An Overview of C++

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C++ Overview

- C++ was designed at AT&T Bell Labs by Bjarne Stroustrup in the early 80’s
  - The original *cfront* translated C++ into C for portability
    * However, this was difficult to debug and potentially inefficient
  - Many native host machine compilers now exist
    * e.g., Borland, DEC, GNU, HP, IBM, Microsoft, Sun, Symantec, etc.

- C++ is a *mostly* upwardly compatible extension of C that provides:
  1. *Stronger typechecking*
  2. *Support for data abstraction*
  3. *Support for object-oriented programming*
  4. *Support for generic programming*
C++ Design Goals

- As with C, run-time efficiency is important
  - Unlike other languages (e.g., Ada) complicated run-time libraries have not traditionally been required for C++
    * Note, that there is no language-specific support for concurrency, persistence, or distribution in C++

- Compatibility with C libraries & traditional development tools is emphasized, e.g.,
  - Object code reuse
    * The storage layout of structures is compatible with C
    * e.g., support for X-windows, standard ANSI C library, & UNIX/WIN32 system calls via `extern` block
  - C++ works with the `make` recompilation utility
C++ Design Goals (cont’d)

- “As close to C as possible, but no closer”
  - *i.e.*, C++ is not a proper superset of C → backwards compatibility is not entirely maintained
    - *Typically not a problem in practice...*

- Note, certain C++ design goals conflict with modern techniques for:
  1. *Compiler optimization*
     - *e.g.*, pointers to arbitrary memory locations complicate register allocation & garbage collection
  2. *Software engineering*
     - *e.g.*, separate compilation complicates inlining due to difficulty of interprocedural analysis
     - Dynamic memory management is error-prone
Major C++ Enhancements

1. C++ supports object-oriented programming features
   - *e.g.*, abstract classes, inheritance, & virtual methods
2. C++ supports data abstraction & encapsulation
   - *e.g.*, the class mechanism & name spaces
3. C++ supports generic programming
   - *e.g.*, parameterized types
4. C++ supports sophisticated error handling
   - *e.g.*, exception handling
5. C++ supports identifying an object’s type at runtime
   - *e.g.*, Run-Time Type Identification (RTTI)
Important Minor Enhancements

- C++ enforces type checking via *function prototypes*
- Provides type-safe linkage
- Provides inline function expansion
- Declare constants that can be used to define static array bounds with the `const` type qualifier
- Built-in dynamic memory management via `new` & `delete` operators
- Namespace control
Useful Minor Enhancements

- The name of a \texttt{struct}, \texttt{class}, \texttt{enum}, or \texttt{union} is a \texttt{type name}
- References allow “call-by-reference” parameter modes
- New type-secure extensible \texttt{iostreams} I/O mechanism
- “Function call”-style cast notation
- Several different commenting styles
- \texttt{New mutable} type qualifier
- \texttt{New bool} boolean type
Questionable Enhancements

- Default values for function parameters
- Operator & function overloading
- Variable declarations may occur anywhere statements may appear within a block
- Allows user-defined conversion operators
- Static data initializers may be arbitrary expressions
Language Features Not Part of C++

1. Concurrency
   - “Concurrent C” by Gehani
   - Actor++ model by Lavender & Kafura

2. Persistence
   - Object Store, Versant, Objectivity
   - Exodus system & E programming language

3. Garbage Collection
   - USENIX C++ 1994 paper by Ellis & Detlefs
   - GNU g++

4. Distribution
   - CORBA, RMI, COM+, SOAP, etc.
Strategies for Learning C++

- Focus on concepts & programming techniques
  - Don’t get lost in language features
- Learn C++ to become a better programmer
  - More effective at designing & implementing
  - Design Patterns
- C++ supports many different programming styles
- Learn C++ gradually
  - Don’t have to know every detail of C++ to write a good C++ program
The following slides examine several alternative methods of implementing a Stack

- Begin with C & evolve up to various C++ implementations

First, consider the “bare-bones” implementation:

```c
typedef int T;
#define MAX_STACK 100 /* const int MAX_STACK = 100; */
T stack[MAX_STACK];
int top = 0;
T item = 10;
stack[top++] = item; // push
...
item = stack[--top]; // pop
```

Obviously not very abstract...
Data Hiding Implementation in C

- Define the interface to a Stack of integers in C in Stack.h:

```c
/* Type of Stack element. */
typedef int T;

/* Stack interface. */
int create (int size);
int destroy (void);
void push (T new_item);
void pop (T *old_top);
void top (T *cur_top);
int is_empty (void);
int is_full (void);
```
Data Hiding Implementation in C (cont’d)

- /* File stack.c */

```c
#include "stack.h"
static int top_, size_; /* Hidden within this file. */
static T *stack_;
int create (int size) {
    top_ = 0; size_ = size;
    stack_ = malloc (size * sizeof (T));
    return stack_ == 0 ? -1 : 0;
}
void destroy (void) { free ((void *) stack_); }
void push (T item) { stack_[top_++] = item; }
void pop (T *item) { *item = stack_[--top_]; }
void top (T *item) { *item = stack_[top_ - 1]; }
int is_empty (void) { return top_ == 0; }
int is_full (void) { return top_ == size_; }
```
Data Hiding Implementation in C (cont’d)

• Use case

```c
#include "stack.h"
void foo (void) {
  int i;
  push (10); /* Oops, forgot to call create! */
  push (20);
  pop (&i);
  destroy ();
}
```

• Main problems:

1. The programmer must call `create()` first & `destroy()` last!
2. There is only one stack & only one type of stack
3. Name space pollution...
4. Non-reentrant
Data Abstraction Implementation in C

- An ADT Stack interface in C:

  ```c
  typedef int T;
  typedef struct { size_t top_, size_; T *stack_; } Stack;
  
  int Stack_create (Stack *s, size_t size);
  void Stack_destroy (Stack *s);
  void Stack_push (Stack *s, T item);
  void Stack_pop (Stack *, T *item);
  /* Must call before pop'ing */
  int Stack_is_empty (Stack *);
  /* Must call before push'ing */
  int Stack_is_full (Stack *
  /* ... */
  ```
Data Abstraction Implementation in C (cont’d)

An ADT Stack implementation in C:

```c
#include "stack.h"
int Stack_create (Stack *s, size_t size) {
    s->top_ = 0; s->size_ = size;
    s->stack_ = malloc (size * sizeof (T));
    return s->stack_ == 0 ? -1 : 0;
}
void Stack_destroy (Stack *s) {
    free ((void *) s->stack_);
    s->top_ = 0; s->size_ = 0; s->stack_ = 0;
}
void Stack_push (Stack *s, T item) {
    s->stack_[s->top_++] = item;
}
void Stack_pop (Stack *s, T *item) {
    *item = s->stack_[--s->top__];
}
int Stack_is_empty (Stack *s) { return s->top_ == 0; }
```
Data Abstraction Implementation in C (cont’d)

• Use case

```c
void foo (void) {
    Stack s1, s2, s3; /* Multiple stacks! */
    T item;

    Stack_pop (&s2, &item); /* Pop’d empty stack */

    /* Forgot to call Stack_create! */
    Stack_push (&s3, 10);

    s2 = s3; /* Disaster due to aliasing!!! */

    /* Destroy uninitialized stacks! */
    Stack_destroy (&s1); Stack_destroy (&s2);
}
```
Main problems with Data Abstraction in C

1. No guaranteed initialization, termination, or assignment
2. Still only one type of stack supported
3. Too much overhead due to function calls
4. No generalized error handling...
5. The C compiler does not enforce information hiding e.g.,

```c
s1.top_ = s2.stack_[0]; /* Violate abstraction */
s2.size_ = s3.top_; /* Violate abstraction */
```
Data Abstraction Implementation in C++

- We can get encapsulation and more than one stack:

```cpp
typedef int T;
class Stack {
public:
    Stack (size_t size);
    Stack (const Stack &s);
    void operator= (const Stack &);
    ~Stack (void);
    void push (const T &item);
    void pop (T &item);
    int is_empty (void) const;
    int is_full (void) const;
private:
    size_t top_, size_;
    T *stack_;}
```
Manager operations

Stack::Stack (size_t s): top_ (0), size_ (s), stack_ (new T[s]) {}

Stack::Stack (const Stack &s):
: top_ (s.top_), size_ (s.size_), stack_ (new T[s.size_]) {
for (size_t i = 0; i < s.size_; i++) stack_[i] = s.stack_[i];
}

void Stack::operator = (const Stack &s) {
if (this == &s) return;
T *temp_stack = new T[s.size_]; top_ = s.top_; size_ = s.size_; 
delete [] stack_; stack_ = temp_stack;
for (size_t i = 0; i < s.size_; i++) stack_[i] = s.stack_[i];
}

Stack::~Stack (void) { delete [] stack_; }
Data Abstraction Implementation in C++ (cont’d)

- Accessor & worker operations

```cpp
int Stack::is_empty (void) const { return top_ == 0; }

int Stack::is_full (void) const { return top_ == size_; }

void Stack::push (const T &item) { stack_[top_++] = item; }

void Stack::pop (T &item) { item = stack_[--top_]; }
```
Data Abstraction Implementation in C++ (cont’d)

- Use case

```cpp
#include "Stack.h"
void foo (void) {
    Stack s1 (1), s2 (100);
    T item;
    if (!s1.is_full ())
        s1.push (473);
    if (!s2.is_full ())
        s2.push (2112);
    if (!s2.is_empty ())
        s2.pop (item);
    // Access violation caught at compile-time!
    s2.top_ = 10;
    // Termination is handled automatically.
}
```
Benefits of C++ Data Abstraction Implementation

1. Data hiding & data abstraction, e.g.,
   Stack s1 (200);
   s1.top_ = 10 // Error flagged by compiler!

2. The ability to declare multiple stack objects
   Stack s1 (10), s2 (20), s3 (30);

3. Automatic initialization & termination
   {
     Stack s1 (1000); // constructor called automatically.
     // ...
     // Destructor called automatically
   }
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Drawbacks with C++ Data Abstraction Implementation

1. Error handling is obtrusive
   - Use exception handling to solve this (but be careful)!

2. The example is limited to a single type of stack element (int in this case)
   - We can use C++ “parameterized types” to remove this limitation

3. Function call overhead
   - We can use C++ inline functions to remove this overhead
Exception Handling Implementation in C++ (cont’d)

- C++ exceptions separate error handling from normal processing

```cpp
typedef int T;
class Stack {
public:
    class Underflow { /* ... */ };  
    class Overflow { /* ... */ };  
    Stack (size_t size);
    ~Stack (void);
    void push (const T &item) throw (Overflow);
    void pop (T &item) throw (Underflow);
private:
    size_t top_, size_;  
    T *stack_;  
};
```
Exception Handling Implementation in C++ (cont’d)

- Stack.cpp
  void Stack::push (const T &item) throw (Stack::Overflow)
  {
    if (is_full ())
      throw Stack::Overflow ();
    stack_[top_++] = item;
  }

  void Stack::pop (T &item) throw (Stack::Underflow)
  {
    if (is_empty ())
      throw Stack::Underflow ();
    item = stack_[--top_];
  }
Exception Handling Implementation in C++ (cont’d)

- Stack.cpp

```cpp
Stack::Stack (const Stack &s):
    : top_ (s.top_), size_ (s.size_), stack_ (0) {
    scoped_array temp_array (new T[s.size_]);
    for (size_t i = 0; i < s.size_; i++) temp_array[i] = s.stack_[i];
    scoped_array.swap (stack_);
}
```

```cpp
void Stack::operator = (const Stack &s) {
    if (this == &s) return; // Check for self-assignment
    scoped_array temp_array (new T[s.size_]);
    for (size_t i = 0; i < s.size_; i++) temp_array[i] = s.stack_[i];
    top_ = s.top_; size_ = s.size_;
    scoped_array.swap (stack_);
}
```
Exception Handling Implementation in C++ (cont’d)

- `scoped_array` extends `auto_ptr` to arrays
- Deletion of the array pointed to is guaranteed on destruction of the `scoped_array`
- This implementation is based on the Boost `scoped_array` class

```cpp
template <typename T> class scoped_array {
public:
  explicit scoped_array (T *p = 0) : ptr_ (p) {}  
  ~scoped_array () { delete [] ptr_; }
  T &operator[](std::ptrdiff_t i) const { return ptr_[i]; }
  T *get() const { return ptr_; }
  void swap (T *b) { T *tmp = b; b = ptr_; ptr_ = tmp; }
private:
  T *ptr_;  
  // Disallow copying
  scoped_array (const scoped_array<T> &);  
  scoped_array &operator=(const scoped_array<T> &);  
};
```
Exception Handling Implementation in C++ (cont’d)

- Use case

```cpp
#include "Stack.h"

void foo (void) {
    Stack s1 (1), s2 (100);
    try {
        T item;
        s1.push (473);
        s1.push (42); // Exception, push’d full stack!
        s2.pop (item); // Exception, pop’d empty stack!
        s2.top_ = 10; // Access violation caught!
    } catch (Stack::Underflow) { /* Handle underflow... */ }
    catch (Stack::Overflow) { /* Handle overflow... */ }
    catch (...) { /* Catch anything else... */ throw; }
}
// Termination is handled automatically.
```
Template Implementation in C++

- A parameterized type Stack class interface using C++

```cpp
template <typename T> class Stack {
public:
    Stack (size_t size);
    ~Stack (void)
    void push (const T &item);
    void pop (T &item);
    int is_empty (void);
    int is_full (void);
private:
    size_t top_, size_;  // Add size_ to indicate size
    T *stack_;          // Add T to specify type
};
```

- To simplify the following examples we’ll omit exception handling, but note that it’s important to ensure exception-safety guarantees!
Template Implementation in C++ (cont’d)

- A parameterized type Stack class implementation using C++

  ```cpp
  template <typename T> inline
  Stack<T>::Stack (size_t size)
    : top_ (0), size_ (size), stack_ (new T[size]) { }

  template <typename T> inline
  Stack<T>::~Stack (void) { delete [] stack_; }

  template <typename T> inline void
  Stack<T>::push (const T &item) { stack_[top_++] = item; }

  template <typename T> inline void
  Stack<T>::pop (T &item) { item = stack_[--top_]; }
  ```
Template Implementation in C++ (cont’d)

- Note minor changes to accommodate parameterized types

```cpp
#include "Stack.h"

void foo (void) {
    Stack<int> s1 (1000);
    Stack<float> s2;
    Stack< Stack<Activation_Record> *> s3;

    s1.push (-291);
    s2.top_ = 3.1416; // Access violation caught!
    s3.push (new Stack<Activation_Record>);
    Stack <Activation_Record> *sar;
    s3.pop (sar);
    delete sar;
    // Termination is handled automatically
}
```
Another parameterized type Stack class

template <typename T, size_t SIZE> class Stack {
public:
    Stack (void);
    ~Stack (void)
    void push (const T &item);
    void pop (T &item);
private:
    size_t top_, size_;
    T stack_[SIZE];
};

Note, there’s no longer any need for dynamic memory, e.g.,
Stack<int, 200> s1;
Object-Oriented Implementation in C++

- Problems with previous examples:
  - Changes to the implementation will require recompilation & relinking of clients
  - Extensions will require access to the source code
- Solutions
  - Combine inheritance with dynamic binding to completely decouple interface from implementation & binding time
  - This requires the use of C++ abstract base classes
Object-Oriented Implementation in C++ (cont’d)

- Defining an abstract base class in C++

  template <typename T>
  class Stack {
  public:
      virtual void push (const T &item) = 0;
      virtual void pop (T &item) = 0;
      virtual int is_empty (void) const = 0;
      virtual int is_full (void) const = 0;
      void top (T &item) { // Template Method
          pop (item); push (item);
      }
  };

- By using “pure virtual methods,” we can guarantee that the compiler won’t allow instantiation!
Object-Oriented Implementation in C++ (cont’d)

- Inherit to create a specialized “bounded” stack:

```cpp
#include "Stack.h"
#include "vector"

template <typename T> class B_Stack : public Stack<T> {
public:
    enum { DEFAULT_SIZE = 100 };  
    B_Stack (size_t size = DEFAULT_SIZE);
    virtual void push (const T &item);
    virtual void pop (T &item);
    virtual int is_empty (void) const;
    virtual int is_full (void) const;
private:
    size_t top_; // built-in  
    std::vector<T> stack_; // user-defined
};
```
Object-Oriented Implementation in C++ (cont’d)

- class B_Stack implementation
  
  template <typename T>
  B_Stack<T>::B_Stack (size_t size): top_ (0), stack_ (size) {} 

  template <typename T> void
  B_Stack<T>::push (const T &item) { stack_[top_++] = item; }

  template <typename T> void
  B_Stack<T>::pop (T &item) { item = stack_[--top_]; }

  template <typename T> int
  B_Stack<T>::is_full (void) const
  { return top_ >= stack_.size (); }
Inheritance can also create an “unbounded” stack:

```cpp
template <typename T> class Node; // forward declaration.
template <typename T> class UB_Stack : public Stack<T> {
public:
  enum { DEFAULT_SIZE = 100 };  
  UB_Stack (size_t hint = DEFAULT_SIZE);
  ~UB_Stack (void);
  virtual void push (const T &new_item);
  virtual void pop (T &top_item);
  virtual int is_empty (void) const { return head_ == 0; }  
  virtual int is_full (void) const { return 0; } 
private:
  // Head of linked list of Node<T>’s.
  Node<T> *head_; 
};
```
Object-Oriented Implementation in C++ (cont’d)

- class Node implementation
  
  ```cpp
template <typename T> class Node {
friend template <typename T> class UB_Stack;
public:
    Node (T i, Node<T> *n = 0): item_(i), next_(n) {}
private:
    T item_;  
    Node<T> *next_; 
};
```

- Note that the use of the “Cheshire cat” idiom allows the library writer to completely hide the representation of class UB_Stack...
Object-Oriented Implementation in C++ (cont’d)

- **class UB_Stack implementation:**

  template<typename T> UB_Stack<T>::UB_Stack (size_t): head_ (0) {} 

  template<typename T> void UB_Stack<T>::push (const T &item) 
  Node<T> *t = new Node<T> (item, head_); head_ = t; 

  template<typename T> void UB_Stack<T>::pop (T &top_item) 
  top_item = head_->item_; 
  Node<T> *t = head_; head_ = head_->next_; delete t; 

  template<typename T> UB_Stack<T>::~UB_Stack (void) 
  { for (T t; head_ != 0; pop (t)) continue; }
Using our abstract base class, it is possible to write code that does not depend on the stack implementation, e.g.,

```cpp
template <typename T> Stack<T> *make_stack (int use_B_Stack) {
  if (use_B_Stack) return new B_Stack<T>;
  else return new UB_Stack<T>;
}
```

```cpp
void foo (Stack<int> *stack) {
  int i;
  stack->push (100);
  stack->pop (i);
  // ... 
}
```

```cpp
foo (make_stack<int> (0));
```


Object-Oriented Implementation in C++ (cont’d)

- Moreover, we can make changes at run-time without modifying, recompiling, or relinking existing code
  - *i.e.*, can use “dynamic linking” to select stack representation at run-time, *e.g.,*
    ```
    char stack_symbol[MAXNAMLEN];
    char stack_file[MAXNAMLEN];
    cin >> stack_file >> stack_symbol;
    void *handle = ACE_OS::dlopen(stack_file);
    void *sym = ACE_OS::dlsym(handle, stack_symbol);
    if (Stack<int> *sp = dynamic_cast<Stack<int>*>(sym)) foo(sp);
    ```

- Note, no need to stop, modify, & restart an executing application!
  - Naturally, this requires careful configuration management...
Summary

- A major contribution of C++ is its support for defining abstract data types (ADTs) & for generic programming
  - e.g., classes, parameterized types, & exception handling
- For some systems, C++’s ADT support is more important than using the OO features of the language
- For other systems, the use of C++’s OO features is essential to build highly flexible & extensible software
  - e.g., inheritance, dynamic binding, & RTTI