CSCI-1200 Data Structures — Spring 2014
Lecture 4 — Classes II: Sort, Non-member Operators

Review from Lecture 3

- C++ classes, member variables and member functions, class scope, public and private
- Nuances to remember
  - Within class scope (within the code of a member function) member variables and member functions of that class may be accessed without providing the name of the class object.
  - Within a member function, when an object of the same class type has been passed as an argument, direct access to the private member variables of that object is allowed (using the '.' notation).
- Classes vs. structs
- Designing classes
- *A bit of intro/review of order notation*

Today's Lecture

- Extended example of student grading program
- Passing comparison functions to `sort`
- Non-member operators
- *Finish up our introduction to order notation from Lecture 3*

4.1 Example: Student Grades

Our goal is to write a program that calculates the grades for students in a class and outputs the students and their averages in alphabetical order. The program source code is broken into three parts:

- Re-use of statistics code from Lecture 2.
- Class `Student` to record information about each student, including name and grades, and to calculate averages.
- The main function controls the overall flow, including input, calculation of grades, and output.

```
// File:     main_student.cpp
// Purpose:  Compute student averages and output them alphabetically.
#include <algorithm>
#include <fstream>
#include <iomanip>
#include <iostream>
#include <vector>
#include "student.h"

int main(int argc, char* argv[]) {
  if (argc != 3) {
    std::cerr << "Usage:\n  " << argv[0] << " infile-students outfile-grades\n";
    return 1;
  }
  std::ifstream in_str(argv[1]);
  if (!in_str) {
    std::cerr << "Could not open " << argv[1] << " to read\n";
    return 1;
  }
  std::ofstream out_str(argv[2]);
  if (!out_str) {
    std::cerr << "Could not open " << argv[2] << " to write\n";
    return 1;
  }
```

```
  int num_homeworks, num_tests;
  double hw_weight;
  in_str >> num_homeworks >> num_tests >> hw_weight;
  std::vector<Student> students;
  Student one_student;

  // Read the students, one at a time.
  while(one_student.read(in_str, num_homeworks, num_tests)) {
    students.push_back(one_student);
  }

  // Compute the averages.  At the same time, determine the maximum name length.
  unsigned int i;
  unsigned int max_length = 0;
  for (i=0; i<students.size(); ++i) {
    students[i].compute_averages(hw_weight);
    unsigned int tmp_length = students[i].first_name().size() + students[i].last_name().size();
    max_length = std::max(max_length, tmp_length);
  }
  max_length += 2;   // account for the output padding with ", "

  // Sort the students alphabetically by name.
  std::sort(students.begin(), students.end(), less_names);

  // Output a header...
  out_str << "\nHere are the student semester averages\n";
  const std::string header = "Name" + std::string(max_length-4, ' ') + "  HW  Test Final";
  const std::string underline(header.size(), '-');
  out_str << header << '\n' << underline << std::endl;

  // Output the students...
  for (i=0; i<students.size(); ++i) {
    unsigned int length = students[i].last_name().size() +
      students[i].first_name().size() + 2;
    students[i].output_name(out_str);
    out_str << std::string(max_length - length, ' ') << "  ";
    students[i].output_averages(out_str);
  }

  return 0;  // everything fine
}
```

4.2 Declaration of Class `Student`

- Stores names, id numbers, scores and averages. The scores are stored using a vector! Member variables of a class can be other classes!
- Functionality is relatively simple: input, compute average, provide access to names and averages, and output.
- No constructor is explicitly provided: `Student` objects are built through the `read` function.
  (Other code organization/designs are possible!)
- Overall, the `Student` class design differs substantially in style from the `Date` class design. We will continue to see different styles of class designs throughout the semester.
- Note the helpful convention used in this example: all member variable names end with the "`_`" character.
- The special pre-processor directives `#ifndef __student_h_`, `#define __student_h_`, and `#endif` ensure that this files is included at most once per `.cpp` file.

  For larger programs with multiple class files and interdependencies, these lines are essential for successful compilation. We suggest you get in the habit of adding these *include guards* to all your header files.

```
// File:     student.h
// Purpose:  Header for declaration of student record class and associated functions.

#ifndef __student_h_
#define __student_h_

#include <iostream>
#include <string>
#include <vector>

class Student {
public:
  // ACCESSORS
  const std::string& first_name() const { return first_name_; }
  const std::string& last_name() const { return last_name_; }
  const std::string& id_number() const { return id_number_; }
  double hw_avg() const { return hw_avg_; }
  double test_avg() const { return test_avg_; }
  double final_avg() const { return final_avg_; }

  bool read(std::istream& in_str, unsigned int num_homeworks, unsigned int num_tests);
  void compute_averages(double hw_weight);
  std::ostream& output_name(std::ostream& out_str) const;
  std::ostream& output_averages(std::ostream& out_str) const;

private: // REPRESENTATION
  std::string first_name_;
  std::string last_name_;
  std::string id_number_;
  std::vector<int> hw_scores_;
  double hw_avg_;
  std::vector<int> test_scores_;
  double test_avg_;
  double final_avg_;
};

bool less_names(const Student& stu1, const Student& stu2);
#endif
```

4.3 Automatic Creation of Two Constructors By the Compiler

- Two constructors are created automatically by the compiler because they are needed and used.
- The first is a default constructor which has no arguments and *just calls the default constructor for each of the member variables.* The prototype is `Student();`

  The default constructor is called when the `main()` function line `Student one_student;` is executed.

  If you wish a different behavior for the default constructor, you must declare it in the `.h` file and provide the alternate implementation.
- The second automatically-created constructor is a "copy constructor", whose only argument is a `const` reference to a `Student` object. The prototype is `Student(const Student &s);`

  This constructor *calls the copy constructor for each member variable* to copy the member variables from the passed `Student` object to the corresponding member variables of the `Student` object being created. If you wish a different behavior for the copy constructor, you must declare it an provide the alternate implementation.

  The copy constructor is called during the vector `push_back` function in copying the contents of `one_student` to a new `Student` object on the back of the vector `students`.
- The behavior of automatically-created default and copy constructors is often, but not always, what's desired. When they do what's desired, the convention is to not write them explicitly.
- Later in the semester we will see circumstances where writing our own default and copy constructors is crucial.

4.4 Implementation of Class `Student`

- The `read` function is fairly sophisticated and depends heavily on the expected structure of the input data. It also has a lot of error checking.
  - In many class designs, this type of input would be done by functions outside the class, with the results passed into a constructor. Generally prefer this style because it separates elegant class design from clunky I/O details.
- The accessor functions for the names are defined within the class declaration in the header file. **In this course, you are allowed to do this for one-line functions only!** For complex classes, including long definitions within the header file has dependency and performance implications.
- The computation of the averages uses some but not all of the functionality from `stats.h` and `stats.cpp` (not included in your handout).
- Output is split across two functions. Again, stylistically, it is sometimes preferable to do this outside the class.

```
// File:     student.cpp
// Purpose:  Implementation of the class Student

#include <iostream>
#include <iomanip>
#include <string>
#include <vector>
#include "student.h"
#include "std_dev.h"

// Read information about a student, returning true if the information was read correctly.
bool Student::read(std::istream& in_str, unsigned int num_homeworks, unsigned int num_tests) {

  // If we don't find an id, we've reached the end of the file & silently return false.
  if (!(in_str >> id_number_)) return false;
  // Once we have an id number, any other failure in reading is treated as an error.

  // read the name
  if (! (in_str >> first_name_ >> last_name_)) {
    std::cerr << "Failed reading name for student " << id_number_ << std::endl;
    return false;
  }

  unsigned int i;
  int score;

  // Read the homework scores
  hw_scores_.clear();
  for (i=0; i<num_homeworks && (in_str >> score); ++i)
    hw_scores_.push_back(score);
  if (hw_scores_.size() != num_homeworks) {
    std::cerr << "Pre-mature end of file or invalid input reading "
              << "hw scores for " << id_number_ << std::endl;
    return false;
  }

  // Read the test scores
  test_scores_.clear();
  for (i=0; i<num_tests && (in_str >> score); ++i)
    test_scores_.push_back(score);
  if (test_scores_.size() != num_tests) {
    std::cerr << "Pre-mature end of file or invalid input reading "
              << "test scores for" << id_number_ << std::endl;
    return false;
  }
  return true;  // everything was fine
}
```

```
// Compute and store the hw, test and final average for the student.
void Student::compute_averages(double hw_weight) {
  double dummy_stddev;
  avg_and_std_dev(hw_scores_, hw_avg_, dummy_stddev);
  avg_and_std_dev(test_scores_, test_avg_, dummy_stddev);
  final_avg_ = hw_weight * hw_avg_ + (1 - hw_weight) * test_avg_;
}

std::ostream& Student::output_name(std::ostream& out_str) const {
  out_str << last_name_ << ", " << first_name_;
  return out_str;
}

std::ostream& Student::output_averages(std::ostream& out_str) const {
  out_str << std::fixed << std::setprecision(1);
  out_str << hw_avg_ << " " << test_avg_ << " " << final_avg_ << std::endl;
  return out_str;
}

// Boolean function to define alphabetical ordering of names.  The vector sort
// function requires that the objects be passed by CONSTANT REFERENCE.
bool less_names(const Student& stu1, const Student& stu2) {
  return stu1.last_name() < stu2.last_name() ||
         (stu1.last_name() == stu2.last_name() && stu1.first_name() < stu2.first_name());
}
```

4.5 String Concatenation and Creation of Temporary String Object

- The following statement creates a constant string by "adding" (concatenating) existing strings:

  ```
  const std::string header = "Name" + std::string(max_length-4, ' ') + "  HW  Test Final";
  ```

- The expression `string(max_length-4, ' ')` within this statement creates a temporary string but does not associate it with a variable.
- This is done again during the output of each individual student to create an evenly spaced table.

4.6 Exercise

Add code to the end of the `main()` function to compute and output the average of the semester grades and to output a list of the semester grades sorted into increasing order.

4.7 Providing Comparison Functions to Sort

Consider sorting the students vector:

- If we used `sort(students.begin(), students.end());` the sort function would try to use the `<` operator on `student` objects to sort the students, just as it earlier used the `<` operator on doubles to sort the grades. However, this doesn't work because there is no such operator on `Student` objects.
- Fortunately, the sort function can be called with a third argument, a comparison function:
  `sort(students.begin(), students.end(), less_names);`

  `less_names`, defined in `student.cpp`, is a function that takes two const references to `Student` objects and returns true if and only if the first argument should be considered "less" than the second in the sorted order. `less_names` uses the `<` operator defined on `string` objects to determine its ordering.

4.8 Exercise

Write a function `greater_averages` that could be used in place of `less_names` to sort the `students` vector so that the student with the highest semester average is first.

4.9 Operators As Non-Member Functions

- A second option for sorting is to define a function that creates a `<` operator for `Student` objects! At first, this seems a bit weird, but it is extremely useful.
- Let's start with syntax. The expressions `a < b` and `x + y` are really function calls!
  Syntactically, they are equivalent to `operator< (a, b)` and `operator+ (x, y)` respectively.
- When we want to write our own operators, we write them as functions with these weird names.
- For example, if we write:

```
bool operator< (const Student& stu1, const Student& stu2) {
  return  stu1.last_name() < stu2.last_name() ||
          (stu1.last_name() == stu2.last_name() && stu1.first_name() < stu2.first_name());
}
```

  then the statement `sort(students.begin(), students.end());`
  will sort `Student` objects into alphabetical order.
- Really, the only weird thing about operators is their syntax.
- We will have many opportunities to write operators throughout this course. Sometimes these will be made class member functions, but more on this in a later lecture.

4.10 A Word of Caution about Operators

- Operators should only be defined if their meaning is intuitively clear.
- `operator<` on `Student` objects fails the test because the natural ordering on these objects is not clear.
- By contrast, `operator<` on `Date` objects is much more natural and clear.

4.11 Exercise

Write an `operator<` for comparing two `Date` objects.

4.12 Another Class Example: Alphabetizing Names

```
// name_main.cpp
// Demonstrates another example with the use of classes, including an output stream operator
#include <algorithm>
#include <iostream>
#include <vector>
#include "name.h"

int main() {
  std::vector<Name> names;
  std::string first, last;
  std::cout <<"\nEnter a sequence of names (first and last) and this program will alphabetize them\n";

  while (std::cin >> first >> last) {
    names.push_back(Name(first, last)); }

  std::sort(names.begin(), names.end());
  std::cout << "\nHere are the names, in alphabetical order.\n";

  for (int i = 0; i < names.size(); ++i) {
    std::cout << names[i] << "\n"; }

  return 0;
}
```

4.13 Name Class Declaration & Implementation

```
// name.h
#include <iostream>
#include <string>

class Name {
public:

  // CONSTRUCTOR
  Name(const std::string& fst, const std::string& lst);

  // ACCESSORS
  // Providing a const reference to the string allows the string to be
  // examined and treated as an r-value without the cost of copying it.
  const std::string& first() const { return first_; }
  const std::string& last() const { return last_; }

  // MODIFIERS
  void set_first(const std::string & fst) { first_ = fst; }
  void set_last(const std::string& lst) { last_ = lst; }

private: // REPRESENTATION
  std::string first_, last_;
};

// operator< to allow sorting
bool operator< (const Name& left, const Name& right);

// operator<< to allow output
std::ostream& operator<< (std::ostream& ostr, const Name& n);
```

```
// name.cpp
#include "name.h"

// Here we use special syntax to call the string class copy constructors
Name::Name(const std::string& fst, const std::string& lst)
  : first_(fst), last_(lst)
{}

// The alternative implementation below first calls the default string
// constructor for the two variables, then performs an assignment in
// the body of the constructor function.
/*
Name::Name(const std::string& fst, const std::string& lst) {
  first_ = fst;
  last_ = lst;
}
*/

// operator<
bool operator< (const Name& left, const Name& right) {
  return left.last()<right.last() ||
    (left.last()==right.last() && left.first()<right.first());
}

// operator<< is the output stream operator.  It takes two arguments:
// the stream (such as cout) and the object to be output.  The <<
// operator should always return a reference to the output stream to
// allow a sequence of outputs in a single statement.
std::ostream& operator<< (std::ostream& ostr, const Name& n) {
  ostr << n.first() << " " << n.last();
  return ostr;
}
```