Course Overview
Course Overview
CS 311 in the Comp. Sci. & Comp. Eng. Programs

BS in Computer Science. All are required.
BS in Computer Engineering. Bold-border: required.
    CS 411: Approved elective. CS 372: Ask your advisor.
Course Overview

Goals

Upon successful completion of CS 311, you should:

- Have experience writing and documenting high-quality code.
- Understand proper error handling, enabling software components to support robust, reliable applications.
- Be able to perform basic analyses of algorithmic efficiency, including use of big-$O$ and related notation.
- Be familiar with various standard algorithms, including those for searching and sorting.
- Understand what data abstraction is, and how it relates to software design.
- Be familiar with standard container data structures, including implementations and relevant trade-offs.
Course Overview
Programming Language

We will achieve our goals, in part, by doing an in-depth study of a particular programming language, along with its standard libraries: ANSI C++ (2017 standard) and the Standard Template Library.

You will need to have access to an up-to-date C++ compiler. Any version of a major compiler released within the last year should be fine.

You may use the CS labs (Duckering, 5th floor), which have appropriate C++ compilers available.

Visual Studio 2017 is not acceptable.
Course Overview

Topics

The following topics will be covered, roughly in order:

- Advanced C++
- Software Engineering Concepts
- Recursion
- Searching
- Algorithmic Efficiency
- Sorting
- Data Abstraction
- Basic Abstract Data Types & Data Structures:
  - Smart Arrays & Strings
  - Linked Lists
  - Stacks & Queues
  - Trees (various kinds)
  - Priority Queues
  - Tables

Briefly: external data, graph algorithms.

Goal: Practical generic containers

A **container** is a data structure holding multiple items, usually all the same type.

A **generic** container is one that can hold objects of client-specified type.
Course Overview
Projects

Your primary task this semester is to complete eight high-quality, tested, documented software projects. Descriptions of these will be posted on the class webpage.

1. High-Quality Class
2. Moderately Smart Array
3. Potpourri
   - Various modules using exceptions, Linked Lists, recursion
4. Recursive Backtracking
5. Frightfully Smart Array
6. Linked Lists
7. Trees
8. Using Tables
We will be covering a lot of terminology and notation.

**Terminology** is the words we use when discussing some technical topic. When I introduce new terminology, it is in boldface.

Some terminology (which you should already know): when we add the numbers three and five, we obtain the number eight.

**Notation** is the symbols we use in technical discussions.

Some notation (which you should already know): $3 + 5 = 8$.

It is very important to know the terminology and notation we will be using. Without it, we cannot even begin to talk about the class material. So *watch out for it!*
Unit Overview
Advanced C++ & Software Engineering Concepts


- Some of this will be review from CS 201 & 202.

Major Topics

- Advanced C++
  - Expressions
  - Parameter passing I
  - Operator overloading
  - Parameter passing II
  - Invisible functions I
  - Integer types
  - Managing resources in a class
  - Containers & iterators
  - Invisible functions II
  - Error handling
  - Using exceptions
  - A little about Linked Lists

- Software Engineering Concepts
  - Invariants
  - Testing
  - Abstraction

Later in the semester we will cover other advanced C++ topics.

These two will be covered concurrently.
Expressions
Expressions
What is an Expression?

An **expression** is something that has a value. **Evaluating** an expression means determining its value.

Examples of C++ expressions:
- abc
- 42.7
- \((n+3)*14-q+vv[6]\)
- foo(x)
- `cout << "Hello!"`
Expressions

What is an Expression?

An **expression** is something that has a value. **Evaluating** an expression means determining its value.

Examples of C++ expressions:

- `abc`
- `42.7`
- `(n+3)*14-q+vv[6]`
- `foo(x)`
- `cout << "Hello!"`

The following are *not* C++ expressions:

- `int abc;
- `return abc;
- `for (int i = 0; i < 10; ++i) cout << i << "\n";`
- `using std::cout;`

Q. What is the value of this expression?

A. The value is `cout`.

So we can do this:

```
(cout << "Hello!") << x;
```

... which is the same as this:
```
cout << "Hello!" << x;
```
Expressions
Types [1/2]

We classify expressions according to the kind of value each represents. An expression’s classification is its type.

```cpp
int abc;

int is a type. abc is a variable of type int.

34      // Expression of type int
abc + 34 // Expression of type int
42.7    // Expression of type double
cout << x // Expression of type std::ostream
vector<int> vv;
vv      // Expression of type std::vector<int>
vv[2]   // Expression of type int
```
When we need a value whose type is different from that of a given expression, a **type conversion** may be done.

```java
double dd = 34;  // 34 has type int;
                 // this will be converted to double
```

Type conversions can be **explicit** (stated in the code) or **implicit**. The above type conversion is implicit. That below is explicit.

```java
double dd2 = static_cast<double>(abc);
```

A type conversion creates a new value; it does not modify the original. For example, above, `abc` is unchanged.
Expressions
Lvalues & Rvalues [1/4]

Every C++ expression is either an Lvalue or an Rvalue.

An **Lvalue** (say “ELL value”) has a value that persists beyond the current expression. For example, every variable is an Lvalue.

```cpp
int abc;          // abc is an Lvalue
const double dd;  // dd is an Lvalue
```

If something is an Lvalue, then parts of it are also Lvalues. And something pointed to by a pointer is an Lvalue.

```cpp
vv[3]     // vv is an Lvalue, and so is vv[3]
x.qq     // x is an Lvalue, and so is x.qq
*p        // *p is an Lvalue
```
An Lvalue has a location in memory. We can take its address.

```c
int * p = &abc;  // Legal because abc is an Lvalue
```

We can also pass an Lvalue by reference—if it is non-const.

```c
void incr(int & n)
{
    ++n;
}
```

```c
incr(abc);  // Legal because abc is a non-const Lvalue
```

Historically, “Lvalue” comes from the idea that we can put it on the left-hand side of an assignment operator (=). “L” stood for “left”. But note that, in C++, a const variable is still an Lvalue.
Expressions
Lvalues & Rvalues [3/4]

An **Rvalue** (say “ARR value”) is an expression that is not an Lvalue.

42.7       // 42.7 is an Rvalue
abc + 34   // abc + 34 is an Rvalue

```c
int add(a, b)
{ return a+b; }
```

add(6, 8)  // add(6, 8) is an Rvalue

Why do we care? An Rvalue is something that is *about to go away*. That means that we can “mess it up” without causing problems.
Expressions
Lvalues & Rvalues [4/4]

We cannot take the address of an Rvalue.

```cpp
int * p2 = &(abc+34);  // DOES NOT COMPILE!
```

We cannot pass an Rvalue by reference.

```cpp
incr(6);               // DOES NOT COMPILE!
```

A C++ expression is either an Lvalue or an Rvalue, but never both!
Parameter Passing I
C++ provides three primary ways to pass a parameter or return a value.

**By value:**

```cpp
global_variable p1(Foo x); // Pass x by value
global_variable Foo r1();   // Return by value
```

**By reference:**

```cpp
global_variable p2(Foo & x); // Pass x by reference
global_variable Foo & r2(); // Return by reference
```

**By reference-to-const** (some people say “const reference”):

```cpp
global_variable p3(const Foo & x); // Pass x by reference-to-const
global_variable const Foo & r3(); // Return by reference-to-const
```
Parameter Passing I
Details — By Value [1/2]

void p1(Foo x);
Foo r1();

Passing by value means that a **copy** is made.
- Below, \(x\) (in \(p1\)) is a copy of \(y\). Modifying \(x\) does nothing to \(y\).

```cpp
Foo y;
p1(y);
```

The copy is made with an **implicit** function call to the Foo **copy constructor** or **move constructor**.
- This may be slow, if \(y\) is a large object.
- And if Foo has no copy/move constructor, then it is impossible.
Passing by value does *not* allow for proper handling of derived classes, including calling of virtual functions.

class Base { ... };
class Derived : public Base { ... };

void ff(Base bb);

Derived dd;
ff(dd);  // This might cause problems
When passing by reference, no copy is made.
  - The original and passed versions are the *same object*.

```
Foo y;
p2(y); // Modifying x inside p2 will modify y
```

Be careful when returning by reference.
  - Do not return a value that goes away when the function ends.

```
int & squareThis(int n)
{ int square = n * n; return square; }
```

BAD! 😞
Passing by reference *does* allow for proper handling of derived classes, including calling of virtual functions.

```cpp
class Base { ... };
class Derived : public Base { ... };

void ff(Base & bb);

Derived dd;
ff(dd);  // No problem
```

Only non-const Lvalues can be passed by reference.
void p3(const Foo & x);
const Foo & r3();

When passing by reference-to-const, no copy is made.

- Instead, the original and the passed version are the same object ...
- ... unless they are of different types; implicit type conversions may be done.

void h(const double & z);
const double dd;
const int ii;
h(dd);  // z is dd
h(ii);  // Legal, but x is not ii

As before, be careful when returning by reference-to-const.
Like passing by reference, passing by reference-to-const allows for proper handling of derived classes, including calling of virtual functions.

Const variables may be passed by reference-to-const. The passed version is not modifiable.
In fact, *any value at all* may be passed by reference-to-const.
Parameter Passing I
Details — Summary of the Three

<table>
<thead>
<tr>
<th></th>
<th>By Value</th>
<th>By Reference</th>
<th>By Reference-to-Const</th>
</tr>
</thead>
<tbody>
<tr>
<td>Makes a copy</td>
<td>YES ☹️*</td>
<td>NO ☻</td>
<td>NO ☻</td>
</tr>
<tr>
<td>Allows for polymorphism</td>
<td>NO ☹️**</td>
<td>YES ☻</td>
<td>YES ☻</td>
</tr>
<tr>
<td>Allows implicit type conversions</td>
<td>YES ☻</td>
<td>NO ☻</td>
<td>YES ☻</td>
</tr>
<tr>
<td>Allows passing of:</td>
<td>Any copyable value ☻</td>
<td>Non-const Lvalues ☹️??***</td>
<td>Any value ☻</td>
</tr>
</tbody>
</table>

*This is a problem when we pass values that take time to copy, like large objects.

**This is a problem when we use inheritance, as we often do with objects.

***Maybe this is bad. When we want to send changes back to the client (which is a big reason for passing by reference), disallowing const values is a good thing.

So, for many purposes, when we pass objects, reference-to-const combines the best features of the first two methods.
Parameter Passing I
Usage — Normal

For most parameter passing, we pass either by value or by reference-to-const.
- By value: simple types (int, char, etc.), pointers, iterators.
- By reference-to-const: larger objects, or things we are not sure of.

```cpp
template<typename T>
void f1(const T & x);  // x might be a large object (?)
```

We normally return by value.

```cpp
Foo f2();
```

There are special cases where we may use other methods ...
We pass by reference, if we want to send the value of the parameter back to the caller.

```c
// Convert seconds after midnight to hrs, mins, secs.
void secsToHMS(int secs, int & h, int & m, int & s);
```
We might return by reference or by reference-to-const, if we are returning a value that is not going away.

- The former if the caller gets to modify the value; the latter if not.
- Idea: You are returning an Lvalue to the caller.

```cpp
class BunchOfInts {
public:
    int & operator[](std::size_t index) {
        return _theInts[index];
    }
    const int & operator[](std::size_t index) const {
        return _theInts[index];
    }

private:
    int _theInts[100];
};
```