Structs/classes

Ch 10.1 - 10.3

How does computer programming work?

MAGIC.
Highlights

- struct (structure) (and/or class)

```c
struct position {
    int x;
    int y;
};
```
Recursion

The tower of Hanoi is played by:
1. Moving a single ring to another stack
2. Smaller rings cannot have larger rings on top of them

(see: towerHanoi.cpp)
Recursion

Do not try to solve chess in this manner!

You will segfault
(you will also not finish computing before the sun burns the earth to a crisp)
struct/class vs array

Arrays group together similar data types (any amount you want)

Classes and structs group together dissimilar types that are logically similar
class / structs

classes and structs are outlines/blue prints of an organization structure

Thus when you create a variable of your class's type, you create an instance
Suppose you wanted to write a function to find the maximum element in an array. How would you return both an index and the element?
Suppose you wanted to write a function to find the maximum element in an array. How would you return both an index and the element?

1. Use a global variable to share between functions
2. Use call-by-reference (See: findMax.cpp)
A **struct** (structure) is a grouping of similar objects.

```cpp
struct closet {
    string belts[10];
    string shoes[20];
    string shirts[40];
    string pants[30];
    string dresses[20];
};
```

(See: `findMaxV2.cpp`)
struct

You just made your own data type (just like int/double/char/etc.)

You can make as many variables of this type as you want

The dot operator tells the computer to go inside the object/container

twoInts x = findMax(numbers);  
cout << "Maximum is numbers["<<x.second<<"] = "<<x.first<<endl;
You need the dot to differentiate between two different variables.

You can also think of the dot as possessive in English ( . → 's )

```c
struct date
{
    int day;
    int month;
    int year;
};
```

```c
int main()
{
    date today;
    date midterm2;
    today.month = 11;
    midterm2.month = 11;
}
```
struct

You can initialize a struct using braces
(much like arrays, goes in order declared)

```c
struct date
{
    int day;
    int month;
    int year;
};
```

// Nov 3rd 2015
date today = {3, 11, 2015};

eye can also use = to assign all elements

date another = today;

... same as ...

date another;
another.day = today.day;
another.month = today.month;
another.year = today.year;
class / structs

Suppose we are planning to redo all the classroom name plates in Keller hall.

How would you store all the room information... ... without structs?
... with structs?

(See: room.cpp)