

OOP – The conclusion

Lecture 25

Quiz

- 50%+ on HW4 material.
- 25% on Matlab (basics done in class and lab)
- <25% on simple OOP material from last few days.
- Maybe basic code reading question
 - Like quiz1

HW4 notes

- As per e-mail (and class discussion) recall that like addition and multiplication AND (*) binds tighter than OR (+)
- When adding two 8-bit fixed-size numbers, the result must be the same size
 - Overflow is when the result is out of the range of representation.
- HW4 answers posted.
 - Typo in answer to last truth table on page 3. Will post fix by noon today.

Where we are

- From a programming language viewpoint, there are only a few things left to introduce
 - Vectors
 - Enumerated types
 - Pointers (only a little)
 - Operator overloading
- And a few things to spend time to clarify/expand on
 - Organization of a program
 - (Using header files, function prototypes)
 - Characters

Non-C++ language things

- Data structure design
 - Use of stacks and queues
 - Smart arrays
- Some more on complexity
 - Better sorts
- Matlab
 - Much more on using it.

Misc.

- E-mail
 - I'm behind.
 - I should be able to catch up today

Today

- Another shot at complex numbers and classes
- Why classes
- Some stuff on characters
 - Bits is bits

Code example

Why classes? (again)

- Consider our Cmpx code
 - The class is self-contained (like our string class)
- But not the best of all possible examples, because data makes sense to be able to access directly.
 - Let's work on designing a "time" class.
 - Want time to be stored in hours, minutes and seconds
 - Want to be able to add and subtract time.
 - What to be able to ask user for time and print time.
 - At all times want to be sure $sec < 60$ and $min < 60$

Chars

- ASCII
 - Simply a mapping of 8-bit chars to certain symbols.

Base10	Base 2	symbol
097	01100001	a
098	01100010	b
099	01100011	c
100	01100100	d
101	01100101	e
102	01100110	f

Note

- `int bob='a';`
 - bob is 97.
- `int bob='a'+3`
 - bob 100.
- `char bob='a'+3;`
 - bob is still 100 but..
 - If you print it you get a 'd'