GE3 Computer Science

C and C ++ Lecture series *for*

B.SC 3rd semester *by*

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LECTURE 16

More C++ Concepts

- Operator overloading
- Friend Function
- This Operator
- Inline Function

Operator overloading

- Programmer can use some operator symbols to define special member functions of a class
- Provides convenient notations for object behaviors

Why Operator Overloading

```
int i, j, k;          // integers
float m, n, p;        // floats

k = i + j;
    // integer addition and assignment
p = m + n;
    // floating addition and assignment
```

The compiler overloads the + operator for built-in integer and float types by default, producing integer addition with i+j, and floating addition with m+n.

We can make object operation look like individual int variable operation, using operator functions

```
Complex a,b,c;
c = a + b;
```

Operator Overloading Syntax

- Syntax is:

operator@*(argument-list)*

--- operator is a function

--- @ is one of C++ operator symbols (+, -, =, etc..)

Examples:

operator+

operator-

operator*

operator/

Example of Operator Overloading

```
class CStr
{
   char *pData;
   int nLength;
  public:
   // …
   void cat(char *s);
   // …
    CStr operator+(CStr str1, CStr str2);
    CStr operator+(CStr str, char *s);
    CStr operator+(char *s, CStr str);

    //accessors
   char* get_Data();
   int get_Len();

};
```

```
void CStr::cat(char *s)
{
   int n;
   char *pTemp;
   n=strlen(s);
   if (n==0) return;

   pTemp=new char[n+nLength+1];
   if (pData)
      strcpy(pTemp,pData);

   strcat(pTemp,s);
   pData=pTemp;
   nLength+=n;
}
```

The Addition (+) Operator

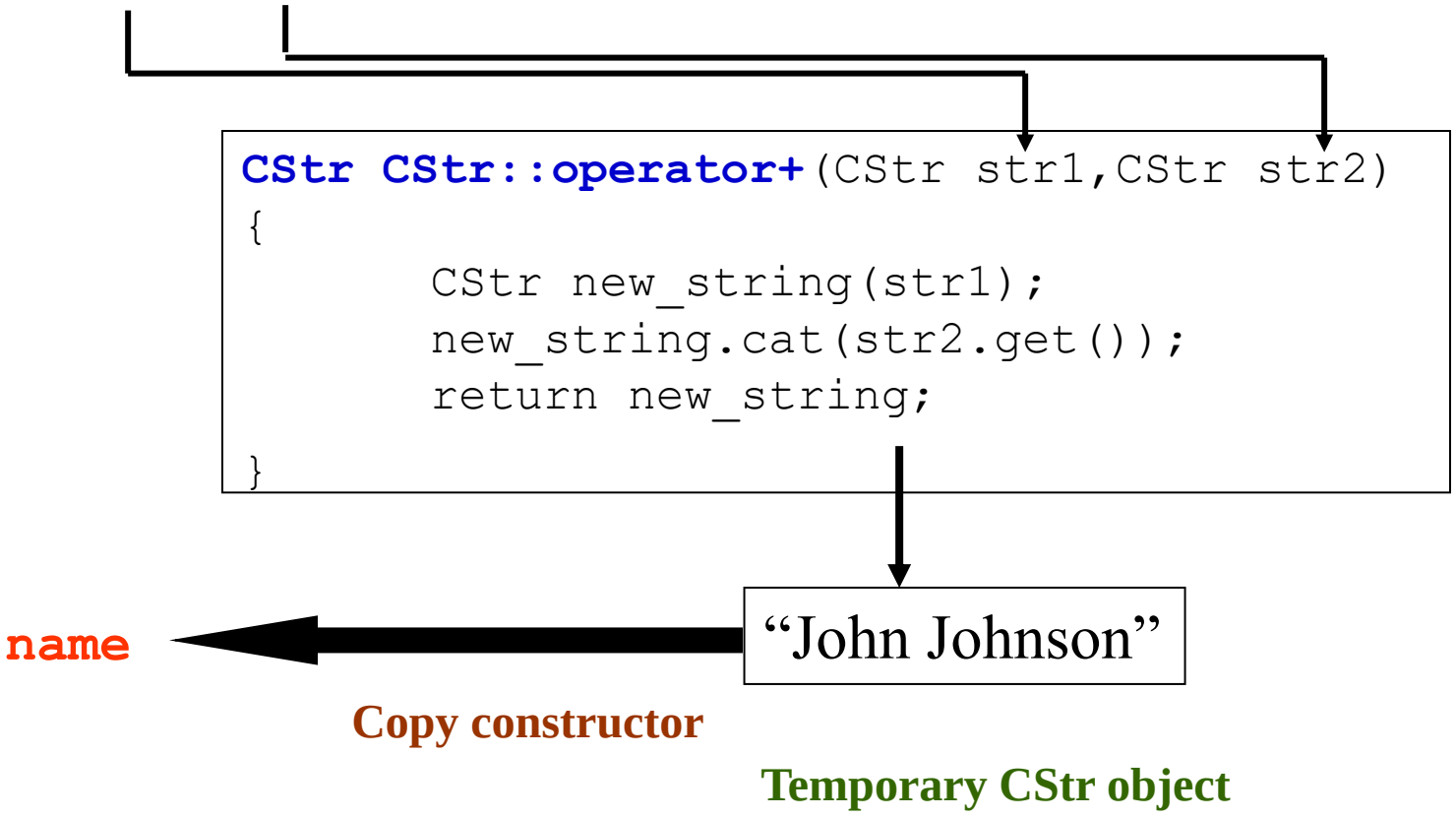
```
CStr CStr::operator+(CStr str1, CStr str2)
{
   CStr new_string(str1);
         //call the copy constructor to initialize an
         //entirely new CStr object with the first
         //operand
   new_string.cat(str2.get_Data());
         //concatenate the second operand onto the
         //end of new_string
   return new_string;
         //call copy constructor to create a copy of
         //the return value new_string
}
```

new_string

strcat(str1,str2)
strlen(str1)+strlen(str2)

How does it work?

```
CStr first("John");
CStr last("Johnson");
CStr name(first+last);
```



Implementing Operator Overloading

- Two ways:
  - Implemented as member functions
  - Implemented as non-member or Friend functions
    - the operator function may need to be declared as a friend if it requires access to protected or private data

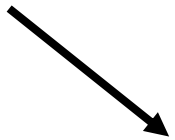
- Expression *obj1@obj2* translates into a function call
  - *obj1.operator@(obj2)*, if this function is defined within class obj1
  - *operator@(obj1,obj2)*, if this function is defined outside the class obj1

Implementing Operator Overloading

1. Defined as a member function

```
class Complex {
   ...
 public:
   ...
   Complex operator +(const Complex &op)
   {
     double real   = _real   + op._real,
                 imag = _imag + op._imag;
     return(Complex(real, imag));
   }
   ...
 };
```

c = a+b;

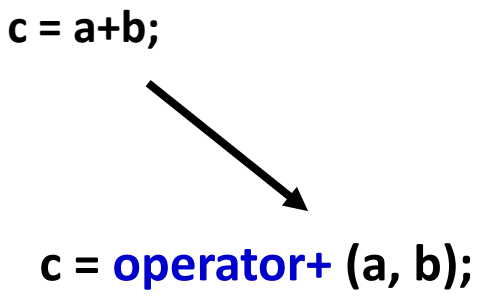


c = a.operator+ (b);

Implementing Operator Overloading

2. Defined as a non-member function

```
class Complex {
    ...
  public:
    ...
   double real() { return _real; }
     //need access functions
   double imag() { return _imag; }
    ...
  };
```

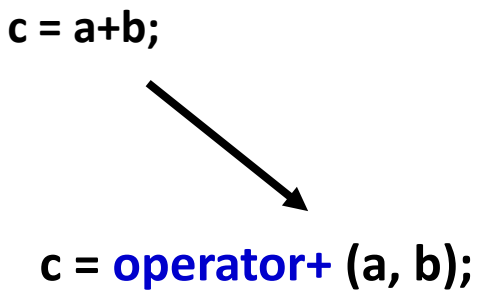



```
Complex operator +(Complex &op1, Complex &op2)
{
    double real   = op1.real()   + op2.real(),
                 imag = op1.imag() + op2.imag();
    return(Complex(real, imag));
}
```

Implementing Operator Overloading

3. Defined as a friend function

```
class Complex {
   ...
 public:
   ...
  friend Complex operator +(
     const Complex &,
     const Complex &
   );
   ...
 };
```




```
Complex operator +(Complex &op1, Complex &op2)
{
   double real   = op1._real   + op2._real,
                 imag = op1._imag + op2._imag;
   return(Complex(real, imag));
}
```

Ordinary Member Functions, Static Functions and Friend Functions

1. The function can access the private part of the class definition
2. The function is in the scope of the class
3. The function must be invoked on an object

Which of these are true about the different functions?

What is 'Friend'?

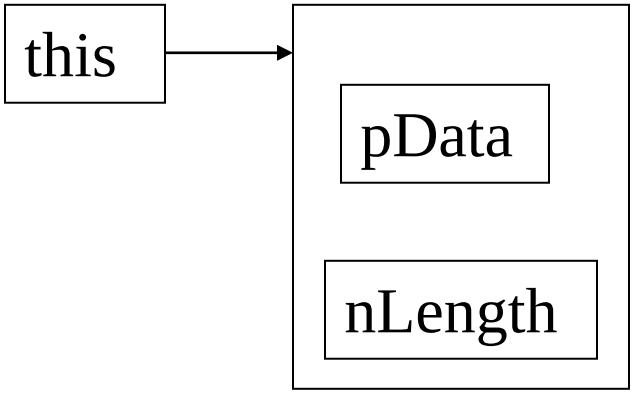
- Friend declarations introduce extra coupling between classes
  - Once an object is declared as a friend, it has access to all non-public members as if they were public
- Access is unidirectional
  - If B is designated as friend of A, B can access A's non-public members; A cannot access B's
- A friend function of a class is defined outside of that class's scope

More about 'Friend'

- The major use of friends is
  - to provide more efficient access to data members than the function call
  - to accommodate operator functions with easy access to private data members
- Friends can have access to everything, which defeats data hiding, so use them carefully
- Friends have permission to change the internal state from outside the class. Always recommend use member functions instead of friends to change state

The "*this*" pointer

- Within a member function, the *this* keyword is a pointer to the current object, i.e. the object through which the function was called
- C++ passes a hidden *this* pointer whenever a member function is called
- Within a member function definition, there is an implicit use of *this* pointer for references to data members



CStr object
(*this)

Data member reference	Equivalent to
pData	this->pData
nLength	this->nLength

Overloading stream-insertion and stream-extraction operators

- In fact, cout<< or cin>> are operator overloading built in C++ standard lib of iostream.h, using operator "<<" and ">>"
- cout and cin are the objects of ostream and istream classes, respectively
- We can add a friend function which overloads the operator <<

friend ostream& operator<< (ostream &os, const Date &d);

```
ostream& operator<<(ostream &os, const Date &d)
{
   os<<d.month<<"/"<<d.day<<"/"<<d.year;
   return os;
}
…
cout<< d1;  //overloaded operator
```

cout ---- object of ostream

Overloading stream-insertion and stream-extraction operators

- We can also add a friend function which overloads the operator >>

friend istream& operator>> (istream &in, Date &d);

```
istream& operator>> (istream &in, Date &d)
{
  char mmddyy[9];
  in >> mmddyy;
  // check if valid data entered
  if (d.set(mmddyy))   return in;
  cout<< "Invalid date format: "<<d<<endl;
  exit(-1);
 }
```

cin ---- object of istream

cin >> d1;

Inline functions

- An inline function is one in which the function code replaces the function call directly.
- Inline class member functions
  - if they are defined as part of the class definition, implicit
  - if they are defined outside of the class definition, explicit, I.e.using the keyword, *inline*.
- Inline functions should be short (preferable one-liners).
  - Why? Because the use of inline function results in duplication of the code of the function for each invocation of the inline function

Example of Inline functions

```
class CStr
{
  char *pData;
  int nLength;
    …
  public:
    …
    char *get_Data(void) {return pData; }//implicit inline function
    int getlength(void);
     …
};

inline void CStr::getlength(void) //explicit inline function
{
  return nLength;
}
    …

int main(void)
{
  char *s;
  int n;
  CStr a("Joe");
  s = a.get_Data();
  n = b.getlength();
}
```

Inline functions within class declarations

Inline functions outside of class declarations

In both cases, the compiler will insert the code of the functions get_Data() and getlength() instead of generating calls to these functions

Inline functions (II)

- An inline function can never be located in a run-time library since the actual code is inserted by the compiler and must therefore be known at compile-time.
- It is only useful to implement an inline function when the time which is spent during a function call is long compared to the code in the function.

Thank You