Lecture 18: templates
Announcements

• 3T: due in 2 hours!
  – No late work accepted

• 3H, 4B, and 4C: assigned Saturday AM
  – “Due” June 9th
  – But full credit will be awarded until 6am June 14th

• IMPORTANT: all work must be submitted by 6am Weds June 14th
  – No work accepted starting at 601am June 14th
Stress Test Project (3H)

- We will have ~60 stress tests
- We can’t check in 60 baseline images and difference them all
  - Will slow ix to a halt
- Solution:
  - We commit “essence of the solution”
  - We also complement that all images posted if needed.
Checksums

**Input**
- Fox
- The red fox jumps over the blue dog
- The red fox jumps over the blue dog
- The red fox jumps over the blue dog

**Checksum**
- 1582054665
- 2367213558
- 3043859473
- 1321115126
- 1685473544

Most useful when input is very large and checksum is very small
Our “checksum”

• Three integers:
  – Sum of red channel
  – Sum of green channel
  – Sum of blue channel

• When you create a stress test, you register these three integers

• When you test against others stress tests, you compare against their integers
  – If they match, you got it right

This will be done with a derived type of Sink.
Should Checksums Match?

• On ix, everything should match
• On different architectures, floating point math won’t match
• Blender: has floating point math
• → no blender
Assignment:
Make your 3E project run memory error and leak free

4 Tasks:
1) start with your 3E source code. (Don’t use 3F, since it has exceptions and
   a. Don’t forget to use your 3E code ... not 3F code.
2) Re memory leaks: “All heap blocks were freed” is the magic statement ... that
   means no memory leaks.

Notes:
1) if I had memory errors, they would have occurred after “Command: proj3F”
   and before “HEAP SUMMARY”. None there, so I’m OK.
2) need to use ix to do this ... esp.
   clears your program leak free

Submit:
1) a screenshot of the valgrind output (see mine below)
2) your source code

```
$ valgrind proj3F ~/3A_input.pnm 3F_output.pnm
Memcheck, a memory error detector
Copyright (C) 2002-2011, and GNU GPL'd, by Julian Seward et al.
Using Valgrind-3.7.0 and LibVEX; rerun with -h for copyright info
Command: proj3F /home/users/hank/3A_input.pnm 3F_output.pnm

HEAP SUMMARY:
in use at exit: 0 bytes in 0 blocks
total heap usage: 33 allocs, 33 frees, 108,022,422 bytes allocated
All heap blocks were freed -- no leaks are possible
For counts of detected and suppressed errors, rerun with: -v
ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 2 from 2)
```
1) Extend your project 3 to having timing information
   a. The timings should be added to logger
   b. The timing for each Execute method should be logged individually
      i. Note: if you do the inheritance stuff cleverly, you should only have to add two gettimeofday calls total

2) Run a small performance study using your time
   a. Create the following pipeline: one source that creates a solid red image, one source that creates a solid blue image, and one Blender (who’s inputs are the red image and blue image).
   b. Run the program multiple times. The first time make the solid colored images be 250x250. Then 500x500. Then 1000x1000. Then 2000x2000. Study the timings.
   c. Write a short report (i.e., several sentences) about your findings. Please do not use MS Word or RTF. This short report should be in a text file, so that I can easily view it with my “vi” program.
The plan

• Monday June 5: live code of Project 3
• Weds, June 7: finals review
  – Remember: you will tell me about late passes on the final
• Fri, June 9: Final exam
  – This room, this time
• QUESTION: need weekend OH?
Live Code: Monday June 5th

- Disclaimer: don’t be discouraged
- Will go thru ~3E, definitely not past 3F
- Who can attend?
  - Anyone who has completed the project
  - Anyone who has not completed the project, but is getting 50% credit
- Who can not attend?
  - Anyone who has extenuating circumstances and expects full credit for late work
Review
const

• const:
  – is a keyword in C and C++
  – qualifies variables
  – is a mechanism for preventing write access to variables
const example

```c
int main()
{
    const int X = 5;
}
```

The compiler enforces const ... just like public/private access controls
const arguments to functions

- Functions can use const to guarantee to the calling function that they won’t modify the arguments passed in.

```c
struct Image
{
    int width, height;
    unsigned char *buffer;
};

ReadImage(char *filename, Image &);
WriteImage(char *filename, const Image &);
```
const pointers

• Assume a pointer named “P”
• Two distinct ideas:
  – P points to something that is constant
    • P may change, but you cannot modify what it points to via P
  – P must always point to the same thing, but the thing P points to may change.
• Assume a pointer named “P”
• Two distinct ideas:
  – P points to something that is constant
    • P may change, but you cannot modify what it points to via P
  – P must always point to the same thing, but the thing P points to may change.
**const pointers**

```c
int X = 4;
int *P = &X;
```

Idea #1:
violates const:
```
*P = 3;
```
OK:
```
int Y = 5; P = &Y;
```

pointer can change, but you can’t modify the thing it points to

Idea #2:
violates const:
```
int Y = 5; P = &Y;
```
```
*P = 3;
```

pointer can’t change, but you can modify the thing it points to
The page contains a discussion about constant pointers in C++. It starts with the following code snippet:

```c
const int X = 4;
int *P = &X;
```

Idea #3: violates const:
```
*P = 3;
```
```
int Y = 5; P = &Y;
```

OK:
```
none
```

The text explains that a pointer to a const variable (`const int X = 4;`) cannot change, and you cannot modify the thing it points to. The slide also includes a note that a pointer cannot change, and you cannot modify the thing it points to.
const pointers

```
int X = 4;
int *P = &X;
```

Idea #1: violates const: “*P = 3;”

OK: “int Y = 5; P = &Y;”

pointer can change, but you can’t modify the thing it points to
const pointers

int X = 4;

int *P = &X;

Idea #2:
violates const:
“int Y = 5; P = &Y;”

OK:
“*P = 3;”

pointer can’t change, but you can modify the thing it points to
const pointers

Idea #3: violates const:

“*P = 3;”

“int Y = 5; P = &Y;”

OK:

none

pointer can’t change, and you can’t modify the thing it points to
const usage

• class Image;
• const Image *ptr;
  – Used a lot: offering the guarantee that the function won’t change the Image ptr points to
• Image * const ptr;
  – Helps with efficiency. Rarely need to worry about this.
• const Image * const ptr;
  – Interview question!!
Very common issue with const and objects

How does compiler know GetNumberOfPixels doesn’t modify an Image?

We know, because we can see the implementation.

But, in large projects, compiler can’t see implementation for everything.
const functions with objects

```cpp
class Image {
public:
  int GetNumberOfPixels() const { return width*height; }

private:
  int width, height;
};

unsigned char * Allocator(const Image *img) {
  int npixels = img->GetNumberOfPixels();
  unsigned char *rv = new unsigned char[3*npixels];
  return rv;
}
```

- **const after method name**
- If a class method is declared as const, then you can call those methods with pointers.
mutable

• mutable: special keyword for modifying data members of a class
  – If a data member is mutable, then it can be modified in a const method of the class.
  – Comes up rarely in practice.
static

• static memory: third kind of memory allocation
  – reserved at compile time
• contrasts with dynamic (heap) and automatic (stack) memory allocations
• accomplished via keyword that modifies variables

There are three distinct usages of statics
static usage #1: persistency within a function

fawcett:330 childds$ cat static1.C
#include <stdio.h>

int fibonacci()
{
    static int last2 = 0;
    static int last1 = 1;
    int rv = last1+last2;
    last2 = last1;
    last1 = rv;
    return rv;
}

int main()
{
    int i;
    for (int i = 0 ; i < 10 ; i++)
        printf("%d\n", fibonacci());
}
static usage #2: making global variables be local to a file

I have no idea why the static keyword is used in this way.

```c
#include <stdio.h>

static int count = 0;

int doubler(int Y)
{
    count++;
    return 2*Y;
}

int main()
{
    count++;
    doubler(3);
    printf("count is %d\n", count);
}
```

```
fawcett:330 childs$ g++ -c file2.C
fawcett:330 childs$ g++ file1.o file2.o
fawcett:330 childs$ ./a.out
count is 1
```
static usage #3: making a singleton for a class

```cpp
#include <iostream>

using std::cout;
using std::endl;

class MyClass
{
  public:
    MyClass() { numInstances++;} ;
    virtual ~MyClass() { numInstances--; } ;

    int GetNumInstances(void) { return numInstances; } ;

  private:
    static int numInstances ;
};

int MyClass::numInstances = 0;

int main()
{
  MyClass *p = new MyClass[10];
  cout << "Num instances = " << p[0].GetNumInstances() << endl;
  delete [] p;
  cout << "Num instances = " << p[0].GetNumInstances() << endl;
}
```
static methods

Static data members and static methods are useful and they are definitely used in practice.
Scope
This one will compile ... the compiler thinks that you made a new scope on purpose.

So what does it print?

Answer: 3
Scope Rules

• The compiler looks for variables:
  – inside a function or block
  – function arguments
  – data members (methods only)
  – globals
Sort of new / sort of review
Overloading Operators

• NOTE: I lectured on this some, but it was informal. These slides formally capture the ideas we discussed.
C++ lets you define operators

• You declare a method that uses an operator in conjunction with a class
  — +, -, /, !, ++, etc.

• You can then use operator in your code, since the compiler now understands how to use the operator with your class

• This is called “operator overloading”
  — ... we are overloading the use of the operator for more than just the simple types.
Example of operator overloading

class MyInt
{
    public:
        MyInt(int x) { myInt = x; };
    MyInt& operator++();
    int GetValue(void) { return myInt; };

    protected:
        int myInt;
};

MyInt &
MyInt::operator++()
{
    myInt++;
    return *this;
}

int main()
{
    MyInt mi(6);
    ++mi;
    ++mi;
    printf("Value is %d\n", mi.GetValue());
}

fawcett:330 childs$ ./a.out
Value is 8
More operator overloading

```cpp
#include <iostream>

using std::ostream;
using std::cout;
using std::endl;

class Image
{
  public:
    Image();

    friend ostream& operator<<(ostream &os, const Image &);

private:
  int width, height;
  unsigned char *buffer;
};

Image::Image()
{
  width = 100;
  height = 100;
  buffer = NULL;
}

ostream &
operator<<(ostream &out, const Image &img)
{
  out << img.width << "x" << img.height << endl;
  if (img.buffer == NULL)
    out << "No buffer allocated!" << endl;
  else
    out << "Buffer is allocated!" << endl;
}

int main()
{
  Image img;
  cout << img;
}
```

```bash
fawcett:330 childs$ g++ oostream.C
fawcett:330 childs$ ./a.out
100x100
No buffer allocated!
```
Beauty of inheritance

• `ostream` provides an abstraction
  – That’s all `Image` needs to know
    • it is a stream that is an output
  – You code to that interface
  – All `ostream`’s work with it

```c
int main()
{
    Image img;
    cerr << img;
}
```

```
fawcett:330 child$ ./a.out
100x100
No buffer allocated!
```

```
```
```cpp
class Image
{
public:
    Image();
    void SetSize(int w, int h);

friend ostream& operator<<(ostream &os, const Image &);

    Image & operator=(const Image &);
};

void Image::SetSize(int w, int h)
{
    if (buffer != NULL)
        delete [] buffer;
    width = w;
    height = h;
    buffer = new unsigned char[3*width*height];
}

int main()
{
    Image img1, img2;
    img1.SetSize(200, 200);
    cout << "Image 1:" << img1;
    cout << "Image 2:" << img2;
    img2 = img1;
    cout << "Image 1:" << img1;
    cout << "Image 2:" << img2;
}```
let’s do this again...

```cpp
ostream & operator<<(ostream &out, const Image &img)
{
    out << img.width << "x" << img.height << endl;
    if (img.buffer == NULL)
        out << "No buffer allocated!" << endl;
    else
        out << "Buffer is allocated, and value is "
            << (void *) img.buffer << endl;

    return out;
}
```

```
fawcett:330 childsls$ ./a.out
Image 1:200x200
Buffer is allocated, and value is 0x100800000
Image 2:0x0
No buffer allocated!
Image 1:200x200
Buffer is allocated, and value is 0x100800000
Image 2:200x200
Buffer is allocated, and value is 0x10081e600
```
let’s do this again...

class Image
{
public:
  Image();
  void
  SetSize(int w, int h);
friend ostream& operator<<(ostream &os, const Image &);
// Image & operator=(const Image &);
private:
  int width, height;
  unsigned char *buffer;
};

int main()
{
  Image img1, img2;
  img1.SetSize(200, 200);
  cout << "Image 1:" << img1;
  cout << "Image 2:" << img2;
  img2 = img1;
  cout << "Image 1:" << img1;
  cout << "Image 2:" << img2;
}

fawcett:330 childs$ g++ assignment_op.C
fawcett:330 childs$
C++ defines a default assignment operator for you

• This assignment operator does a bitwise copy from one object to the other.
• Does anyone see a problem with this?

fawcett:330 childs$ ./a.out
Image 1:200x200
Buffer is allocated, and value is 0x100800000
Image 2:0x0
No buffer allocated!
Image 1:200x200
Buffer is allocated, and value is 0x100800000
Image 2:200x200
Buffer is allocated, and value is 0x100800000

This behavior is sometimes OK and sometimes disastrous.
Copy constructors: same deal

• C++ automatically defines a copy constructor that does bitwise copying.
• Solutions for copy constructor and assignment operators:
  – Re-define them yourself to do “the right thing”
  – Re-define them yourself to throw exceptions
  – Make them private so they can’t be called
Templates
Motivation

```c
int Doubler(int X) { return 2*X; };
float Doubler(float X) { return 2*X; };

int main()
{
    int    X = 2;
    float Y = 2.6;
    cout << "2*X = " << Doubler(X) << ", 2*Y = " << Doubler(Y) << endl;
}
fawcett:330 childs$ g++ logger_defines.C
fawcett:330 childs$ ./a.out
2*X = 4, 2*Y = 5.2

fawcett:330 childs$ nm a.out
  0000000100000d7a s    stub helpers
  00000001000010b0 D    _NXArgc
  00000001000010b8 D    _NXArgv
  0000000100000ac7 t    __GLOBAL__I__Z7Doubleri
  0000000100000a84 t    __Z41__static_initialization_and_destruction_0i
  0000000100000b26 T    __Z7Doublerf
  0000000100000b18 T    __Z7Doubleri
```
Motivation

```c
fawcett:330 childs$ nm a.out
000000010000007a s stub helpers
00000000100000b0 D_NXArgc
00000000100000b8 D_NXArgv
00000000100000ac7 t __GLOBAL__I__Z7Doubleir
00000000100000a84 t __Z41__static_initialization_and_destruction_0ii
00000000100000b26 T __Z7Double.rf
00000000100000b18 T __Z7Doubleleri

DOUBLER_MACRO(int)
DOUBLER_MACRO(float)

int main()
{
    int X = 2;
    float Y = 2.6;
    cout << "2*X = " << Doubler(X) << " Y = " << Doubler(Y) << endl;
}
```

```c
fawcett:330 childs$ g++ -E logger_defines.C
```

```c
fawcett:330 childs$ ./a.out
2*X = 4, 2*Y = 5.2
```
First Template

```cpp
#include <iostream>
using std::cout;
using std::endl;

template <class T> T Doubler(T X) { return 2*X; }

int main()
{
    int   X = 2;
    float Y = 2.6;
    cout << "2*X = " << Doubler(X) << ", 2*Y = " << Doubler(Y) << endl;
}
```

fawcett:330 childs$ cat doubler_template.C
fawcett:330 childs$ nm a.out
fawcett:330 childs$ g++ doubler_template.C
fawcett:330 childs$ ./a.out
2*X = 4, 2*Y = 5.2
```
Will now do an example to compare templates and virtual functions

• Will take some buildup...
Money Class

class Money
{
  public:
    Money(int d, int c) { dollars = d; cents = c; }
    bool operator<(const Money &m);

  private:
    int dollars;
    int cents;
};

bool Money::operator<(const Money &m)
{
  if (dollars < m.dollars)
    return true;
  if (dollars == m.dollars)
    return (cents < m.cents);

  return false;
}

int main()
{
  Money m(6, 85);
  Money m2(6, 25);
  bool lt = m < m2;
  cerr << "LT = " << lt << endl;
  lt = m2 < m;
  cerr << "LT = " << lt << endl;
}

C02LN00GFD58:330 hank$ g++ money.C
C02LN00GFD58:330 hank$ ./a.out
LT = 0
LT = 1
License Plate Class

class LicensePlate
{
  public:
    LicensePlate(char c1, char c2, char c3,
                  int i1, int i2, int i3)
    {
      letters[0] = c1;
      letters[1] = c2;
      letters[2] = c3;
      numbers[0] = i1;
      numbers[1] = i2;
      numbers[2] = i3;
    }

    bool operator<(const LicensePlate &rhs) const
    {
      for (int i = 0; i < 3; i++)
      {
        if (letters[i] < rhs.letters[i])
          return true;
        if (letters[i] > rhs.letters[i])
          return false;
      }
      for (int i = 0; i < 3; i++)
      {
        if (numbers[i] < rhs.numbers[i])
          return true;
        if (numbers[i] > rhs.numbers[i])
          return false;
      }
      return false;
    }

    // equal
    return false;
};

int main()
{
  LicensePlate lp1('a', 'b', 'c', 4, 5, 6);
  LicensePlate lp2('c', 'b', 'a', 6, 5, 4);
  bool lt = lp1 < lp2;
  cerr << "LT = " << lt << endl;
  lt = lp2 < lp1;
  cerr << "LT = " << lt << endl;
}
Sorting With Templates

template <class T>
void Sort(T **X, int nX)
{
    for (int i = 0; i < nX; i++)
        for (int j = i+1; j < nX; j++)
            if (X[j] < X[i])
                {
                    T *tmp = X[j];
                    X[j] = X[i];
                    X[i] = tmp;
                }
}

int main()
{
    Money m1(6, 85);
    Money m2(6, 25);
    Money m3(4, 25);
    Money m4(5, 25);

    LicensePlate lp1('a', 'b', 'c', 4, 5, 6);
    LicensePlate lp2('c', 'b', 'a', 6, 5, 4);
    LicensePlate lp3('c', 'd', 'a', 6, 5, 4);
    LicensePlate lp4('b', 'b', 'a', 6, 5, 4);

    Money *money_list[4] = { &m1, &m2, &m3, &m4 };
    LicensePlate *lp_list[4] = { &lp1, &lp2, &lp3, &lp4 };

    Sort(money_list, 4);
    Sort(lp_list, 4);

    for (int i = 0; i < 4; i++)
        cout << i << "": ", " << money_list[i]->dollars << ", " << money_list[i]->cents << endl;

    for (int i = 0; i < 4; i++)
        {
            cout << i << "": ", ";
            PrintLicensePlate(lp_list[i]);
            cout << endl;
        }
}
Doing the same with inheritance

```cpp
class Sortable
{
    public:
        virtual bool operator<(const Sortable *) = 0;
};

class LicensePlate : public Sortable
{
    public:
        LicensePlate(char c1, char c2, char c3,
                      int i1, int i2, int i3)
        {
            letters[0] = c1;
            letters[1] = c2;
            letters[2] = c3;
            numbers[0] = i1;
            numbers[1] = i2;
            numbers[2] = i3;
        }

        bool operator<(const Sortable *);

    public:
        char    letters[3];
        int     numbers[3];
};

void Sort(Sortable **X, int nX)
{
    for (int i = 0 ; i < nX ; i++)
        for (int j = i+1 ; j < nX ; j++)
        {
            if (*X[j] < X[i])
            {
                Sortable *tmp = X[j];
                X[j] = X[i];
                X[i] = tmp;
            }
        }
}

int main()
{
    LicensePlate lp1('a', 'b', 'c', 4, 5, 6);
    LicensePlate lp2('c', 'b', 'a', 6, 5, 4);
    LicensePlate lp3('c', 'd', 'a', 6, 5, 4);
    LicensePlate lp4('b', 'b', 'a', 6, 5, 4);

    Sortable *lp_list[4] = { &lp1, &lp2, &lp3, &lp4 };
    Sort(lp_list, 4);

    for (int i = 0 ; i < 4 ; i++)
    {
        cout << i << ": ";
        PrintLicensePlate((LicensePlate *)lp_list[i]);
        cout << endl;
    }
}
```
Templates vs Virtual Functions

• Virtual functions:
  – Had to affect inheritance hierarchy
  – Overhead in function call (virtual function table)

• Templates:
  – Did not need to affect inheritance hierarchy, although function names had to coincide
  – No additional overhead (resolved at compile time)
Standard Template Library
Standard Template Library

• Standard Template Library: STL
• Many, many templated types
• Can ease your programming burden
• Can also hide significant performance issues
  – And you use C/C++ for performance
• My recommendation: use with caution for code that needs to be performant
#include <vector>

using std::vector;

int main()
{
    vector<int> intArray(2);
    intArray[0] = 0;
    intArray[1] = 1;
    intArray.push_back(1);
    intArray.push_back(2);
    intArray.push_back(3);
    intArray.push_back(5);
    cout << "Size is " << intArray.size() << endl;
    cout << "Last val of Fib is " << intArray[5] << endl;
}

C02LN00GFD58:330 hank$ g++ vector.C
C02LN00GFD58:330 hank$ ./a.out
Size is 6
Last val of Fib is 5
std::vector

- Always has the amount of memory you need
- Many STL algorithms work on it
- Memory allocation:
  - If you don’t have enough, double it
    - (can be a big overestimation)
- Overhead in access
  - Maybe not a big deal if data-intensive?
#include <map>
#include <string>

using std::map;
using std::string;

int main()
{
    map<string, int> ageLookup;
    ageLookup["Hank"] = 37;
    ageLookup["Charlotte"] = 11;
    ageLookup["William"] = 9;

    cout << "Hank's age is " << ageLookup["Hank"] << endl;
    cout << "Carissa's age is " << ageLookup["Carissa"] << endl;
}
C02LN00GFD58:330 hank$ g++ map.C
C02LN00GFD58:330 hank$ ./a.out
Hank's age is 37
Carissa's age is 0
C++ Strings
(not a template thing): String

- C++ string class is very useful
- Great implementation of a class that encapsulates a string

```cpp
#include <string>

using std::string;

int main()
{
    string str = "Hello";
    str += " world";
    cout << str << endl;
}
```

String methods

**Iterators:**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>begin</td>
<td>Return iterator to beginning</td>
<td>(public member function)</td>
</tr>
<tr>
<td>end</td>
<td>Return iterator to end</td>
<td>(public member function)</td>
</tr>
<tr>
<td>rbegin</td>
<td>Return reverse iterator to reverse beginning</td>
<td>(public member function)</td>
</tr>
<tr>
<td>rend</td>
<td>Return reverse iterator to reverse end</td>
<td>(public member function)</td>
</tr>
<tr>
<td>cbegin</td>
<td>Return const_iterator to beginning</td>
<td>(public member function)</td>
</tr>
<tr>
<td>cend</td>
<td>Return const_iterator to end</td>
<td>(public member function)</td>
</tr>
<tr>
<td>crbegin</td>
<td>Return const_reverse_iterator to reverse beginning</td>
<td>(public member function)</td>
</tr>
<tr>
<td>crend</td>
<td>Return const_reverse_iterator to reverse end</td>
<td>(public member function)</td>
</tr>
</tbody>
</table>

**Capacity:**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>Return length of string</td>
<td>(public member function)</td>
</tr>
<tr>
<td>length</td>
<td>Return length of string</td>
<td>(public member function)</td>
</tr>
<tr>
<td>max_size</td>
<td>Return maximum size of string</td>
<td>(public member function)</td>
</tr>
<tr>
<td>resize</td>
<td>Resize string</td>
<td>(public member function)</td>
</tr>
<tr>
<td>capacity</td>
<td>Return size of allocated storage</td>
<td>(public member function)</td>
</tr>
<tr>
<td>reserve</td>
<td>Request a change in capacity</td>
<td>(public member function)</td>
</tr>
<tr>
<td>clear</td>
<td>Clear string</td>
<td>(public member function)</td>
</tr>
<tr>
<td>empty</td>
<td>Test if string is empty</td>
<td>(public member function)</td>
</tr>
<tr>
<td>shrink_to_fit</td>
<td>Shrinking to fit</td>
<td>(public member function)</td>
</tr>
</tbody>
</table>
# String methods

## Element access:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>operator[]</code></td>
<td>Get character of string (public member function)</td>
</tr>
<tr>
<td><code>at</code></td>
<td>Get character in string (public member function)</td>
</tr>
<tr>
<td><code>back</code></td>
<td>Access last character (public member function)</td>
</tr>
<tr>
<td><code>front</code></td>
<td>Access first character (public member function)</td>
</tr>
</tbody>
</table>

## Modifiers:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>operator+=</code></td>
<td>Append to string (public member function)</td>
</tr>
<tr>
<td><code>append</code></td>
<td>Append to string (public member function)</td>
</tr>
<tr>
<td><code>push_back</code></td>
<td>Append character to string (public member function)</td>
</tr>
<tr>
<td><code>assign</code></td>
<td>Assign content to string (public member function)</td>
</tr>
<tr>
<td><code>insert</code></td>
<td>Insert into string (public member function)</td>
</tr>
<tr>
<td><code>erase</code></td>
<td>Erase characters from string (public member function)</td>
</tr>
<tr>
<td><code>replace</code></td>
<td>Replace portion of string (public member function)</td>
</tr>
<tr>
<td><code>swap</code></td>
<td>Swap string values (public member function)</td>
</tr>
<tr>
<td><code>pop_back</code></td>
<td>Delete last character (public member function)</td>
</tr>
</tbody>
</table>

## String operations:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>c_str</code></td>
<td>Get C string equivalent (public member function)</td>
</tr>
<tr>
<td><code>data</code></td>
<td>Get string data (public member function)</td>
</tr>
<tr>
<td><code>get_allocator</code></td>
<td>Get allocator (public member function)</td>
</tr>
<tr>
<td><code>copy</code></td>
<td>Copy sequence of characters from string (public member function)</td>
</tr>
<tr>
<td><code>find</code></td>
<td>Find content in string (public member function)</td>
</tr>
<tr>
<td><code>rfind</code></td>
<td>Find last occurrence of content in string (public member function)</td>
</tr>
<tr>
<td><code>find_first_of</code></td>
<td>Find character in string (public member function)</td>
</tr>
<tr>
<td><code>find_last_of</code></td>
<td>Find character in string from the end (public member function)</td>
</tr>
<tr>
<td><code>find_first_not_of</code></td>
<td>Find absence of character in string (public member function)</td>
</tr>
<tr>
<td><code>find_last_not_of</code></td>
<td>Find non-matching character in string from the end (public member function)</td>
</tr>
<tr>
<td><code>substr</code></td>
<td>Generate substring (public member function)</td>
</tr>
<tr>
<td><code>compare</code></td>
<td>Compare strings (public member function)</td>
</tr>
</tbody>
</table>
Bonus Topics
Upcasting and Downcasting

• Upcast: treat an object as the base type
  – We do this all the time!
  – Treat a Rectangle as a Shape

• Downcast: treat a base type as its derived type
  – We don’t do this one often
  – Treat a Shape as a Rectangle
    • You better know that Shape really is a Rectangle!!
Upcasting and Downcasting

```cpp
class A {
};

class B : public A {
    public:
        B() { myInt = 5; }
        void Printer(void) { cout << myInt << endl; }

    private:
        int myInt;
};

void Downcaster(A *a) {
    B *b = (B *) a;
    b->Printer();
}

int main() {
    A a;
    B b;
    Downcaster(&b); // no problem
    Downcaster(&a); // no good
}
```

```
fawcett:330 childs$ g++ downcaster.C
fawcett:330 childs$ ./a.out
5
-1074118656
```
Upcasting and Downcasting

• C++ has a built-in facility to assist with downcasting: dynamic_cast
• I personally haven’t used it a lot, but it is used in practice
• Ties in to std::exception
Default Arguments

```cpp
void Foo(int X, int Y = 2)
{
    cout << "X = " << X << " , Y = " << Y << endl;
}

int main()
{
    Foo(5);
    Foo(5, 4);
}
```

default arguments: compiler pushes values on the stack for you if you choose not to enter them
Booleans

• New simple data type: bool (Boolean)
• New keywords: true and false

```c
int main()
{
    bool b = true;
    cout << "Size of boolean is " << sizeof(bool) << endl;
}
```

```
fawcett:330 childs$ g++ Boolean.C
fawcett:330 childs$ ./a.out
```
printf

• Print to stdout
  – printf(“hello world\n”);
  – printf(“Integers are like this %d\n”, 6);
  – printf(“Two floats: %f, %f”, 3.5, 7.0);

Have you ever wondered how printf takes a variable number of arguments?
Variable-Length Argument Lists

#include <stdarg.h>
#include <stdlib.h>
#include <stdio.h>

int SumIntList(int X, ...)
{
    va_list ap; /* points to each unnamed arg in turn */
    int sum = 0;
    int ival;
    int i;

    va_start(ap, X); /* make ap point to 1st unnamed arg */
    for (i = 0; i < X; i++)
    {
        ival = va_arg(ap, int);
        sum += ival;
    }
    va_end(ap);

    return sum;
}

int main()
{
    printf("List sum = %d\n", SumIntList(3, 13, 17, 22));
    printf("List sum = %d\n", SumIntList(5, 1, 2, 3, 4, 5));
}

C02LN00GFDF58: Promotion hank$ . /a.out
List sum = 52
List sum = 15

Adapted from Kernigan & Ritchie C book