



Chapter 14

More About Classes

Reading pp. 799-807

Spring 2013

Instance Variables

- Each class object is an instance of a class
- Each class object has its own class member variables

What does Rectangle cR1, cR2; look like in memory?

Static Members

- **static member variables** and **static member functions** do not belong to any instance of a class
- An instance of a class does not have to exist to use a static member
- static members belong to the class not an instance of a class

Static Member Example

Tree Interface

```
class Tree
{
    private:
        static unsigned int numberOfTrees;
    public:
        Tree ();
        unsigned int getNumberOfTrees () const;
};
```

Static Member Example

Tree Implementation

```
#include "Tree.h"
```

```
Tree::Tree ()  
{  
    ++numberOfTrees;  
}
```

```
unsigned int Tree::getNumberOfTrees () const  
{  
    return numberOfTrees;  
}
```

```
unsigned int Tree::numberOfTrees = 0;
```

Static Member Variable Specifics

- The static variable assignment must happen outside of the class declaration
- Typically, the initialization happens in the class implementation

Static Member Variable Specifics

- The lifetime of a class's static member variables is the lifetime of the program
- Static variables come into existence **BEFORE** any instances of the class are created

Static Member Functions

- A static member function is of the form:

`static returnType functionName (Params);`

Static Member Functions

- A static member function **CANNOT** access any nonstatic member data
- A static member function **CAN** access static member variables before any class instances are defined in memory
- Modifiers such as `const` are not allowed on static member functions

Problem

- Create a project called MyMath in your CS250 InClass solution.

Problem

- Create MyMath.h as follows:

```
#ifndef MYMATH_H
#define MYMATH_H
class MyMath
{
    public:
        static const double PI;
        static int gcd (int, int);
};
#endif
```

Problem

- Create MyMath.cpp as follows:

```
#include "MyMath.h"

const double MyMath::PI = 3.14159;

int MyMath::gcd (int num1, int num2)
{
    // write greatest common divisor code
}
```

Problem

- Create MyMathDriver.cpp as follows:

```
#include <iostream>
#include "MyMath.h"
using namespace std;
int main ()
{
    int int1, int2;
    cout << "PI = " << MyMath::PI << endl;
    cout << "Enter Integer #1: ";
    cin >> int1;
    cout << "Enter Integer #2: ";
    cin >> int2;
    // Write the statement to output the gcd of
    // int1 and int2
    return EXIT_SUCCESS;
}
```