

601.220 Intermediate Programming

Summer 2024, Meeting 17 (July 10th)

Today's agenda

- Review exercises 25 and 26
- Day 27 recap questions
- Exercise 27
- Day 28 recap questions
- Exercise 28

Reminders/Announcements

HW7 → CTrie - class
→ TTrie → template.

- HW5 is due **Thursday, July 11th** (tomorrow!)
- HW7 is due **Thursday, July 18th**
 - We will have covered everything you need to know for the CTrie class by Friday
 - The TTrie class is a template class: we will cover template classes and functions on Monday
- Final project team formation: soon

Exercise 25 review

"word text" ~> "word text"
"week" -> "wiek"

abbreviate function loop:

```
bool last_was_vowel = false;
for (size_t i = 0; i < word.size(); i++) {
    bool cur_is_vowel = is_vowel(word[i]);
    if (cur_is_vowel) {
        if (!last_was_vowel) { result += " "; }
    } else {
        result += word[i];
    }
    last_was_vowel = cur_is_vowel;
}
```

Exercise 25 review

main function, opening input and output files:

```
ifstream in(argv[1]);
if (!in.is_open()) {
    cerr << "Couldn't open input file " << argv[1] << "\n";
    return 1;
}

ofstream out(argv[2]);
if (!out.is_open()) {
    cerr << "Couldn't open output file " << argv[2] << "\n";
    return 1;
}
```

Exercise 25 review

main function main loop:

```
string line;
while (getline(in, line)) {
    stringstream line_in(line);
    string word;
    while (line_in >> word) {
        out << abbreviate(word) << " ";
    }
    out << "\n";
}
```

read until new line character.

"My text"

`std::getline` is useful for programs which process input one line at a time.

Exercise 25 review

classify program body of loop, variables:

```
double fpval;  
int ival;  
string extra;  
bool is_ival = false, is_fpval = false;
```

Goal of loop body is tok classify one token.

Exercise 25 review

"5 10"

"5.34 10"

" .34 10"

Check whether token is an integer value:

```
stringstream as_i(token);  
if (as_i >> ival) {  
    if (!(as_i >> extra)) {  
        sum_i += ival;  
        is_ival = true;  
    }  
}
```

Idea is that when extracting an integer, there should not be any input "left over".

Exercise 25 review

11 10.34 10⁴
11 10 10.3411

Determine whether token is a floating point value:

```
if (!is_ival) {  
    stringstream as_fp(token);  
    if (as_fp >> fpval) {  
        sum_fp += fpval;  
        is_fpval = true;  
    }  
}
```

Exercise 25 review

Handle other tokens:

```
if (!is_ival && !is_fpval) {  
    ntok++;  
    ntok_c += token.size();  
}
```

Exercise 25 review

"apple" \rightsquigarrow 'a' \Rightarrow 1
'p' \Rightarrow 2
'l' \Rightarrow 1
'e' \Rightarrow 1

letter_freq program, initialize vector of Buckets:

```
vector<Bucket> buckets;  
for (int i = 0; i < 26; i++) {  
    Bucket b;  
    b.letter = 'a' + i;  
    b.count = 0;  
    buckets.push_back(b);  
}
```

```
struct {  
    char c  
    int count};
```

Exercise 25 review

letter_freq program, open input file, read characters, classify them:

```
ifstream in(argv[1]);  
if (!in.is_open()) {  
    cerr << "Couldn't open input file " << argv[1] << "\n";  
    return 1;  
}
```

```
char c;  
while (in.get(c)) {  
    c = tolower(c);  
    if (isalpha(c)) {  
        buckets[c - 'a'].count++;  
    }  
}
```

get a byte of data.

$'a' - 'a' \Rightarrow 0$
 $'c' - 'a' \Rightarrow 2$



Exercise 25 review

STL::sort

letter_freq program, bucket comparison function:

```
// we want Buckets with a higher count to compare as "less"  
// (so that the overall ordering is from most frequent  
// to least frequent)  
bool compare_buckets(const Bucket &left, const Bucket &right) {  
    if (left.count > right.count) { return true; }  
    if (left.count < right.count) { return false; }  
    return left.letter < right.letter;  
}
```

Sorting the vector of Buckets:

```
sort(buckets.begin(), buckets.end(), compare_buckets);
```

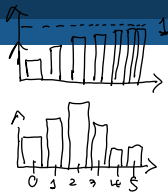
Exercise 25 review

letter_freq program, printing letter frequencies:

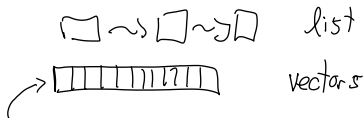
```
for (vector<Bucket>::const_iterator i = buckets.cbegin();
     i != buckets.cend();
     ++i) {
    if (i->count > 0) {
        cout << i->letter << ": " << i->count << "\n";
    }
}
```

Exercise 26 review

PDF \rightarrow
CMD



```
void make_cumulative(std::vector<double> &dist) {  
    for (std::vector<double>::iterator i = dist.begin() + 1;  
         i != dist.end();  
         ++i) {  
        *i += *(i - 1);  
    }  
}
```



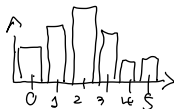
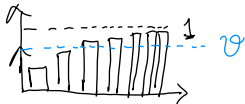
Note: vectors have **random-access iterators**, so “pointer arithmetic” on iterator values is possible.

Fun fact: in most STL implementations, vector iterators *are* pointers.

Exercise 26 review

naive_find_last_iterator function:

```
std::vector<double>::const_iterator best = begin, i = begin;
while (i != end && *i <= v) {
    best = i;
    ++i;
}
return best;
```



Exercise 26 review

fast_find_last_iterator function:

```
size_t n = end - begin;
if (n == 1) { return begin; }

std::vector<double>::const_iterator mid = begin + n/2;
if (*mid > v) {
    return fast_find_last_iterator(begin, mid, v);
} else {
    return fast_find_last_iterator(mid, end, v);
}
```

Note: this is *slightly* different than the standard recursive binary search, because we do not eliminate the middle element from consideration in the recursive case.

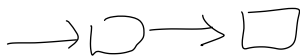
Day 27 recap questions

Constructors / destructors

RAII

- 1 What is object-oriented programming?
- 2 What is the difference between a public and a private field/member function?
- 3 Do class fields and member functions default to public or private?
- 4 Can we define member functions in a struct in C? How does C++ handle structs? Can we do that in C++?
- 5 What is a default constructor?
- 6 Why is using an initializer list in a class constructor a better choice than not using one?

1. What is object-oriented programming?



An object is an instance of a `class` (or `struct`) type. The class or struct type can have *member variables* and *member functions*.

Member variables (a.k.a. *fields*): define the data contained in an object.

Member functions (a.k.a. *methods*): define the *behavior* of an object.

In an object-oriented program, computations are done by calling member functions on objects.

2. What is the difference between a public and a private field/member function?

Public member: can be directly accessed from code outside the member functions of the class.

Private member: can only be directly accessed from member functions of the class.



```
MyClass a;  
a.attrib = "S";
```

General rules for member visibility

MyClass {

public:

{

private:

{

General rules:

- member variables (fields) should be private
- member functions to be used by the program as a whole should be public (these are sometimes called “API functions”)
- member functions that are only needed internally (helper functions for the class) should be private

The idea that internal implementation details (fields, helper functions) are private is known as *encapsulation*.

3. Do class fields and member functions default to public or private?

For `class` types: default is `private`

For `struct` types: default is `public`

Otherwise, there is no difference between `class` types and `struct` types.

4. Can we define member functions in a struct in C? How does C++ handle structs? Can we do that in C++?

In C, a struct type cannot have member functions.

In C++, a struct type can have member functions.

The only difference between C++ struct types and class types is that the members of struct types are public by default, and members of class types are private by default.

5. What is a default constructor?

A default constructor is a constructor which requires no arguments. It is invoked to initialize an object if no other constructor is invoked. Like all constructors, its main job is to initialize the fields of the object being created.

Assume that Foo is a class:

```
Foo f; // default constructor is called to initialize  
      // fields of f
```

```
Foo arr[10]; // default constructor is called on each  
            // element of arr
```

```
Foo *p = new Foo[5]; // default constructor is called on  
                    // each element of the dynamically  
                    // allocated array
```


6. Why is using an initializer list in a class constructor a better choice than not using one?

It avoids an initialization of a field by its default constructor, followed by an *assignment* to change the value of the field.

```
struct Foo {  
    std::string s;  
    Foo();  
};
```

```
Foo::Foo() // best approach  
: s("initial value for s")  
{ }
```

```
Foo::Foo() // not as good  
{ s = "initial value for s"; }
```

```
struct Test {  
    MyClass a;  
    MyClass b;  
}
```

Exercise 27

- Practice working with a class (`grade_list`) and member variables and functions
- Breakout rooms 1–10 are “social”
- Use Slack to let us know if you have questions!

Day 28 recap questions

27 → class constructor (default)

28 → constructor (non-default)
destructor.

- 1 What is a non-default (or “alternative”) constructor?
- 2 If we define a non-default constructor, will C++ generate an implicitly defined default constructor?
- 3 When do we use the `this` keyword?
- 4 What is a destructor?
- 5 A destructor will automatically release memories that are allocated in the constructor- true or false?

1. What is a non-default (or “alternative”) constructor?

A non-default constructor has one or more parameters. Usually, these are used to initialize the field(s) of the object being initialized.

Example:

```
class Point {  
private:  
    double x, y;  
public:  
    Point() : x(0.0), y(0.0) { } // default constructor  
    Point(double x, double y) // non-default constructor  
        : x(x), y(y) { }  
    // ... other member functions ...  
};
```

2. If we define a non-default constructor, will C++ generate an implicitly defined default constructor?

No. For example:

```
class Point {  
private:  
    double x, y;  
public:  
    Point(double x, double y)  
        : x(x), y(y) { }  
    // ... other member functions ...  
};
```

// ...elsewhere...

```
Point p; // will not compile  
         Point();
```

Point p = { 0.0, 0.1 };

3. When do we use the `this` keyword?

The `this` keyword is useful for explicitly referring to the object a member function is called on, sometimes called the “receiver” object. It is a *pointer* to the receiver object.

Among other uses, `this` can be useful for disambiguating a member variable that has the same name as a parameter. Example:

```
class Point {  
private:  
    double x, y;  
public:  
    // ...  
    void set_x(double x) { this->x = x; }  
    // ...  
};
```

Shu daway

4. What is a destructor?

RAII

A `class` (or `struct`) type's destructor member function is called automatically when an object's lifetime ends. Its purpose is to deallocate any dynamic resources associated with the object.

Examples of dynamic resources:

- dynamically allocated memory
- file resources not automatically closed by a destructor

Destructor example

```
class CBuf {  
private:  
    char *buf;  
    size_t size;  
  
public:  
    CBuf(size_t sz) : buf(new char[sz]), size(sz) { }  
    ~CBuf() { delete[] buf; }  
  
    // ...other member functions...  
};
```

Handwritten diagram:
A curly brace on the left spans three lines of text: "CBuf", ":", and a horizontal line. To the right of the first line is "CBuf", and to the right of the second line is ":".

5. A destructor will automatically release memories that are allocated in the constructor- true or false?

False.

The destructor must *explicitly* deallocate dynamically-allocated memory using either `delete` or `delete []` (depending on whether or not the memory being deallocated is an array.)

Exercise 28

- `grade_list` again, but this time storing grades in a dynamically allocated array
 - This is very much like how `std::vector` works!
- Breakout rooms 1–10 are “social”
- Use Slack to ask us if you have questions!

Notes

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