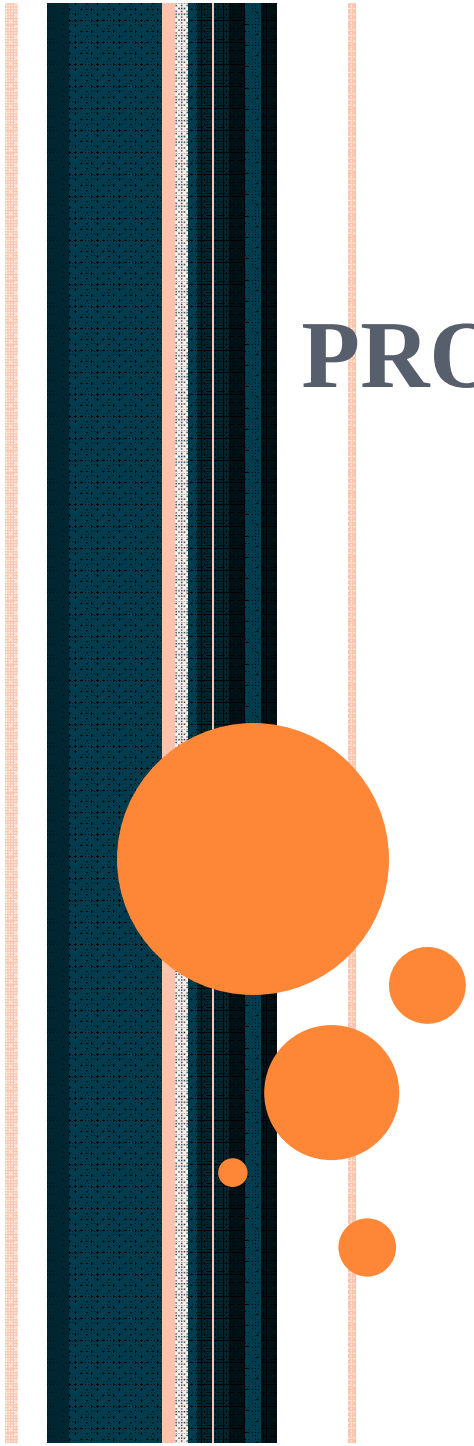
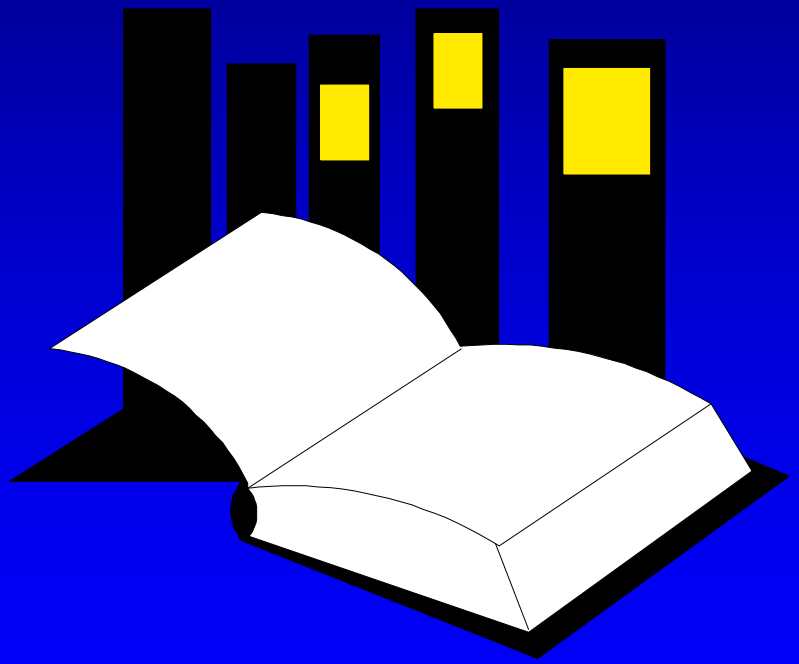


# OBJECT ORIENTED PROGRAMMING USING C++

# Container Classes



- A **container class** is a data type that is capable of holding a collection of items.
- In C++, container classes can be implemented as a class, along with member functions to add, remove, and examine items.

# Bags

- For the first example, think about a bag.

# Bags

- For the first example, think about a bag.
- Inside the bag are some numbers.

# Initial State of a Bag

- When you first begin to use a bag, the bag will be empty.
- We count on this to be the **initial state** of any bag that we use.

# Inserting Numbers into a Bag

- Numbers may be inserted into a bag.

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- The bag can hold many numbers.
- We can even insert the same number more than once.

# Examining a Bag

- We may ask about the contents of the bag.

# Removing a Number from a Bag

- We may remove a number from a bag.

# Removing a Number from a Bag

- We may remove a number from a bag.
- But we remove only one number at a time.

# How Many Numbers

- Another operation is to determine how many numbers are in a bag.

# Summary of the Bag Operations

- A bag can be put in its **initial state**, which is an empty bag.
- Numbers can be **inserted** into the bag.
- You may check how many **occurrences** of a certain number are in the bag.
- Numbers can be **removed** from the bag.
- You can check **how many** numbers are in the bag.

# The Bag Class

- C++ classes (introduced in Chapter 2) can be used to implement a container class such as a bag.
- The class definition includes:
  - **The heading of the definition**

```
class bag
```

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class bag
{
public:
        bag( );
```

# The Bag Class

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- The class definition includes:
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  - **A constructor prototype**
  - **Prototypes for public member functions**

```
class bag
{
public:
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        void insert(...
        void remove(...
        ...and so on
```

# The Bag Class

- C++ classes (introduced in Chapter 2) can be used to implement a container class such as a bag.
- The class definition includes:
  - **The heading of the definition**
  - **A constructor prototype**
  - **Prototypes for public member functions**
  - **Private member variables**

```
class bag
{
public:
        bag( );
        void insert(...
        void remove(...
        ...and so on
private:
```

**We'll look at private members later.**

```
};
```

# The Bag's Default Constructor

- Places a bag in the initial state (an empty bag)

```
bag::bag( )
//  Postcondition:  The bag has been initialized
//  and it is now empty.
{
 . . .

}
```

# The Insert Function

- Inserts a new number in the bag

```
void bag::insert(int new_entry)
//   Precondition:  The bag is not full.
//   Postcondition:  A new copy of new_entry has
//   been added to the bag.
{

   . . .
}
```

# The Size Function

- Counts how many integers are in the bag.

```
int bag::size( ) const
//   Postcondition:  The return value is the number
//   of integers in the bag.
{

   . . .
}
```

# The Size Function

- Counts how many integers are in the bag.

```
size_t bag::size( ) const
//   Postcondition:  The return value is the number
//   of integers in the bag.
{

   . . .
}
```

# The Occurrences Function

- Counts how many copies of a number occur

```
size_t bag::occurrences(int target) const
//   Postcondition:  The return value is the number
//   of copies of target in the bag.
{

   . . .
}
```

# The Remove Function

- Removes one copy of a number

```
void bag::remove(int target)
//   Postcondition:  If target was in the bag, then
//   one copy of target has been removed from the
//   bag; otherwise the bag is unchanged.
{

   . . .
}
```

# Using the Bag in a Program

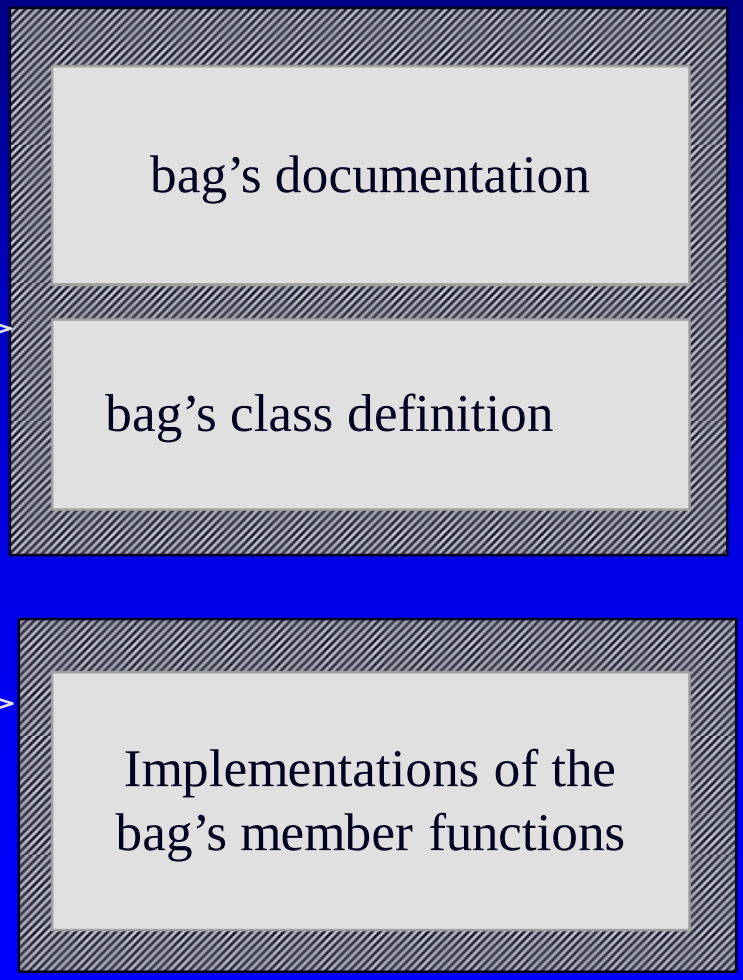
- Here is typical code from a program that uses the new bag class:


```
bag  ages;

// Record the ages of three children:
ages.insert(4);
ages.insert(8);
ages.insert(4);
```

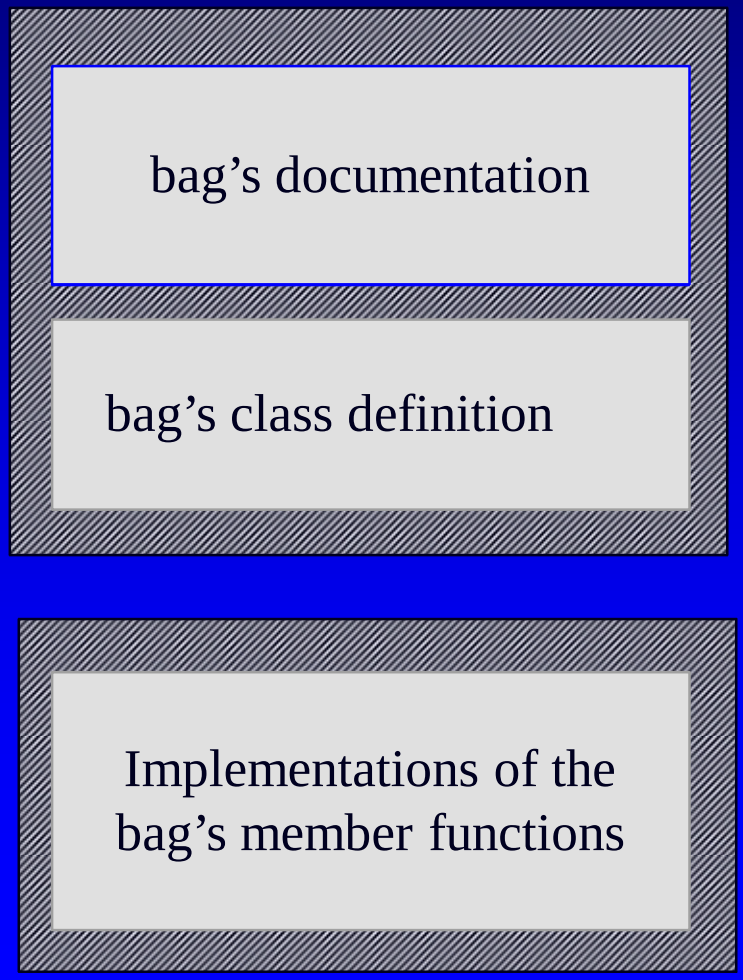
# The Header File and Implementation File

- The programmer who writes the new bag class must write two files:
- **bag1.h**, a header file that contains documentation and the class definition
- **bag1.cxx**, an implementation file that contains the implementations of the bag's member functions



# Documentation for the Bag Class

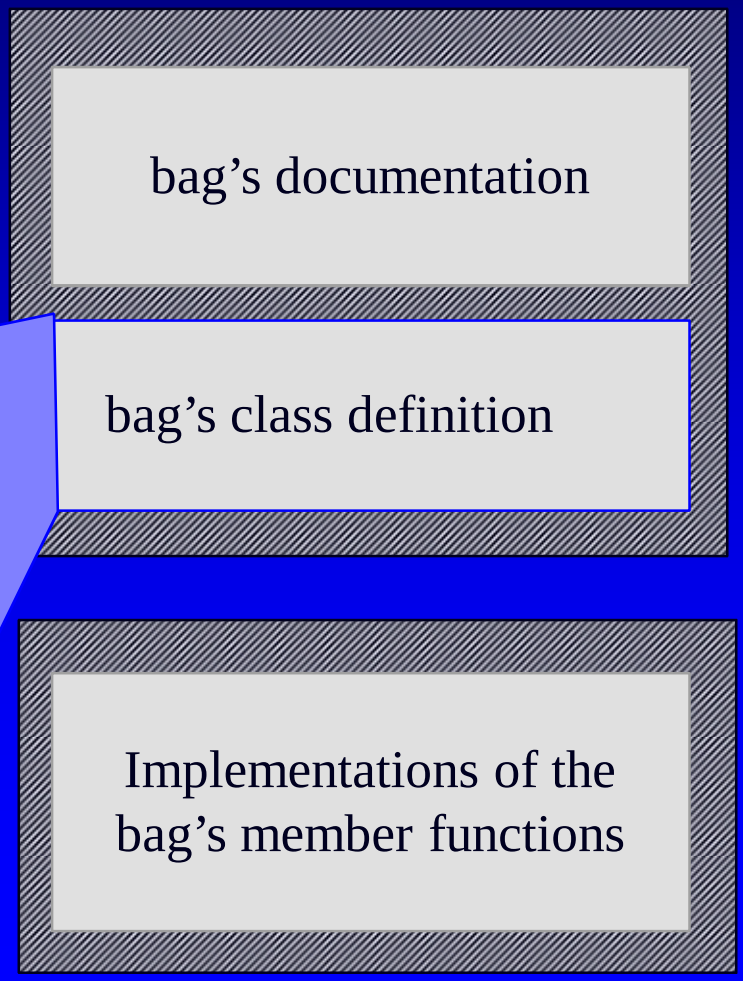
- The documentation gives **prototypes and specifications** for the bag member functions.
- Specifications are written as **precondition/postcondition** contracts.
- Everything needed to **use** the bag class is included in this comment.



# The Bag's Class Definition

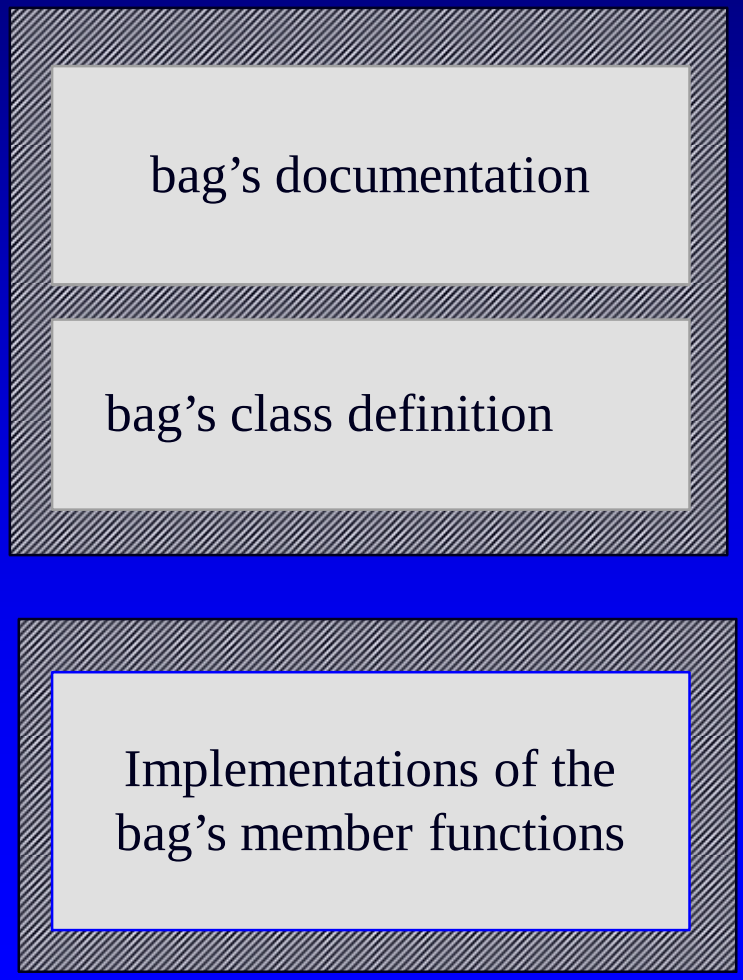
- After the documentation, the header file has the class definition that we've seen before:

```
class bag
{
public:
        bag( );
        void insert(...
        void remove(...
        ...and so on
private:
```



# The Implementation File

- As with any class, the actual definitions of the member functions are placed in a separate implementation file.
- The **definitions** of the bag's member functions are in bag1.cxx.



# A Quiz

*Suppose that a Mysterious Benefactor provides you with the bag class, but you are only permitted to read the documentation in the header file. You cannot read the class definition or implementation file. Can you write a program that uses the bag data type ?*

- Yes I can.
- No. Not unless I see the class declaration for the bag.
- No. I need to see the class declaration for the bag , and also see the implementation file.

# A Quiz

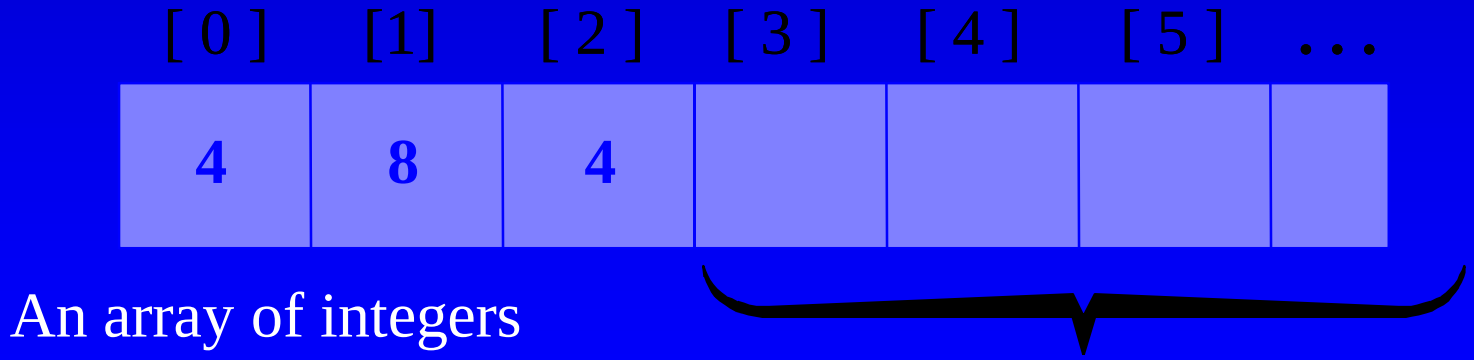
*Suppose that a Mysterious Benefactor provides you with the bag class, but you are only permitted to read the documentation in the header file. You cannot read the class definition or implementation file. Can you write a program that uses the bag data type ?*

- Yes I can.

  You know the name of the new data type, which is enough for you to declare bag variables. You also know the headings and specifications of each of the operations.

# Implementation Details

- The entries of a bag will be stored in the front part of an array, as shown in this example.

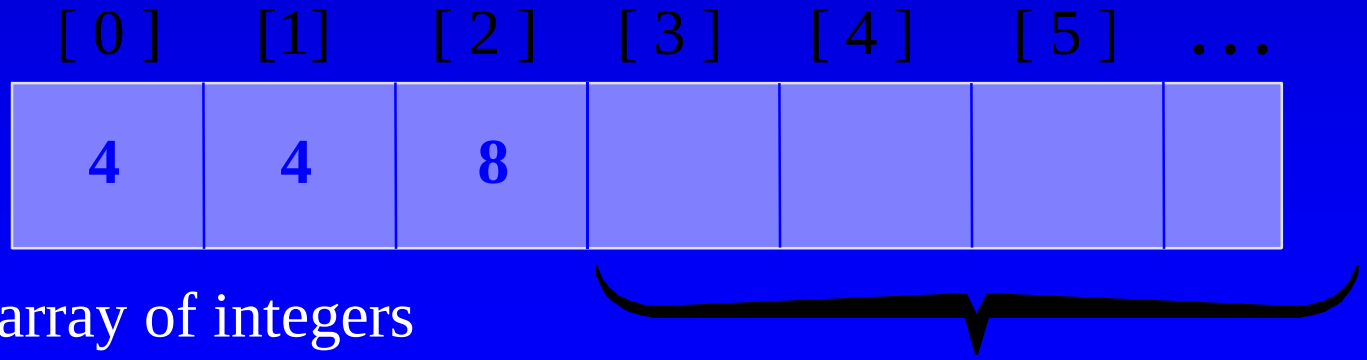




An array of integers

We don't care what's in this part of the array.

# Implementation Details

- The entries may appear in any order. This represents the same bag as the previous one. . .

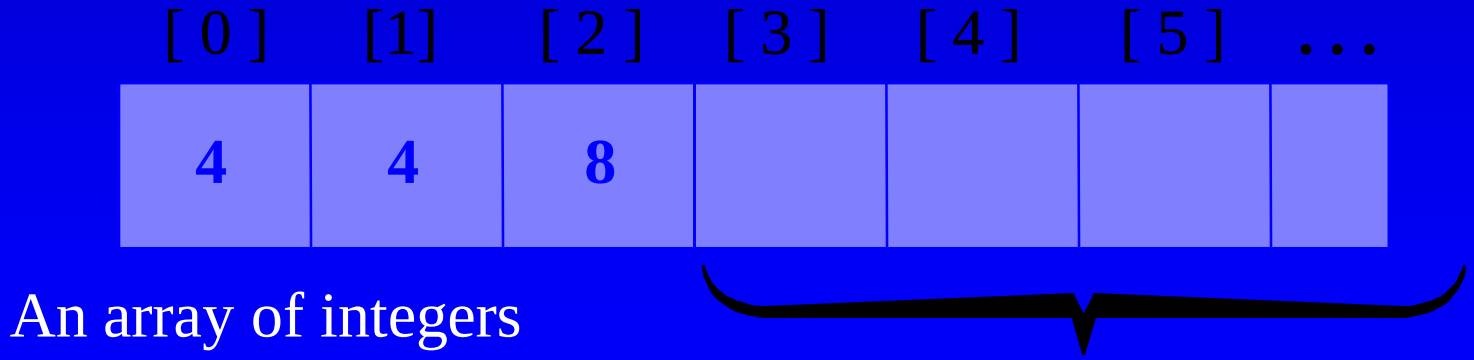




An array of integers

We don't care what's in this part of the array.

# Implementation Details

- . . . and this also represents the same bag.


An array of integers

We don't care what's in this part of the array.

# Implementation Details

- We also need to keep track of how many numbers are in the bag.


| 3 |
|---|

An integer to keep track of the bag's size

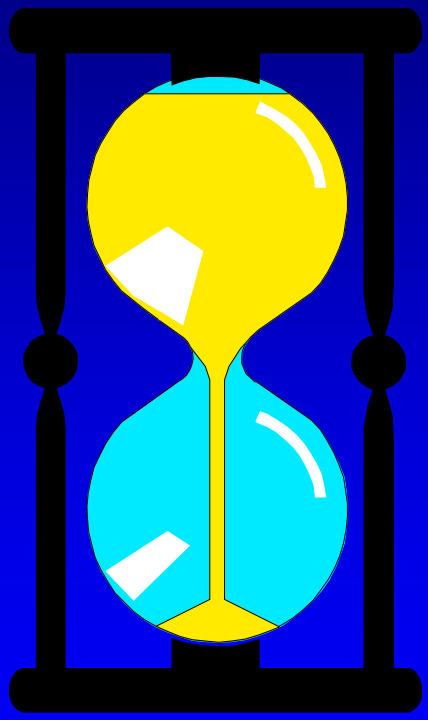
| [0] | [1] | [2] | [3] | [4] | [5] | ... |
|---|---|---|---|---|---|---|
| 8 | 4 | 4 | | | | |

An array of integers

We don't care what's in this part of the array.

# An Exercise

*Use these ideas to write a list of private member variables could implement the bag class. You should have two member variables. Make the bag capable of holding up to 20 integers.*

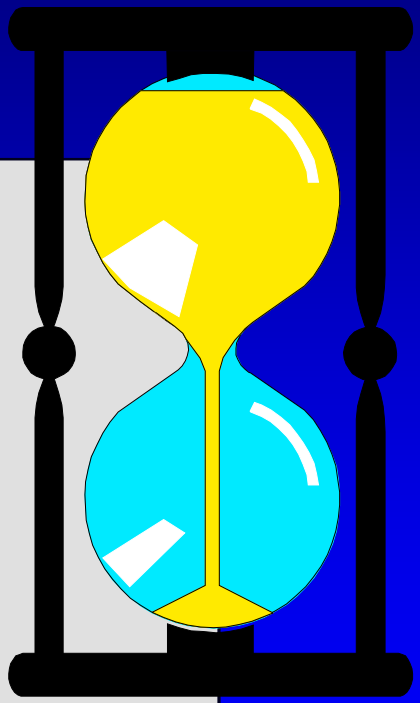


***You have 60 seconds to write the declaration.***

# An Exercise

One solution:

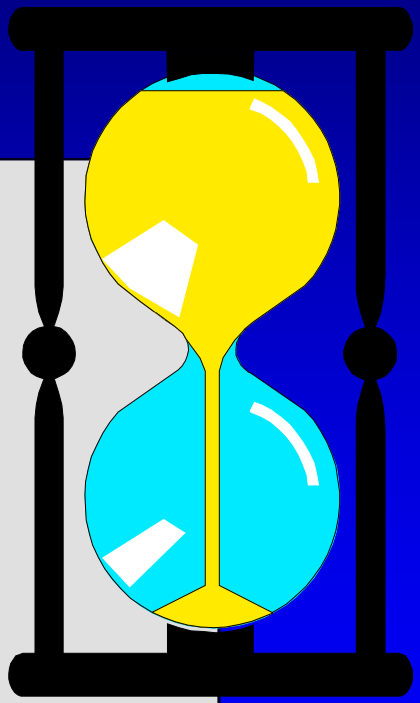
```
class bag
{
public:
    ...
private:
    int  data[20];
    size_t count;
};
```



# An Exercise

A more flexible solution:

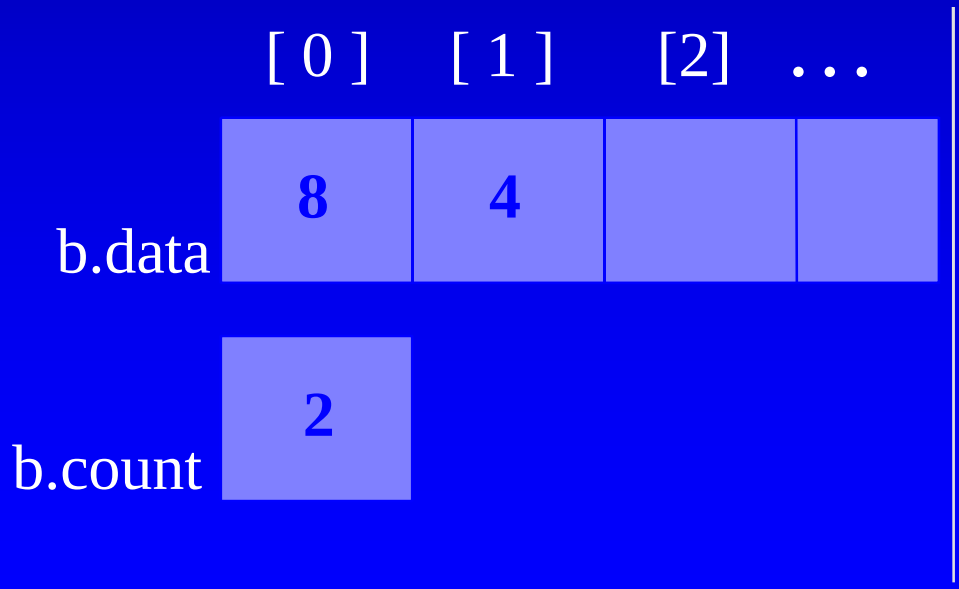
```
class bag
{
public:
    static const size_t CAPACITY = 20;
    ...
private:
    int  data[CAPACITY];
    size_t count;
};
```



# An Example of Calling Insert

```
void bag::insert(int new_entry)
```

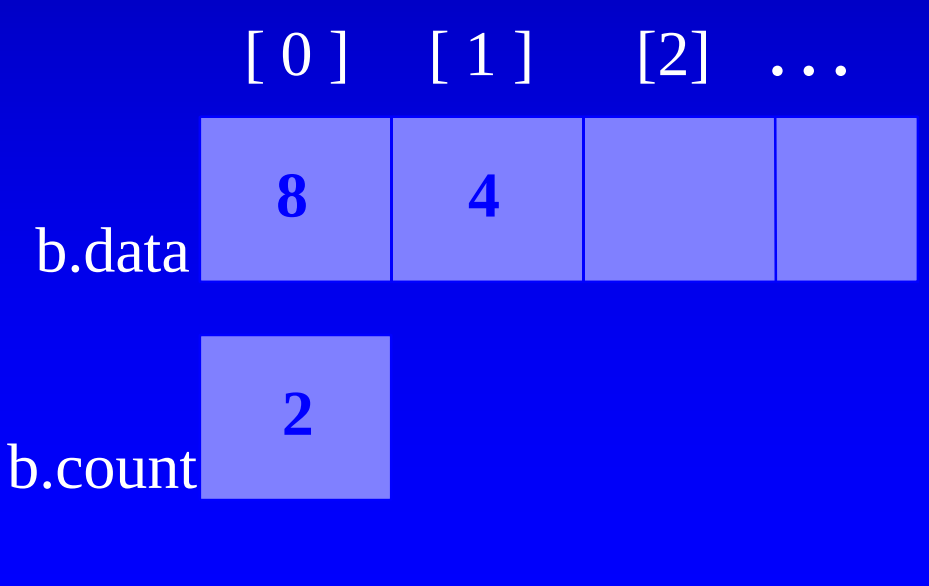
Before calling insert, we might have this bag b:



# An Example of Calling Insert

```
void bag::insert(int new_entry)
```

We make a function call
b.insert(17)

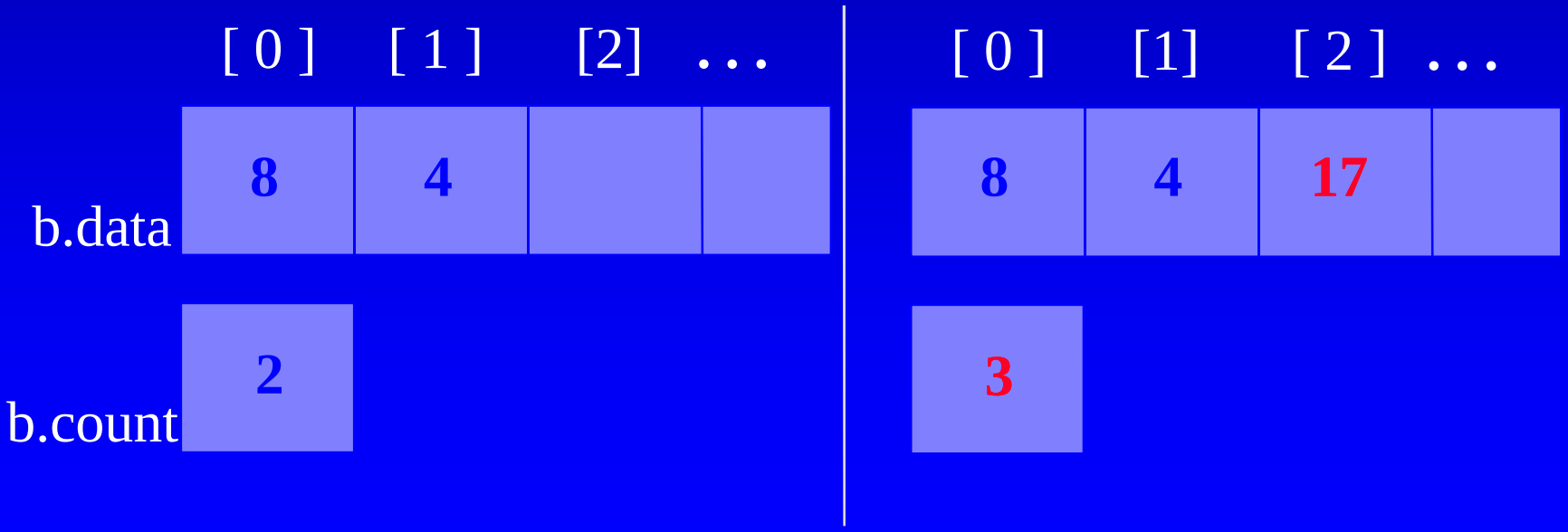



***What values will be in b.data and b.count after the member function finishes ?***

# An Example of Calling Insert

```
void bag::insert(int new_entry)
```

After calling b.insert(17), we will have this bag b:



# Pseudocode for bag::insert

- assert(size( ) < CAPACITY);
- Place new_entry in the appropriate location of the data array.
- Add one to the member variable count.

***What is the "appropriate location" of the data array ?***

# Pseudocode for bag::insert

- assert(size( ) < CAPACITY);
- Place new_entry in the appropriate location of the data array.
- Add one to the member variable count.

```
data[count]  = new_entry;
count++;
```

# Pseudocode for bag::insert

- assert(size( ) < CAPACITY);
- Place new_entry in the appropriate location of the data array.
- Add one to the member variable count.

```
data[ count++]  = new_entry;
```

# The Other Bag Operations

- Read Section 3.1 for the implementations of the other bag member functions.
- Remember: If you are just **using** the bag class, then you don't need to know how the operations are implemented.
- Later we will **reimplement** the bag using more efficient algorithms.
- We'll also have a few other operations to manipulate bags.

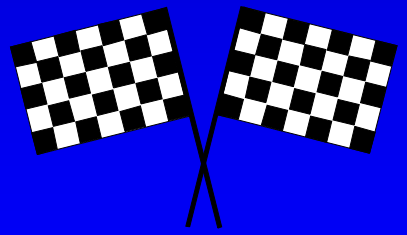
# Other Kinds of Bags

- In this example, we have implemented a bag containing **integers**.
- But we could have had a bag of **float numbers**, a bag of **characters**, a bag of **strings** . . .

***Suppose you wanted one of these other bags. How much would you need to change in the implementation ?***
***Section 3.1 gives a simple solution using the C++ typedef statement.***

# Summary

- A container class is a class that can hold a collection of items.
- Container classes can be implemented with a C++ class.
- The class is implemented with a header file (containing documentation and the class definition) and an implementation file (containing the implementations of the member functions).
- Other details are given in Section 3.1, which you should read.



# THE END