



Grundlagen der Informatik und Programmierung 2

Objektorientierte Programmierung

Motivation

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Programmrahmen:

```
1 void* data = NULL;
2 void* data_position = NULL;
3 unsigned int count = 0;
4
5 int main(int argc, char** argv) {
6     data = malloc(100 * 96);
7     data_position = data;
8
9     /* ... */
10
11     free(data);
12 }
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
00...																
01...																
02...																
03...																
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05...																
06...																

```
21 *(unsigned int*)data_position = 199100001;
22 data_position += sizeof(unsigned int);
23
24 strcpy(data_position, "Jane");
25 data_position += 46;
26
27 strcpy(data_position, "Appleseed");
28 data_position += 46;
29
30 ++count;
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
00...																
01...																
02...																
03...																
04...																
05...																
06...																

```
41 *(unsigned int*)data_position = 199100002;
42 data_position += 4;
43
44 const char* first_name = "John";
45 const char* last_name = "Doe";
46
47 strcpy(data_position, first_name);
48 strcpy(data_position + 46, last_name);
49
50 data_position += 92;
51 ++count;
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
06...																
07...																
08...																
09...																
0a...																
0b...																
0c...																

```
61 *(unsigned int*)data_position = 199100003;  
62 strcpy(data_position + 4, "J. Random");  
63 strcpy(data_position + 50, "Student");  
64  
65 data_position += 96;  
66 ++count;
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
0c...																
0d...																
0e...																
0f...																
10...																
11...																
12...																

```
81 for (int i = 0; i < count; ++i) {  
82     printf("%d ", *(unsigned int*)(data + i * 96));  
83  
84     for (int j = 0; j < 2; ++j) {  
85         printf("%s ", (char*)(data + i * 96 + 4 + j * 46));  
86     }  
87     printf("\n");  
88 }
```

Ausgabe:

Globaler Scope:

```
1 struct Student {  
2     unsigned int id;  
3     char first_name[46];  
4     char last_name[46];  
5 };  
6  
7 Student* data = nullptr;  
8 Student* data_position = nullptr;  
9 unsigned int count = 0;
```

Ein kleinerer Haufen Code

jetzt mit Datenstrukturen

main-Funktion:

```
10 int main(int argc, char** argv) {  
11     data = (Student*)malloc(100 * sizeof(struct Student));  
12     data_position = data;  
13  
14     /* ... */  
15  
16     free(data);  
17 }
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
00...																
01...																
02...																
03...																
04...																
05...																
06...																

Ein kleinerer Haufen Code

jetzt mit Datenstrukturen

```
21 Student s1{199100001, "Jane", "Appleseed"};  
22 *data_position = s1;  
23  
24 ++data_position;  
25 ++count;
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
00...																
01...																
02...																
03...																
04...																
05...																
06...																

Ein kleinerer Haufen Code

jetzt mit Datenstrukturen

```
41 *(unsigned int*)data_position = 199100002;  
42 strcpy((char*)data_position + 4, "John");  
43 strcpy((char*)data_position + 4 + 46, "Doe");  
44  
45 ++data_position;  
46 count = data_position - data;
```

0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
06...																
07...																
08...																
09...																
0a...																
0b...																
0c...																

Ein kleinerer Haufen Code

jetzt mit Datenstrukturen

```
61 data_position->id = 199100003;  
62 strcpy(data_position->first_name, "J. Random");  
63 strcpy(data_position->last_name, "Student");  
64  
65 ++count;  
66 data_position = data + count;
```

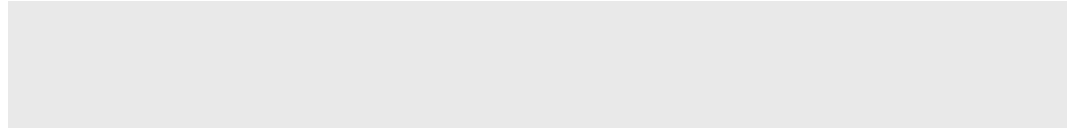
0x	...0	...1	...2	...3	...4	...5	...6	...7	...8	...9	...a	...b	...c	...d	...e	...f
0c...																
0d...																
0e...																
0f...																
10...																
11...																
12...																

Ein kleinerer Haufen Code

jetzt mit Datenstrukturen

```
81 for (int i = 0; i < count; ++i) {  
82     printf("%d %s %s\n", data[i].id, data[i].first_name,  
83         data[i].last_name);  
84 }
```

Ausgabe:



Ein noch kleinerer Haufen Code

jetzt fast mit einem eigenen Container-Datentyp

Global-Scope:

```
struct Student {  
    unsigned int id;  
    char first_name[46];  
    char last_name[46];  
};  
  
Student* data = nullptr;  
unsigned int count = 0;  
  
bool InitializeData(unsigned int count) {  
    data = (Student*)malloc(count * sizeof(Student));  
    return data != nullptr;  
}
```

Ein noch kleinerer Haufen Code

jetzt fast mit einem eigenen Container-Datentyp

Global-Scope:

```
void DeleteData() {  
    free(data);  
    count = 0;  
}  
  
void Enroll(const Student& s) {  
    data[count] = s;  
    ++count;  
}  
  
unsigned int NumStudents() { return count; }  
  
void PrintStudent(unsigned int i) {  
    printf("%d %s %s\n", data[i].id, data[i].first_name, data[i].last_name);  
}
```

Ein noch kleinerer Haufen Code

jetzt fast mit einem eigenen Container-Datentyp

main-Funktion:

```
int main(int argc, char** argv) {  
    InitializeData(100);  
  
    /* ... */  
  
    DeleteData();  
}
```

Ein noch kleinerer Haufen Code

jetzt fast mit einem eigenen Container-Datentyp

```
Enroll({199100001, "Jane", "Appleseed"});
```

```
Enroll({199100002, "John", "Doe"});
```

```
Enroll({199100003, "J. Random", "Student"});
```

Ein noch kleinerer Haufen Code

jetzt fast mit einem eigenen Container-Datentyp

```
for (unsigned int i = 0; i < NumStudents(); ++i) {  
    PrintStudent(i);  
}
```

Ausgabe:

Global-Scope:

```
struct Student {  
    unsigned int id;  
    char first_name[46];  
    char last_name[46];  
};  
  
struct StudentsList {  
    Student* data = nullptr;  
    unsigned int count = 0;  
};
```

Global-Scope:

```
StudentsList ConstructStudentsList(unsigned int count) {  
    StudentsList students_list;  
    students_list.data = (Student*)malloc(count * sizeof(Student));  
    students_list.count = 0;  
    return students_list;  
}  
  
void DestructStudentsList(StudentsList* students_list) {  
    free(students_list->data);  
    students_list->data = nullptr;  
    students_list->count = 0;  
}
```

Global Scope:

```
void Enroll(StudentsList* students_list, const Student& s) {
    students_list->data[students_list->count] = s;
    ++(students_list->count);
}

unsigned int NumStudents(const StudentsList* students_list) {
    return students_list->count;
}

void PrintStudent(const StudentsList* students_list, unsigned int i) {
    const Student& student = students_list->data[i];
    printf("%d %s %s\n", student.id, student.first_name, student.last_name);
}
```

Ein übersichtlicherer Haufen Code

jetzt mit einem eigenen Container-Datentyp

Programmrahmen:

```
int main(int argc, char** argv) {  
    StudentsList enrolled_students = ConstructStudentsList(100);  
  
    /* ... */  
  
    DestructStudentsList(&enrolled_students);  
}
```

Ein übersichtlicherer Haufen Code

jetzt mit einem eigenen Container-Datentyp

```
Enroll(&enrolled_students, {199100001, "Jane", "Appleseed"});
```

```
Enroll(&enrolled_students, {199100002, "John", "Doe"});
```

```
Enroll(&enrolled_students, {199100003, "J. Random", "Student"});
```

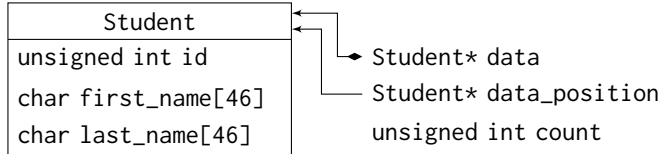
Ein übersichtlicherer Haufen Code

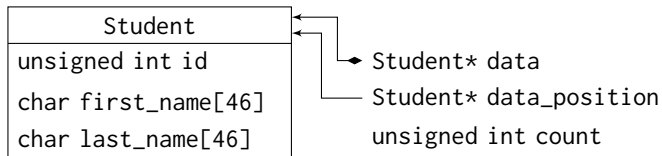
jetzt mit einem eigenen Container-Datentyp

```
for (unsigned int i = 0; i < NumStudents(&enrolled_students); ++i) {  
    PrintStudent(&enrolled_students, i);  
}
```

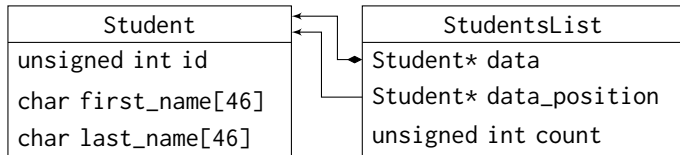
Ausgabe:

```
void* data  
void* data_position  
unsigned int count
```

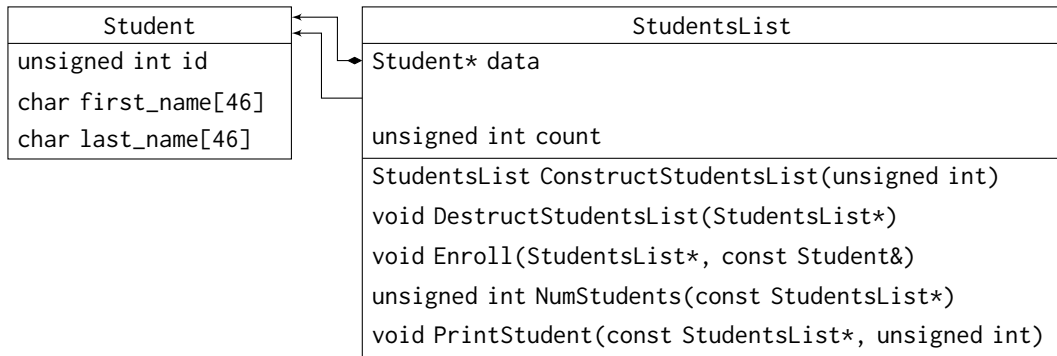




```
int InitializeData(unsigned int)
void DeleteData()
void Enroll(const Student&)
unsigned int NumStudents()
void PrintStudent(unsigned int)
```



```
StudentsList ConstructStudentsList(unsigned int)
void DestructStudentsList(StudentsList*)
void Enroll(StudentsList*, const Student&)
unsigned int NumStudents(const StudentsList*)
void PrintStudent(const StudentsList*, unsigned int)
```



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