
account::account( )  
{ user_ssn = -1; accountNumber = -1; }  
  
account::account( ) : user_ssn (-1),  
                    accountNumber(-1) { }  
  
account::account (int ssn, int acctNum)  
{  
    user_ssn = ssn;  
    accountNumber = acctNum;  
}
```

Destructor code

```
account::~~account( )  
{ // Any memory/resource cleanup, etc. }
```



Class methods

Syntax:

```
<ret_type> class::functionName(args)
{
    // code
}
```

Method code can be present in class definition

- Outside the class definition
- In a separate file

Example

```
void account::withdrawMoney (int amount)
{
    // code
}
```



friend functions

- What if a function genuinely needs to have access to private data?
 - E.g. `showAccountInfo (Account acct)`
- Need to give access **ONLY** to that function, not others.
- Use **friend** function definition
- **friend** functions of a class have access to private members of the class.



Example - friend function

```
class account
{
private:
    int user_SSN;
    int accountNumber;
public:
    void deposit (int amount)
    void withdraw (int amount);
friend showAccountInfo
    (class Account)
};
```

```
void showAccountInfo
    (Account acct)
{
    cout << user_SSN << endl;
    cout << accountNumber <<
        endl;
}
```

This is valid.
Friend function can access
private members.



friend class

- Concept of **friend** can be extended to a class from a function.
- A class gives access to its private members to its **friend** classes.

```
class account          class bank
{
    ...
    friend class bank   }
}
```

Members of bank have access to private members of account