

Simple classes

- Classes are ways of organizing programs to provide structure
- A class is a special kind of *compound* data type
- Classes are compound because they have *members*
- There are two types of members in classes:
 - *data* members
 - *function* members
- The *dot operator* (.) is used to indicate the member of a class

- You have already used three classes this semester:
 - `string`
 - `ifstream`
 - `ofstream`
- Can you think of some of the member functions that belong to these classes?

SIMPLE CLASSES

Today

- This lecture looks at simple classes.
- Classes are the foundation of *object-oriented programming*
- FINAL EXAM: Tuesday 23rd December
- Review sessions.

- We use these classes by declaring variables whose data type is one of these classes, e.g.:

```
string x;
```

- We call x an *object* of type `string`
- Then we can use the `string` member functions to operate on the object x , e.g.:

```
string x;  
x.clear();  
x.insert( 0, "hello" );
```

Notice the x . (“ x dot”) notation

Simple class example

- Suppose we wanted to create a program that contains the address book from your cell phone.
- Look at your cell phone address book:
 - What kind of information is listed for each entry?
 - For example:
 - * name (first name and last name)
 - * cell phone number
 - * email address
 - * home phone number
 - * work phone number
- These are called *fields*

- Here are some of the member functions that belong to these classes:

```
- string  
  length(), clear(), erase(), replace(), insert(),  
  find(), substr()  
- ifstream:  
  open(), close(), eof()  
- ofstream  
  open(), close()
```

- We have also mentioned a few data members, though all of these are actually constants and so are treated somewhat different from data variables (which we’ll talk about later):

```
- string::npos  
- ios::in, ios::out — these belong to the ios class  
  (ifstream and ofstream are created based on the ios  
  class)
```

- Here is a definition of a class that can hold such an entry:

```
class person {
public:
    string last_name;
    string first_name;
    string cell_number;
    string email;
    string home_number;
    string work_number;
    int birth_day;
    int birth_month;
    int birth_year;
};
```

- Things to notice:
 - Two new C++ keywords: `class` and `public`
 - There is a semi-colon at the END OF THE CLASS DEFINITION, after the last curly brace (})
- Now `class2.cpp` is our example re-written using this simple class (but for only one person—next, we'll show how to do it with more than one person).

- If we wanted to write a program that stored all this information for everyone in our cell phone address book, we could do something like `class1.cpp`.

- The idea is that it is annoying to have to keep track of so many parallel arrays
- So this is where we introduce a *class*
- A class will help us link together all the fields for each entry in the cell phone book

- The modified person class is then

```
class person {
public:
    name my_name;
    string cell_number;
    string email;
    string home_number;
    string work_number;
    int birth_day;
    int birth_month;
    int birth_year;
};
```

Summary

- This lecture introduced the ideas of simple classes.
- We discussed:
 - How to define classes.
 - How to use classes.
 - Arrays of classes.
 - Nested arrays.
- There is a lot more to classes — some of this is covered in CIS 15.

Arrays of objects

- You can declare an array of a class.
- Each element in the array is then an *object* of that class.
- Our example, with an array of person objects is in class3.cpp.
- The array definition is just:

```
person p[3];
```

Nested classes

- Finally, you can *nest* classes.
- This means you declare a data member in one class whose data type is that of another class.
- A modified version of the one-person address book, using two classes is given in class4.cpp.
- The class that gets nested is

```
class name {
public:
    string last;
    string first;
};
```