



# CONSTRUCTORS AND INITIALIZER LISTS

Constructors are member functions that construct objects



# CONSTRUCTORS AND THEIR CHARACTERISTICS

- Constructors are member functions that build or construct objects
- They are called automatically when a new object must be constructed
  - `foo f1(123);`
  - `foo* f2 = new foo(123);`
- Two distinguishing characteristics
  - The function name is the same as the class name
  - They do not have a return type (not even void)



# FIVE KINDS OF CONSTRUCTORS

Constructor	Example
Default	<code>class-name()</code>
Conversion	<code>class-name(type t)</code>
Copy	<code>class-name(class&amp; o)</code>
Move	<code>class-name(class&amp;&amp; o)</code>
General	<code>class-name(..., ..., ...);</code>



# INITIALIZER LIST NOTATION

- Initializer lists are only allowed with constructors
- Introduced by a colon
- Come between the argument list and the function body
- Are used to initialize member variables, often with function arguments
- Are function calls (but some behave like simple assignment)



## EXAMPLE INITIALIZER LIST NOTATION

```
class fraction
{
    private:
        int    numerator;
        int    denominator;
    public:
        fraction(int n, int d)
            : numerator(n), denominator(d) {}
};
```



# INITIALIZING MEMBER VARIABLES

## WORKS

```
fraction::fraction(int n, int d)
{
    numerator = n;
    denominator = d;
}
```

## PREFERRED

```
fraction::fraction(int n, int d)
    : numerator(n), denominator(d) {}
```

# INITIALIZER LIST: TWO-FILE ORGANIZATION

## HEADER FILE

```
class fraction
{
    private:
        int    numerator;
        int    denominator;
    public:
        fraction(int n, int d);
};
```

## SOURCE CODE FILE

```
fraction::fraction(int n, int d)
    : numerator(n), denominator(d)
{
    .
    .
    .
}
```



# DEFAULT ARGUMENTS AND INITIALIZER LISTS

## UML

- `+fraction(n: int = 0, d : int = 1)`

## C++

- `fraction(int n = 0, int d = 1);`
- `fraction(int n = 0, int d = 1)  
: numerator(n), denominator(d) {}`



# DEFAULT ARGUMENTS: TWO-FILE ORGANIZATION

## HEADER FILE

```
class fraction
{
    private:
        int    numerator;
        int    denominator;
    public:
        fraction(int n = 0, int d = 1);
};
```

## SOURCE CODE FILE

```
fraction::fraction(int n, int d)
    : numerator(n), denominator(d)
{
    .
    .
    .
}
```

# LIMITS OF DIRECT INITIALIZATION

- In-class initialization does not always eliminate the need for a default constructor or default arguments
- Without a default constructor, the presence of parameterized constructors prevents creating empty fractions

```
fraction f1;  
fraction* f2 = new fraction;
```

```
class fraction  
{  
    private:  
        int    numerator = 0;  
        int    denominator = 1;  
    public:  
        fraction() {}  
        fraction(int n);  
        fraction(int n, int d);  
};
```