CS 225

Data Structures

Sept. 15 - Templates

	`Sphere obj;`	`RedBall obj;`	`RedBall r;` `Sphere &obj = r;`
`obj.print_1();`	**"Sphere"**	*No print_1() is defined in RedBall, so we use the base class (Sphere)'s print_1():* **"Sphere"**	**"Sphere"**
`obj.print_2();`	**"Sphere"**	*The type of* ***obj*** *is RedBall, so we'll use RedBall's implementation:* **"Ball"**	The type of ***obj*** is Sphere, so we'll use Sphere's impl since Sphere::print_2() is **not** virtual: **"Sphere"**
`obj.print_3();`	**"Sphere"**	*No print_3() is defined in RedBall, so we use the base class (Sphere)'s print_3():* **"Sphere"**	**"Sphere"**
`obj.print_4();`	**"Sphere"**	*The type of* ***obj*** *is RedBall, so we'll use RedBall's implementation:* **"Ball"**	The type of ***obj*** is Sphere, but Sphere::print_4() **is** virtual. Therefore, we will used the derived class' impl: **"Ball"**
`obj.print_5();`	**Will not compile** since Sphere is an abstract class when print_5() is defined as a pure virtual function.	*The type of* ***obj*** *is RedBall, so we'll use RedBall's implementation:* **"Ball"**	The type of ***obj*** is Sphere, but Sphere::print_4() **is** virtual. Therefore, we will used the derived class' impl: **"Ball"**

derived-defaultCtor.cpp

```
 1 class Sphere {
 2   public:
 3     Sphere(double d) {  /* ... */  }
 4 }
 5
 6 class Ball : public Sphere {
 7
 8
 9 }
10
11 int main() {
12   Ball b;
13   return 0;
14 }
```

Abstract Class:

[Requirement]:

[Syntax]:

[As a result]:

virtual-ctor.cpp

```
15 class Sphere {
16   public:
17     virtual Sphere();
18 }
19
20 class Ball : public Sphere {
21   public:
22     ____________________________________________;
23 }
24
```

virtual-dtor.cpp

```
15 class Sphere {
16   public:
17     virtual ~Sphere();
18 }
19
20 class Ball : public Sphere {
21   public:
22     ____________________________________________;
23 }
24
```

Call Order – How are derived classes created?

Call Order – How are derived classes destroyed?

MP: Extra Credit

The most successful MP is an MP done early!

Unless otherwise specified in the MP, we will award +1 extra credit point per day **for completing Part 1** before the due date *(up to +7 points)*:

Example for MP2:

+7 points: Complete by Monday, Sept. 18 (11:59pm)
+6 points: Complete by Tuesday, Sept. 19 (11:59pm)
+5 points: Complete by Wednesday, Sept. 20 (11:59pm)
+4 points: Complete by Thursday, Sept. 21 (11:59pm)
+3 points: Complete by Friday, Sept. 22 (11:59pm)
+2 points: Complete by Saturday, Sept. 23 (11:59pm)
+1 points: Complete by Sunday, Sept. 24 (11:59pm)
MP2 Due Date: Monday, Sept 25

MP: Extra Credit

The most successful MP is an MP done early!

We will give partial credit and maximize the value of your extra credit:

You made a submission and missed a few edge cases in Part 1:

Monday: +7 * 80% = **+5.6** earned

You fixed your code and got a perfect score on Part 1:

Tuesday: +6 * 100% = **+6** earned *(maximum benefit)*

You began working on Part 2, but added a seg fault to Part 1:

Wednesday: +5 * 0% = +0 earned

…

Overloaded Operator LHS/RHS

```
bool Sphere::operator<( ____________________ ) {
    // ...

}
```

```
Sphere& Sphere::operator=( ________________ ) {
    // ...

}
```

sphere.cpp

```
10 void Sphere::_destroy() {  delete[] props_;  }
11
12 void Sphere::_copy(const Sphere &other) {
13   r_ = other.r;
14   props_max_ = other.props_max_;
15   props_ct_ = other.props_ct_;
16   props_ = new std::string[10];
17   for (unsigned i = 0; i < props_ct_; i++) {
18     props_[i] = other.props_[i];
19   }
20 }
21
22 Sphere& Sphere::operator=(const Sphere &other) {
23
24
25
26   _destroy();
27   _copy(other);
28   return *this;
29 }
```

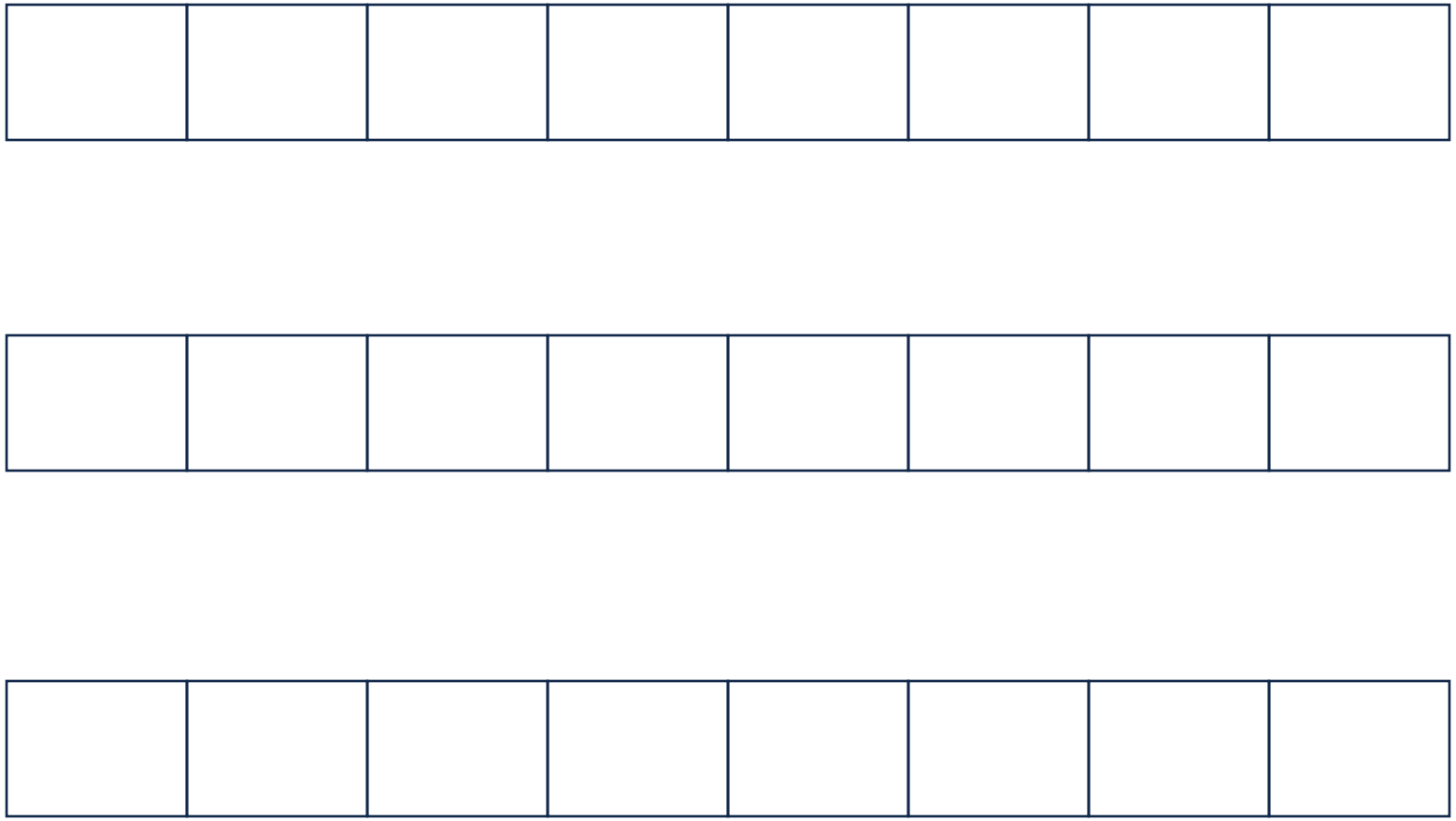
assignmentOpSelf.cpp

```
1 #include "Sphere.h"
2
3 int main() {
4   cs225::Sphere s(10);
5   s = s;
6   return 0;
7 }
```

Abstract Data Type

List ADT

What types of “stuff” do we want in our list?



Templates

template1.cpp

```
1
2
3 T maximum(T a, T b) {
4   T result;
5   result = (a > b) ? a : b;
6   return result;
7 }
```

template2.cpp

```
1
2
3 T maximum(T a, U b) {
4   T result;
5   result = (a > b) ? a : b;
6   return result;
7 }
```

List.h

```
1  #ifndef LIST_H
2  #define LIST_H
3
4
5
6  class List {
7    public:
8
9
10
11
12
13
14
15
16   private:
17
18
19
20 };
21
22 #endif
```

List.cpp

```
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
```

CS 225 – Things To Be Doing

Exam 2 starts on Monday!

More Info: https://courses.engr.illinois.edu/cs225/fa2017/exams/

lab_inheritance

Due: Sunday, Sept. 17 (11:59pm)

MP2 is out – Early Deadline Monday, Sept. 18

Up to +7 Extra Credit for Early Submission

POTD

Every Monday-Friday – *Worth +1 Extra Credit /problem (up to +40 total)*