



CLASS & OBJECT

- Class: A Class is a user defined data type that is used to implement an abstract object. Abstract classes are used to hide the details. A Class is a collection of data and functions.

- Data is called as data members and

- **Abstract data type:-**

- A data type that separates the logical from the implementation details called Data Type(ADT).
- An abstract data type is a set of objects associated set of operations on those

■ Examples of ADT are:-

■ Boolean

■ Integer

■ Array

■ Stack

■ Queue

■ Tree search structure



built in ADT



User
ADT

■ Boolean {operations are AND, OR, ...}

Class definition

- A class definition begins with the *class*.
- The body of the class is contained of braces, { } ; (notice the semi-

```
class class_name  
{  
    ....  
}
```

Any v
identif

- Within the body, the keywords *private* and *public* specify the access level of members of the class.
 - the default is *private*.
- Usually, the data members of a class are declared in the *private* section of

- Data member or member functions may private or protected.
- Public means data members or member defining inside the class can be used at class.(in different class and in main function)
- Member access specifiers
 - public:
 - can be accessed outside the class directly

- **private:**

- Accessible only to member functions of the class
- Private members and methods are for internal use only

- Private means data members and member functions can't be used outside the class.

- Protected means data member and member functions can be used by derived classes

PRIVATE



```
class class_name
```

```
{
```

```
    private:
```

```
        ...
```

```
        ...
```

```
        ...
```

```
    public:
```

```
        ...
```

```
        ...
```

private n

Public n

- This class example shows how we encapsulate (gather) a circle information into one package (unit or class)

```
class Circle
{
    private:
        double radius;
    public:
```

No need
and re
class m
that on

Class Example (Pro)

```
#include<iostream.h>
#include<stdio.h>
class student
{
int rollno;
char name[20];
};
```

```
void main()
{
student s;
cout<<"enter
cin>>s.rollno
cout<<"enter
gets(s.name);
cout<<"rollno
```

Class Example (Solution)

```
#include<iostream.h>
#include<stdio.h>
class student
{
public:
int rollno;
char name[20];
};
```

```
void main()
{
student s;
cout<<"enter rollno";
cin>>s.rollno;
cout<<"enter name";
gets(s.name);
cout<<"rollno is " << s.rollno << endl;
```

Implementing class m

- There are two ways:
 1. Member functions defined outside class
 - Using Binary scope resolution operator
 - “Ties” member name to class name
 - Uniquely identify functions of particular class
 - Different classes can have member functions with same name
 - Format for defining member function:
Return Type ClassName : : MemberFunctionName

...

Member Function Defining Inside the Cl

```
#include<iostream.h>
#include<stdio.h>
class student
{
int rollno;
char name[20];
public:
void getdata()
{
cout<<"enter the rollno.:";
cin>>rollno;
cout<<"enter the name:";
gets(name);
}
void putdata()
{
cout<<"rollno:"<<rollno;
```

Data Members (Private : in this exam

Member Functions (Public: in this

```
#include<iostream.h>
#include<stdio.h>
class student
{
int rollno;
char name[20];
public:
void getdata();
void putdata();
};
void student :: getdata()
{
cout<<"enter the rollno.:";
cin>>rollno;
cout<<"enter the name:";
gets(name);
}
```

```
void student :: putdata()
{
cout<<"rollno:"<<rollno;
cout<<"\nname:";
puts(name);
}
void main()
{
student s;
s.getdata();
s.putdata();
}
```


Characteristics of member function

- Different classes have same function name. the “membership label” will resolve their scope.
- Member functions can access the private data of the class .a non member function cannot do this.(friend function can do this.)
- A member function can call another member function directly, without using the dot operator.

Accessing Class Members

- Operators to access class members
 - Identical to those for **structs**
 - Dot member selection operator (.)
 - Object
 - Reference to object
 - Arrow member selection operator (->)
 - Pointers

Static members

- The data and functions of the class may be declared static in the class declaration.
- The static data members have similar properties to the C static variable.
- The static data members is initialized with zero when the first object of its class is created. No other initialization is permitted.
- Only one copy of that member is created for the entire class and is shared by all the objects of that class, no matter how many objects are created.
- It is visible only within the class, but its lifetime is the entire program.

Static member function

- Like static data members we can also declare static member functions.
- A static function can have access to only other static members (functions or variables) declared in the same class.
- A static member function can be called using the class (instead of its objects) as follows
- Class name:: function name.

Example of static members

```
#include<iostream.h>
```

```
Class test
```

```
{  
    Int code;  
    Static int count;  
    Public:  
    Void setcode()  
    {  
        Code=++count;  
    }  
    Void showcode()  
    {  
        Cout<<"object number "<<code<<endl;  
    }  
    Static void showcoun()  
    {  
        Cout<<"count :"<<count;  
    }  
};
```

```
Int test::count;
```

```
Int main()
```

```
{  
    test t1,t2;  
    t1.setcode();  
    t2.setcode();  
    test:: showcoun();  
    test t3;  
    t3.setcode();  
    test:: showcoun();  
    t1.showcode();  
    t2.showcode();  
    t3.showcode();  
    Return 0;  
}
```

Class inside a function

- When a class declared within a function, it is known as local class.
- A local class is known only to that function and unknown outside it.
- All member functions must be defined within the class declaration.
- The local class may not use local variables of the function in which it is declared except static and extern local variables declared within the function.
- No static variables may be declared inside a local class.
- Due to these restrictions local class is not popular in C++ programming.

Objects

- An object is an instance of a class.
- An object is a class variable.
- It can be uniquely identified by its name.
- Every object has a state which is represented by the values of its attributes. These states are changed by functions which are applied to the object.

State identity and behavior of objects

- Every object have *identity , behaviour and state*.
- The identity of object is defined by its name, every object is unique and can be differentiated from other objects.
- The behavior of an object is represented by the functions which are defined in the object's class. These function show the set of action for every objects.
- The state of objects are referred by the data stored within the object at any time moment.

Creating an object of a Class

- Declaring a variable of a class type creates an **object**. You can have many variables of the same type (class).
 - *Also known as Instantiation*
- Once an object of a certain class is instantiated, a new memory location is created for it to store its data members and code
- You can instantiate many objects from a class type.
 - Ex) Circle c; Circle *c;

```
Class item  
{
```

```
.....  
.....  
}x,y,z;
```

We have to declared objects close to the place where they are needed because it makes easier to identify the objects.

Object types

- There are four types of objects

1. **External (global) objects**

1. This object have the existence throughout the lifetime of the program and having file –scope.

2. **Automatic(local)objects**

1. Persistent and visible only throughout the local scope in which they are created.

3. **Static objects**

1. Persistent throughout a program but only visible within their local scope.

4. **Dynamic objects**

1. Lifetime may be controlled within a particular scope.

Memory Allocation of Object

```
class student
```

```
{
```

```
int rollno;
```

```
char name[20];
```

```
int marks;
```

```
};
```

```
student s;
```

rollno – 2 bytes
name- 20 bytes
marks- 2 bytes

24 bytes

s

Array of objects

- The array of class type variable is known as array of object.
- We can declare array of object as following way:-
Class _name object [length];
Employee manager[3];
 1. We can use this array when calling a member function
 2. Manager[i].put data();
 3. The array of object is stored in memory as a multi-dimensional array.

Object as function arguments

- This can be done in two ways:-
 - A copy of entire object is passed to the function.
(pass by value)
 - Only the address of the object is transferred to the function. (pass by reference)

(pass by value)

- A copy of the object is passed to the function, any changes made to the object inside the function do not affect the object used to call function.

(pass by reference)

- When an address of object is passed, the called function works directly on the actual object used in the call. Means that any change made in side the function will reflect in the actual object.

Passing Object

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
void sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
```

```
void Complex :: sum ( complex A, complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main( )
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
```

Passing Object

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class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
void sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
void Complex :: sum ( Complex A, Complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main( )
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
```



X



Y



Z

Passing Object

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class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
void sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
void Complex :: sum ( Complex A, Complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main( )
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
}
```

5	7	
6	8	
X	Y	Z

Passing Object

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cin>>real;
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cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
void Complex :: sum ( Complex A, Complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main( )
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
```

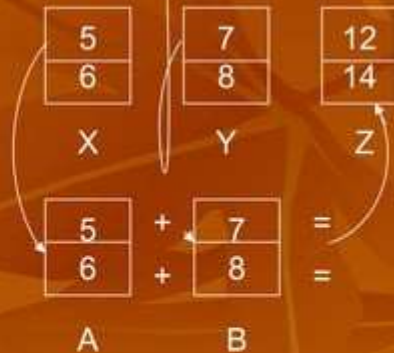


Passing Object

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
void sum(Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
void Complex :: sum ( Complex A, Complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main( )
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
```



Passing Object

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cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
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if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
void complex :: sum ( Complex A, Complex B)
{
real = A.real + B.real;
imag= A.imag + B.imag;
}

void main()
{
Complex X,Y,Z;
X.getdata( );
Y.getdata( );
Z.sum(X,Y);
Z.putdata( );
}
```

12 + 14 i



Returning Object

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
Complex sum (Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex Complex :: sum (Complex B)
{
Complex temp;
temp.real=real + B.real;
temp.imag= imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```

Returning Object

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#include<iostream.h>
class Complex
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float real, imag;
public:
void getdata( );
void putdata( );
Complex sum (Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex Complex :: sum (Complex B)
{
Complex temp;
temp.real=real + B.real;
temp.imag= imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y . getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```



X



Y



Z

Returning Object

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class Complex
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void getdata( );
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cin>>real;
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cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex Complex :: sum (Complex B)
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Complex temp;
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return temp;
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Y. getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```

5
6

X

7
8

Y

Z

Returning Object

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cin>>imag;
}
void Complex :: putdata( )
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if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex Complex :: sum (Complex B)
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Complex temp;
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temp.imag= imag + B.imag;
return temp;
}
void main ( )
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Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```



Returning Object

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Complex sum (Complex B);
};
void Complex :: getdata ( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata ( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

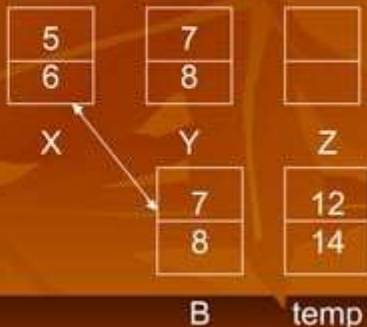
```
Complex Complex :: sum (Complex B)
{
Complex temp;
temp.real=real + B.real;
temp.imag= imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata ( );
Y. getdata ( );
Z= X.sum (Y);
Z.putdata ( );
}
```



Returning Object

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class Complex
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void getdata( );
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void Complex :: getdata( )
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cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
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cout<<real<<imag<<"i";
}
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return temp;
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Complex X, Y, Z;
X.Getdata( );
Y . getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```



Returning Object

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void getdata ( );
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};
void Complex :: getdata ( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata ( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<"-<img alt="A diagram illustrating the return of an object from a function. It shows three variables: X, Y, and Z. X is a 2x2 grid with values 5 and 6. Y is a 2x2 grid with values 7 and 8. Z is an empty 2x2 grid. Below X is the label 'X', below Y is 'Y', and below Z is 'Z'. A curved arrow points from X to Y. Below Y is a 2x2 grid with values 7 and 8, labeled 'B'. Below Z is a 2x2 grid with values 12 and 14, labeled 'temp'. A curved arrow points from Z to 'temp'.
```

```
Complex Complex :: sum (Complex B)
{
Complex temp;
temp.real=real + B.real;
temp.imag= imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata ( );
Y. getdata ( );
Z= X.sum (Y);
Z.putdata ( );
}
```



Returning Object

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}
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{
if (imag>=0)
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else
cout<<real<<"-i";
}
}
```

```
Complex Complex :: sum (Complex B)
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return temp;
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X.Getdata( );
Y . getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```



Returning Object

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void Complex :: getdata( )
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cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<"-i";
}
}
```

```
Complex Complex :: sum (Complex B)
{
Complex temp;
temp.real=real + B.real;
temp.imag= imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y . getdata( );
Z= X.sum (Y);
Z.putdata( );
}
```



C++ garbage collection

- In c++ the garbage collection task is accomplished by mark and sweep algorithm.
- In this approach the garbage collector periodically examines every single pointer in our program and find that the memory is still in use. At the end of the cycle, any memory that has not been marked is deemed to be not in use and is freed.

Steps to implement the garbage collection

- Mark and sweep algorithm could be implemented in c++ if we are willing to do the following:
 1. Register all pointers with the garbage collector so that it can easily walk through the list of all pointers.
 2. Sub-class all objects from a mix-in class, that allows the garbage collectors to mark an object as in-use.
 3. Protect concurrent access to objects by making sure that no changes to pointers can occur while the garbage collector is running.

Memory management in c++

- Ways of memory allocation in c++
- Static memory allocation
- The memory allocation for variables ,during compilation time itself is known as static memory allocation.
- Once the memory allocated at the compile time then it can not be expanded nor be compressed to accommodate more or less data during program execution.
- The size of memory to be allocated is known before compile time and is fixed it can not be altered during execution.
- `Int a[10];`

Dynamic memory allocation

- The dynamic memory allocation is carried-out in c++ using two operators “new” and “delete”.these operators are use to allocate and free memory at run time.
- Dynamic memory allocation helps in memory saving and easy to change memory allocation.
- In c++ dynamic memory allocation is control by NEW and DELETE operator.
- The new operator return the memory pointer to the pointer variable.

- **Syntax:**

 - Ptr= new data type;

 - Delete Ptr;

 - Ptr is pointer and data type is valid data type

- The difference between NEW and malloc function is that NEW automatically calculates the size of operand , dos not use size of operator and NEW does not require an explicit type cast.

- **Versions of NEW and DELETE**

 - in c++ NEW and DELTE should be used like malloc and free to ensure the proper calling of constuctor and destructor for the classes.

- **Both have two versions**

1. NEW and Delete
2. NEW[] and DELETE []

- First two are for pointers to single objects, and last two for arrays of objects.

Difference between static and dynamic memory allocation

Static memory allocation

Static memory is allocated automatically by compiler when definition statements are encountered.

To make static memory allocation, the amount of the memory space to be reserved should be known at the run time.

In static memory allocation sometimes memory wastage occurs because memory is already known and it can not change.

Memory allocated at the compile time has static lifetime.

Its is faster

Dynamic memory allocation

Dynamic memory is allocated only when there is explicit call to malloc, calloc or realloc function.

Amount of memory to be reserved can be given at the run time.

Memory wastage is avoided due to memory allocation occur at run time.

Memory allocated at run time has dynamic lifetime.

it is slower

Meta class

- a **meta class** is a class whose instances are classes. Just as an ordinary class defines the behavior of certain objects, a meta class defines the behavior of certain classes and their instances.
- a meta class is defines as class of the class.
- A meta class hold the attributes and function which will appli to the class itself therefore it is class of class.

Friend function

- C++ allows a way through which a function can access the private data of a class.
- Such a function need not be a class member, it may be member function of another class or may be non member function.
- This function is called FRIEND FUNCTION. The declaration should be preceded by keyword FRIEND.

```
Class PQR
```

```
{
```

```
Private:
```

```
.....
```

```
Public:
```

```
.....
```

```
.....
```

```
Friend void abc();
```

```
};
```

- The function is defined elsewhere in the program like normal function.
- Function definition does not use either keyword FRIEND or scope operator.
- Functions that are declared with FRIEND keyword are known as friend functions.

- A function can be declared as friend in number of class.
- A friend function has full access right to access the private members of class.
- Member function of one class can be friend of another class.

Characteristics

- It is not in the scope of the class in which it has been declared as friend.
- it is not in the scope of class so it cannot be called using object of that class.
- It can be invoked like normal function ,without object.

- It can be declared either in public or private part without affecting its meaning.
- Usually, it has the objects as arguments.
- Unlike member function, it cannot access the member names directly and has to use an object name and dot membership operator with each name. like
 - A.h

Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
}
```

Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y . getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```



X



Y



Z

Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y . getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```

5
6

X

7
8

Y

Z

Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```



Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```



Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```



Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```



Friend Function

```
#include<iostream.h>
class Complex
{
float real, imag;
public:
void getdata( );
void putdata( );
friend Complex sum (Complex A, Complex B);
};
void Complex :: getdata( )
{
cout<<"enter real part:";
cin>>real;
cout<<"enter imaginary part:";
cin>>imag;
}
void Complex :: putdata( )
{
if (imag>=0)
cout<<real<<"+"<<imag<<"i";
else
cout<<real<<imag<<"i";
}
}
```

```
Complex sum (Complex A, Complex B)
{
Complex temp;
temp.real=A.real + B.real;
temp.imag= A.imag + B.imag;
return temp;
}
void main ( )
{
Complex X, Y, Z;
X.Getdata( );
Y. getdata( );
Z= sum (X,Y);
Z.putdata( );
}
```

12 + 14 i



- We can also declare all the member functions of one class as the friend functions of another class. In this case the first class is known as FRIEND class.

- This can be specified as follows :-

```
Class z  
{  
.....  
.....  
Friend class x;  
};
```

A function friend in two classes

```
#include<iostream.h>
```

```
Class ABC;
```

```
Class XYZ
```

```
{ int x;
```

```
Public:
```

```
Void setvalue(int i)
```

```
{ x=i ; }
```

```
Friend void max(XYZ,ABC);
```

```
};
```

```
Class ABC
```

```
{ int a;
```

```
Public:
```

```
void setvalue(int i)
```

```
{ a=i ; }
```

```
Friend void max(XYZ,ABC);
```

```
};
```

```
Void max(XYZ m,ABC n)
```

```
{
```

```
If(m.x>=n.a)
```

```
Cout<<m.x;
```

```
Else
```

```
Cout<<n.a;
```

```
}
```

```
Int main ()
```

```
{
```

```
ABC abc;
```

```
abc.setvalue(10);
```

```
XYZ xyz;
```

```
Xyz.setvalue(20);
```

```
max(xyz,abc);
```

```
Return 0;
```

```
}
```

Pass by reference

```
#include<iostream.h>
Class class_2;
Class class_1
{ int value1;
Public:
    void indata(int a)
{ value1=a;    }
Void display()
{ cout<<value1<<"\n"; }
Friend void exchange(class_1 &,
    class_2 &);
};

Class class_2
{ int value2;
public:
    void indata( int a)
{ value2=a;    }
Void display()
{ cout<<value2<<"\n"; }
Friend void exchange(class_1
    &,class_2 &);
};
```

Contd...

```
Void exchange(class_1 & x,class_2  
    & y)
```

```
{ int temp=x.value1;  
  x.value1=y.value2;  
  y.value2=temp;  
}
```

```
Int main()
```

```
{  
    class_1 c1;  
    Class_2 c2;
```

```
C1.indata(100);
```

```
C2.indata(200);
```

```
Cout<<"values before  
exchange"<<"\n";
```

```
C1.dispaly();
```

```
C2.display();
```

```
Exchange(c1,c2);
```

```
Cout<<"values after  
exchange"<<"\n";
```

```
C1.display();
```

```
C2.display();
```

```
Return 0;
```

```
}
```

Define a class tour in C++ with the description given below:

Private members:

tecode of type string

Noofadults of type integer

Noofkids of type integer

Kilometers of type integer

Totalfare of type float

Public members:

- A constructor to assign initial values as follows:

Tcode with the word "NULL"

Noofadults as 0

Noofkids as 0

Kilometers as 0

Totalfare as 0

- A function assignfare() which calculates and assigns the value of data member totalfare as follows:
for each adult

Fare (Rs.)	For Kilometers
------------	----------------

500	≥ 1000
-----	-------------

300	$< 1000 \ \& \ \geq 500$
-----	--------------------------

200	< 500
-----	---------

for each kid the above fare will be 50% of the fare mentioned in the above table for example:

if kilometers is 850, noofadults = 2 and noofkids = 3

then totalfare should be calculated as

$\text{noofadults} * 300 + \text{noofkids} * 150$

I.e. $2 * 300 + 3 * 150 = 1050$

- A function entertour() to input the values of the data members tcode, noofadults, noofkids and kilometers and invoke assignfare() function.
- A function showtour() which displays the contents of all the data members for a tour.

```
class tour
{
char tcode[15];
int noofadults;
int noofkids;
int kilometers;
float totalfare;
public:
tour ( )
{
strcpy(tcode,"null");
noofadults=0;
noofkids=0;
kilometers=0;
totalfare=0;
}
void assignfare( )
{
if (kilometers>=1000)
totalfare= 500 * noofadults + 250 *
noofkids;
else if (kilometers>=500)
totalfare= 300 * noofadults + 150 *
noofkids;
else
totalfare= 200 * noofadults + 100 *
noofkids;
}
}
```

```
void entertour( )
{
cout<<"enter tcode:";
gets(tcode);
cout<<"enter noofadults:";
cin>>noofadults;
cout<<"enter noofkids:";
cin>>noofkids;
cout<<"enter kilometers=";
cin>>kilometers;
}
void showtour ( )
{
cout<<"tcode="<<tcode;
cout<<"nnumber of
adults="<<noofadults;
cout<<"nnumber of kids="<<noofkids;
cout<<"nkilometers="<<kilometers;
cout<<"ntotalfare="<<totalfare;
}
};
```

Define a class HOUSING in C++ with the following descriptions:

(4)

- private members:
 - REG_NO integer (ranges 10-1000)
 - NAME array of characters (string)
 - TYPE character
 - COST float
- Public members:
 - function read_data() to read an object of HOUSING type.
 - Function display () to display the details of an object.
 - Function draw_nos() to choose and display the details of 2 houses selected randomly from an array of 10 objects of type HOUSING. Use random function to generate the registration nos. to match with REG_NO from the array.


```
class HOUSING
{
int REG_NO;
char NAME[20], TYPE;
float COST;
public:
void read_data( )
{
cout<<"Enter Registration Number=";<<endl;
cin>>REG_NO;
cout<<"Enter Name=";<<endl;
gets(NAME);
cout<<"Enter Type=";<<endl;
cin>>TYPE;
cout<<"Enter Cost=";<<endl;
cin>>COST;
}
```

```
void display ( )
{
cout<<"Registration No."<<REG_NO;
cout<<"nName=";<<endl;
puts(NAME);
cout<<"nType="<<TYPE;
cout<<"nCost="<<COST;
}
void draw_nos( )
{
int no1, no2;
randomize( );
no1=random(1991)+10;
no2=random(1991)+10;
for (int i=0; i<10; i++)
if (arr[i].REG_NO==no1|| arr[i].REG_NO==no2)
display();
};
HOUSING arr[10];
```



function

function

- `Void show();` ← function declaration
- `Main()`
- `{`
 - `Show();` ← function call
 - `}`
 - `Void show()` ← function definition
 - `{`
 - `.....` ← function body
 - `.....`
 - `}`

Function prototype

- Introduce first in c++.
- Prototype describe the function interface ti the compiler by giving details (number and type of arguments and return type)..
- *Type function name (arguments list). ;*
- Ex:-
- `float add(int k,int g);`
- `float add(int k,g);` illegal
- `float add (int ,int){name of the arguments are optional}`

- In function definition arguments names are required because the arguments must be refereced inside the function ex:-

- `Float volume(int a,float b,float c);`
- `{`
- `Float v=a * b * c;`
- `}`

- The function calling should not include type names in the argument list.

Call by reference

- When we pass arguments by reference then the argument in the called function become alias to the actual arguments in the calling function .
- When function is working its own arguments, its works on the original arguments.
- In c++ this task is perform by making reference variable to the actual arguments.

Call by value.

- When a function call passes arguments by value, the called function creates a new set of variable and copies the values of arguments into them, this process is known as call by value.
- Function does not have access to the actual variables in the calling program and can work on the copies of values.

Inline function

- Inline is a function that expanded in a line when it is invoked.
- The compiler replaces the function call by its corresponding code.
- Syntax:
 - Inline return type function name
 - {
 - Function body
 - }

- Improve the execution speed.
- Reduces the memory requirement of function execution.
- All inline function must be defined before they called.
- The speed benefits of inline function diminish as the function grows in size.
- A function definition in a class definition is an inline function definition, even without the use of the **inline** specifier.

■ **Where inline may not work**

- For functions returning values , if a loop, switch, goto statements.
- Functions not returning values, if return exists.
- If function contain static variables.
- If inline functions are recursive
- When function call becomes small compare to function execution.

- `#include<iostream.h>`
- `Inline float add(float x , float y)`
- `{`
- `Return (x+y);`
- `}`
- `Inline float sub(float p , float q)`
- `{`
 - `Return(p-q);`
 - `}`
- `Int main()`
 - `{`
 - `Float a=12.34;`
 - `Float b=3.6`
 - `Cout<<add(a,b)<<endl;`
 - `cout<<sub(a,b)<<endl;`
 - `Return 0;`
 - `}`

Default arguments

- A default argument is a value given in the function declaration that the compiler automatically inserts if the caller does not provide a value for that argument in the function call.
- Syntax:

```
return_type f(..., type x = default_value,...);
```

Default arguments

- Default values are specified when the function is declared.
- We must add default values from right to left ,we can not provide a default value to a particular arguments in the middle of argument list.
- Default arguments are useful in situations where some arguments always have the same value.

Default Arguments (Examples)

- `double pow(double x, int n=2)`
 - `// computes and returns x^n`

The default value of the 2nd argument is 2.

This means that if the programmer calls `pow(x)`, the compiler will replace that call with `pow(x,2)`, returning x^2

Default Arguments (Rules)

- Once an argument has a default value, all the arguments after it must have default values.
- Once an argument is defaulted in a function call, all the remaining arguments must be defaulted.

```
int f(int x, int y=0, int n)  
// illegal
```

```
int f(int x, int y=0, int n=1)  
// legal
```

Examples:-

- `Int mul(int I,int j=6,int l=9);` legal
- `Int mul(int I,int j=6,int l);` illegal
- `Int mul(int I=0,int j,int l=9);` illegal
- `Int mul(int I=0,int j=6,int l=9);` legal

- **Advantages:-**
- We can default arguments to add new parameters to the existing functions.
- Default arguments can be used to combine similar functions into one.

Function overloading

- When using more than one functions with same name and with different arguments in a program is known as function overloading or function polymorphism.

- Function overloading is part of polymorphism.

Function overloading

- Function would perform different operations depending on the argument list in function call.
- Correct function to be invoked is determined by checking the number and type of arguments but not on return type of function.
- Examples;-
 - `Int area(int,int);`
 - `Int area(int ,float);`

Function overloading

- Examples :-

- Int add(int a, int b);
- Int add(int a, int b, int c);
- Double add(double x, double y);
- Double add(int p ,double q);
- Double add(double p, int q);



Function prototype 1

Function prototype 2

Function prototype 3

Function prototype 4

Function prototype 5

- Function calls

- Add(5,19);
- Add(16,7.9); Add(12.4,3.5);
- Add (4,12,23); Add(3.4,7)

Function overloading

- A function call first match the prototype having the same number and type of actual arguments and then calls the appropriate function for execution...

Function overloading

- A function match includes following steps:-
 1. Compiler first try to find exact match in which the types of actual arguments are the same.
 2. If exact match not found, compiler uses the integral promotions to the actual arguments like char to int, float to double.

Function overloading

3. When either of them fail then compiler uses built in conversion to the actual arguments and then uses the function whose match is unique.
4. If all of the steps fail then the compiler will try user defined conversions in combination with integral promotions and built in conversions to find a unique match.

The background of the slide is a solid orange color with a pattern of faint, overlapping leaf silhouettes in a slightly darker shade of orange. The leaves are scattered across the frame, some showing clear vein structures.

Constructors

and

Destructors

Constructor

- It is a member function which initializes the objects of its class.
- A constructor has:
 - (i) the same name as the class itself
 - (ii) no return type ,not even void.
- It constructs the values of data member so that it is called constructor.

- A constructor is called automatically whenever a new object of a class is created.
- You must supply the arguments to the constructor when a new object is created.
- If you do not specify a constructor, the compiler generates a default constructor for you (expects no parameters and has an empty body).

```
void main()
{
    rectangle rc(3.0, 2.0);

    rc.posn(100, 100);
    rc.draw();
    rc.move(50, 50);
    rc.draw();
}
```

- *Warning:* attempting to initialize a data member of a class explicitly in the class definition is a syntax error.

Declaration and defination

Class complex

```
{  
    Int m,n;  
    Public:  
        complex();  
};  
complex :: complex ()  
{  
    m=0;n=0;  
}
```

- A constructor that accepts no parameters is called default constructor.

characteristics

1. They should be declared in public section.
2. Invoked automatically when class objects are created.
3. They do not have return types, not even void and they can't return any value.
4. They cannot be inherited, though a derived class can call the base class constructors.

5. They also default arguments like other functions.
6. They implicitly call the NEW and DELETE operators when memory allocation is required.
7. Constructors can not be virtual.

Parameterized constructors

- The constructors that can take arguments are called parameterized constructors.
- It is used when we assign different value to the data member for different object.
- We must pass the initial values as arguments to the constructors when an object is declared.

- This can be done in two ways:-
 - **By calling the constructors implicitly**
 - `Class_name object(arguments);`
 - Ex:- `simple s(3,67);`
 - This method also known as shorthand.
 - **By calling the constructors explicitly**
 - `Class_name object =constructor(arguments);`
 - Ex:- `simple s=simple(2,67);`
 - This statement create object s and passes the values 2 and 67 to it.

Example:-

```
#include<iostream.h>
Class integer
{
    int m,n;
    public:
    integer(int,int);
    void display()
    {
        cout<<"m"<<m;
        cout<<"n"<<n;
    }
};
Integer::integer(int x,int y)
{
    m=x;
    n=y;
}

Int main()
{
    Integer i1(10,100);
    Integer i2=integer(33,55);
    Cout<<"object 1";
    i1.display();
    Cout<<"object 2";
    i2.display();
    Return 0;
}
```

Notes:-


- A constructor function can also be defined as **INLINE** function.

```
Class integer
{
  int m,n;
  public:
  integer (int x,int y)
{
  m=x;
  n=y;
};
```

- Parameters of a constructor can be of any type except that of the class to which it belongs.

```
Class A
{
  .....
  .....
  Public:
  A(A);
};
```

is illegal



- A class can accept a reference of its own class as parameter.

- In this case the constructor is called as copy constructor.

Class A

```
{  
    .....  
    .....  
Public:  
    A(A&);  
};
```

is valid

Copy constructor

- When a class reference is passed as parameters in constructor then that constructor is called copy constructor.
- A copy constructor is used to declare and initialize an object from another object.
- Syntax:-
 - `Constructor_name (class_name & object);`
 - `Integer (integer &i);`

- Integer i2(i1);/integer i2=i1;
 - Define object i2 and initialize it with i1.
 - The process of initialization object through copy constructor is known as copy initialization.
-
- A copy constructor takes a reference to an object of the same class as itself as argument.

```
#include<iostream.h>
```

```
Class person
```

```
{ public:
```

```
int age;
```

```
Person(int a)
```

```
{ age = a; }
```

```
Person(person & x)
```

```
{ age=x.age;
```

```
};
```

```
};
```

```
int main()
```

```
{
```

```
Person timmy(10);
```

```
Person sally(15);
```

```
Person timmy_clone = timmy;
```

```
cout << timmy.age << " " <<
```

```
sally.age << " " <<
```

```
timmy_clone.age << endl;
```

```
timmy.age = 23;
```

```
cout << timmy.age << " " <<
```

```
sally.age << " " <<
```

```
timmy_clone.age << endl;
```

```
}
```

Dynamic constructors

- Constructors can also be used to allocate memory while creating objects.
- This will allocate the right amount for each object when the objects are not of the same size.
- Allocation of memory to objects at the time of their construction is known as dynamic construction is known as “dynamic construction of objects”.
- The memory is allocated by NEW operator.

```
#include<iostream.h>
#include<string.h>
Class string
{
    char *name;
    int length;
Public:
    string()
    {
        length=0;
        name = newchar[length+1];
    }
    string(char *s)
    {
        length=strlen(s);
        name=new char [length+1];
        strepy(name,s );
    }
Void display()
{    cout<<name<<"\n";}
```

```
void join (string &a,string & b);
};
void string:: join(string&a,string &b)
{    length =a.length+b.length;
    delete name;
    name =new char [length+1];
    strepy(name,a.name);
    strepy(name,b.name);
}
Int main()
{    char *first ="jon";
string name1 (first),name2(tom),name3(jery),s1,s2;
s1.join(name1.name2);
s2.join(s1,name3);
name1.display();
name2.display();
name3.display();
s1.display();
s2.display();
return 0;
}
```


Constructor overloading

{multiple constructor in a class}

- When more than one function is defined in a class, is known as constructor overloading.
- Example:-

```
Class integer
{
    int m,n;
    public:
        integer()
        {
            m=0;    n=0;    }
    Integer (int a,int b)
    { m=a;n=b    }
    Integer(integer&i)
    { m=i.m;
      n=i.n; };
};
```

```
#include<iostream.h>
```

```
Class complex
```

```
{ float real,imag;
```

```
public:
```

```
complex(){ }
```

```
complex(float x)
```

```
{ real=imag=x;}
```

```
complex(float c, float d)
```

```
{ real=c;          imag =  
d;    }
```

```
friend complex sum
```

```
(complex,complex);
```

```
friend display(complex);
```

```
};
```

```
Complex sum (complex c1, complex c2)
```

```
{ complex c3;
```

```
c3.real =c1.real +c2.real;
```

```
c3.imag=c1.imag+c2.imag;
```

```
Return(c3);
```

```
}
```

```
Void display(complex d)
```

```
{ cout<<c.real<<"+j"<<c.imag;
```

```
}
```

```
Int main()
```

```
{
```

```
complex a(3,4,6,7);
```

```
complexb(2,5);
```

```
complex c;
```

```
c= sum(a,b);
```

```
cou<<"a=";display(a);
```

```
cout<<"b=";display(b);
```

```
cout<<"c=";display(c);
```

```
}
```

- Constructors are also define with default arguments
- `Complex (float real ,float imag=0);`
- It will invoke by following way `complex c(5)`, this statement assign 5 to real and the default value already assigned to imag.
- We can also invoke it like `complex(5,3.4)`,it will assign values both real and imag means overwrite the new value to imag value.

Dynamic initialization of objects

- Objects can be initialized dynamically, initial value of objects are provided during run time.
- Advantage of it we can provide various initialization formats by constructor overloading.

```

#include<iostream.h>
Class fixed_deposit
{
    long int pamount;
    int y;
    float r;
    float rvalue;
Public:
    fixed_deposit() { }
    fixed_deposit(long int p,int y1,float r1=0.2);
    fixed_deposit(long int p,int y1, int r1);
    void display();
};
Fixed_deposit :: fixed_deposit(long int p,int y1,
float r1)
{
    pamount =p;
    y=y1;
    r=r1;
    rvalue=(pamount*y*r)
Rvalue=rvalue/100;
}

```

```

Fixed_deposit :: fixed_deposit(long int p, int
y1,int r1)
{
    pamount=p;
    y=y1;
    r=r1;
    rvalue=pamount;
    for(int i=1;i<=y1;i++)
        rvalue =rvalue*(1+float(r)/100);}
Void fixed_deposit :: display()
{
    cout<<"\n"
<< "pricipal amount"<<pamount<<"\n"
<<"return value"<<rvalue<<"\n";
}
Int main()
{
    fixed_deposit fd1,fd2,fd3;
    long int p;int y1; float r; int R;
    Cout<<"enter amount,period,intrest rate in
percent"<<"\n";
    Cin>>p>>y>>R;
    Fd1=fixed_deposit(p,y,R);
}

```

```
Cout<<"enter amount,period,intrest rate in  
decimal "<<"\n";  
Cin>>p>>y>>r;  
Fd2=fixed_deposit(p,y,r);  
Cout<<"enter amount and peroid"<<"\n";  
Cin>>p>>y;  
Fd3=fixed_deposit(p,y);  
Cout<<"\ndeposit 1";  
Fd1.display();  
Cout<<"\n deposit 2";  
Fd2.display();  
Cout<<"\n deposit 3";  
Fd3.display();  
Return 0;  
}
```

Destructors

- A destructor is used to destroy the objects that have been created by constructor.
- It is also a member function of class whose name same as class name but preceded by tiled sign(~).
- It never takes any arguments nor return any value.
- It will be invoked implicitly by the compiler upon exit from the program to clean up the storage which is allocated

- The new operator is used in constructor to allocate memory and delete is used to free in destructors.

- Expl:- `~assign()`

- {
 - Delete p;}


```
#include<iostream.h>
Int count =0;
Class try
{ public:
    try()
    {
        count++;
    }
    Cout<<"no of objects created"<<count;
}
~try()
{
    cout<<"no of object destroyed"<<count;
}
Count- -;
};
```

```
int main()
{
    cout<<"enter main";
    try t1,t2,t3,t4;
    {
        cout<<"block1";
        try t5;
    }
    {
        cout<<"block 2";
        try t6;
    }
    cout<<"again in main";
    Return 0;
}
```