TOPICS COVERED IN THIS COURSE

- ADT Design
- Modules and Interfaces
- Exceptions
- Interface Specifications
- OO Design Principles
- Design Patterns
- UML Modelling
- Generic Programming (templates, STL)
- Testing and Debugging
WHY TUTORIALS?

FRIDAYS 9:30AM @ MC4021

• Review material covered in class
• Go through example code (helpful in assignments)
• Brief & To the point
• Useful Quizzes (new this term)
• Helpful in Assignments, Midterm and Final Exam
• Tips and Tricks
• Facilitated by full time course ISA(s)
KNOW YOUR ISA
(INSTRUCTIONAL SUPPORT ASSISTANT)

- Duties include facilitating tutorials, assignment review/marking, takes care of Marmoset/MarkUS/Course Website, appointments, Q/A, etc.
- Meet during tutorials, lectures, office hours, piazza, or by appointment.
- Email css247@uwaterloo.ca to contact.
- Only full time staff for this course (CS247)
- Can be contacted to discuss any issue regarding this course.

Raghav Sethi
AUDIENCE ANALYSIS QUIZ

- Review of some material covered in class
- Worth 0% of final grade, participation required.
- Multiple choice questions
- Take out your Smart-phone/Laptop/Ipad
- Go to https://kahoot.it
- Enter Pin
Abstract Data Types (ADTs)

An abstract data type (ADT) is a user-defined type that bundles together:

- the range of values that variables of that type can hold,
- the operations that manipulate variables of that type.

Provides compiler support for your restrictions on values and operations—turns programmer errors into type errors (checked by the compiler).

Can change value range, data representation without changing client source code.
Client Code for Rational ADT

```cpp
#include <iostream>
using namespace std;

int main () {
    Rational r, s;

cout << "Enter rational number (a/b): "; cin >> r;
cout << "Enter rational number (a/b): "; cin >> s;

Rational t(r+s);

cout << r << " + " << s << " = " << r+s << endl;
cout << r << " * " << s << " = " << r*s << endl;
cout << r << " == " << s << " is " << (r==s) << endl;

return 0;
```
1. **LEGAL VALUES**

A constructor initializes new object to a **legal** value.
2. PUBLIC ACCESSORS AND MUTATORS

```cpp
class Rational { 
  public:
  int numerator() const;
  int denominator() const;
  void numeratorIs(const int);
  void denominatorIs(const int) throw (char const*);
};
```

Accessors and mutators provide restricted read/update access to data members.
- Want some naming convention.

**Best practice:** Mutators check that client-provided values are within ADT value range.

**Best practice:** Whenever possible, pass parameters by `const` reference, use `const` member functions.
3. FUNCTION OVERLOADING

```cpp
class Rational {
  public:
    Rational ();         // default value == 0/1
    Rational (int num);  // value = num/1
    Rational (int num, int denom); // value = num/denom
}
```

Function overloading allows you to use the same function name for variants of the same function.

- functions must have different argument signatures
- cannot overload functions that differ only by return type
4. DEFAULT ARGUMENTS

```cpp
class Rational {
public:
    Rational (int num); // value = num/1
    Rational (int num = 0, int denom = 1);
    Rational (); // default value == 0/1
    Rational (int num, int denom); // value = num/denom
}
```

Use default arguments to combine variants that vary in user-provided arguments.

- must appear only in the function declaration
- only trailing parameters may have default values
- once one default argument is used in a function call, all subsequent arguments in call must be defaults
5. OPERATOR OVERLOADING

Rational Rational::operator+ ( const Rational &r ) const {
    return Rational( numerator() * r.denominator() + denominator() * r.nominator(),
                    denominator() * r.denominator() );
}

bool Rational::operator== ( const Rational &r ) const {
    Rational a( this->reduce() );
    Rational b( r->reduce() );

    return ( (a.numerator()==b.numerator()) && (a.denominator()==b.denominator() ) );
}

**Design Decision:** signature of the operator
- argument types, return type, const, pass-by-value/pass-by-reference

**Best Practice:** use operator signatures that the client programmer is used to
(e.g., operator== returns a bool)

- Cannot create new operations (e.g., operator**).
- Cannot change the number of arguments.
6. NON-MEMBER FUNCTIONS

class Rational {
  ...
};

// Arithmetic Operations
Rational operator+ (const Rational&, const Rational&);
Rational operator* (const Rational&, const Rational&);

// Comparison Operations
bool operator== (const Rational&, const Rational&);
bool operator!= (const Rational&, const Rational&);

A non-member function is a critical function of the ADT that is declared outside of the class.
  • Reduces number of functions with direct access to private data members.
  • Some functions have to be non-member functions (e.g., operator>>).
class Rational {
    friend ostream& operator<<(ostream&, const Rational&);
    friend istream& operator>>(istream&, Rational&);
    ...
};
ostream& operator<<(ostream &sout, const Rational &r);
istream& operator>>(istream &sin, Rational &s);

Best Practice: Streaming operators should be nonmember functions, so that first operand is reference to stream object.

    // example client code:
    cout << r << " + " << s << " = " << r+s << endl;

Best Practice: Return value is modified stream, so that stream operations can be chained.
The compiler uses constructors that have one argument to perform implicit type conversion. Also true of constructors that have more than one argument, if rest of arguments have default values. Can prohibit this use of constructors via keyword `explicit`.

```
explicit Rational (int num=0, int denom=1);
```
8. PRIVATE DATA REPRESENTATION

class Rational {
public:
    Rational( int num=0, int den=1 );
    int numerator() const;
    int denominator() const;
    void numeratorIs( const int );
    void denominatorIs( const int ) throw (char const*);
private:
    int numerator_;
    int denominator_; 
};

Best Practice: Data members should be private, always.

• ease evolution of the data representation
• client code can access data via public accessors, mutators
• derived classes can manipulate data via public or protected methods
• nonmember functions can manipulate data via public methods or by being a friend
Sometimes we want the default access to be private, but to grant access to select code (e.g., class-related nonmember functions).

- Friends are easier to track than family (when code changes).
9. HELPER FUNCTIONS

Best Practice: Hide helper functions as private methods or within a namespace.

• Helper functions modularize code that is common among multiple class-related functions,
• but should not pollute the global namespace.
### 10. OVERRIDE / FINAL

```cpp
class A : B {
    virtual int foo ( ) const final;
    void bar ( ) const override;
};

class Rational final {
    ...
};
```

Applying `override` to a method signifies that the method overrides a virtual function in the base class.

Applying `final` to a virtual function prevents the function from being overridden in derived classes.

`final` may also be applied to a class, in which case the class is prohibited from being used as a base class.
class Rational final {
public:
    Rational( int num=0, int den=1 );
    int numerator() const;
    int denominator() const;
    void numeratorIs( const int );
    void denominatorIs( const int );
private:
    int numerator_; 
    int denominator_; 
    void reduce();
    static int gcd ( int, int );
};

bool operator== ( const Rational&, const Rational&);
bool operator!= ( const Rational&, const Rational&);
bool operator< ( const Rational&, const Rational&);
bool operator<= ( const Rational&, const Rational&);
bool operator> ( const Rational&, const Rational&);
bool operator>= ( const Rational&, const Rational&);
Rational operator+ ( const Rational&, const Rational&);
Rational operator* ( const Rational&, const Rational&);
istream& operator>>( istream&, Rational& );
ostream& operator<<( ostream&, Rational& );
SUMMARY

Range of legal values
• Default initial value?
• Construct object from client-provided values?
• \textit{explicit} constructors or allow type conversion?
• Throw exception if constructor or mutator is given an illegal value.

Attributes (virtual data members)
• Accessors, mutators; consistent naming scheme

Nonmember functions
• Overloaded functions; default arguments
• Overloaded operators

Final
• Should the client programmer be able to create derived classes?