

Lecture - 11

Proxy classes

Function overloading

Separating interface from implementation

- Define member functions outside the class definition, so that their implementation details can be hidden from the client code
- Divide the source code into two parts
 - A .cpp file having main() (*driver program*)
 - A .h file having class definition
 - A .cpp file having member function definition

employee.h

```
#include <iostream>
#include <cstring>
using namespace std;
class employee
{ // class begins
char name[80];
public: void putname(char *); void getname(char *);
private: double wage;
public: void putwage(double w); double getwage();
}; // class ends here
```

employee.cpp

```
#include "employee.h"
void employee::putname(char *n)
{ strcpy(name,n); }
void employee::getname(char *n)
{ strcpy(n,name); }
void employee::putwage(double w)
{ wage=w;}
double employee::getwage() { return wage; }
```

program1.cpp

```
#include <iostream>
#include "employee.h"
int main()
{ employee ted; char
  name[80];
ted.putname("Ted
  Jones");
ted.putwage(7500);
ted.getname(name);
cout<<name<<" make
  $"<<ted.getwage()<
  <" per month." ;

return 0;
} // main closing
```

Problem

- In this scenario, complete information hiding do not occur as class's private data is exposed in .h file
- To avoid this – one can use the concept of *proxy classes*

Proxy classes

- Allows us to hide even the private data of a class from clients of the class
- Proxy classes are classes which provide interface to the original class whose implementation details need to be hidden

Example

Step 1. Make the class in header file
“implementation.h”

```
class implementation
{ public:
  implementation(int v)
  { value=v;}
  void setvalue(int v) {
    value=v;}
  int getvalue() { return
    value;}
  private: int value;
};
```

Step 2. Make the proxy class in
another header file “interface.h”

```
#include “implementation.h”
class interface
{ public:
  interface(int);
  void setalue(int);
  int getvalue();
  ~interface();
  private:
  Implementation *ptr;
};
```

Contd..

Step 3. Provide implementation of interface class in
“interface.cpp”

```
#include “implementation.h”
#include “interface.h”
interface::interface(int v)
{ ptr=new implementation(v) ; }
void interface::setvalue(int v)
{ ptr->setvalue(v); }
int interface::getvalue()
{ return ptr->getvalue(); }
Interface::~~interface()
{ delete ptr ;}
```

Step 4. Main program (client of class) or driver program
“user.cpp”

```
#include “interface.h”
void main()
{
interface k(5); int j ;
j=k.getvalue();
cout<<j;
k.setvalue(10);
j=k.getvalue();
cout<<j;
}
```

Polymorphism

- ◆ Polymorphism (*poly* = many and *morph* = states or forms, etc.)
- A function is polymorphic if it may be applied to arguments of different types.

```
void add(int a,int b);
```

```
void add(float c,float d);
```


Polymorphism and overloading

- Realized by using a set of mono-morphic functions. Different code is used for different types.
- Overloading means that the same operation is implemented through different methods with the same function name. For different types, different implementations (methods) of the same operation are executed.

Example

```
#include<iostream>
void add(int a,int b)
{ int c; c=a+b;
  cout<<c; }
void add(float c,float
d)
{ float x; x=a+b;
  cout<<c; }
```

```
void main()
{
  add(5,10);
  add(15.2,12.6);
}
```

Class assignment

- Write a program that uses a function `min` to determine the smaller of two arguments. Test the program using `int`, `char` and `float` arguments.