

Structures

Lecture 28
COP 3014 Spring 2017

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Motivation

- ▶ We have plenty of simple types for storing single items like numbers, characters. But is this really enough for storing more complex things, like patient records, address books, tables, etc.?
- ▶ It would be easier if we had mechanisms for building up more complex storage items that could be accessed with single variable names
- ▶ **Compound Storage** – there are some built-in ways to encapsulate multiple pieces of data under one name
 - ▶ **Array** – we already know about this one. Indexed collections, and all items are the same type
 - ▶ **Structure** – keyword struct gives us another way to encapsulate multiple data items into one unit. In this case, items do not have to be the same type
- ▶ Structures are good for building records – like database records, or records in a file.

What is a Structure?

A structure is a collection of data elements, encapsulated into one unit.

- ▶ A structure definition is like a blueprint for the structure. It takes up no storage space itself – it just specifies what variables of this structure type will look like
- ▶ An actual structure variable is like a box with multiple data fields inside of it. Consider the idea of a student database. One student record contains multiple items of information (name, address, SSN, GPA, etc)
- ▶ Properties of a structure:
 - ▶ internal elements may be of various data types
 - ▶ order of elements is arbitrary (no indexing, like with arrays)
 - ▶ Fixed size, based on the combined sizes of the internal elements

Creating Structure definitions and variables

Structure Definitions The basic format of a structure definition is:

```
struct structureName
{
    // data elements in the structure
};
```

- ▶ struct is a keyword
- ▶ The data elements inside are declared as normal variables. structureName becomes a new type.
- ▶ Note that the two examples below are both just blueprints specifying what will be in corresponding structure variables if and when we create them.
- ▶ By themselves, these definitions above are not variables and do not take up storage
- ▶ Fraction and Student can now be used as new type names

Example

```
/* A structure representing the parts of a fraction
(a rational number) */
struct Fraction
{
    int num; // the numerator of the fraction
    int denom; // the denominator of the fraction
};
/* A structure representing a record in a student
database */
struct Student
{
    char fName[20]; // first name
    char lName[20]; // last name
    int socSecNumber; // social security number
    double gpa; // grade point average
};
```

Structure variables

- ▶ To create an actual structure variable, use the structure's name as a type, and declare a variable from it. Format:
structureName variableName;
- ▶ Variations on this format include the usual forms for creating arrays and pointers, and the comma-separated list for multiple variables
- ▶ Examples

```
Fraction f1; // f1 is now a 'Fraction'
```

```
Fraction fList[10]; // an array of 'Fraction'  
                //structures
```

```
Fraction * fptr; // a pointer to a 'Fraction'  
                //structure
```

```
Student stu1; // a Student structure variable
```

```
Student mathclass[10]; // an array of 10 Students
```

```
Student s1, s2, s3; // three Student variables
```

Legal variations in declaration syntax

- ▶ The definition of a structure and the creation of variables can be combined into a single declaration, as well.
- ▶ Just list the variables after the structure definition block (the blueprint), and before the semi-colon:

```
struct structureName
{
    // data elements in the structure
} variable1, variable2, ... , variableN;
```

- ▶ Example:

```
struct Fraction
{
    int num; // the numerator of the fraction
    int denom; // the denominator of the fraction
} f1, fList[10], *fptr; // variable, array, and
pointer created
```

Legal variations in declaration syntax

- ▶ In fact, if you only want structure variables, but don't plan to re-use the structure type (i.e. the blueprint), you don't even need a structure name:

```
struct
// note:  no structure NAME given
{
    int num;
    int denom;
} f1, f2, f3;
// three variables representing fractions
```

- ▶ Of course, the advantage of giving a structure definition a name is that it is reusable. It can be used to create structure variables at any point later on in a program, separate from the definition block.

Legal variations in declaration syntax

- ▶ You can even declare structures as variables inside of other structure definitions (of different types):

```
struct Date // a structure to represent a date
{
    int month;
    int day;
    int year;
};
struct Employee
// a structure to represent an employee of a
company
{
    char firstName[20];
    char lastName[20];
    Date hireDate;
    Date birthDate;
};
```

Using structures

- ▶ Once a structure variable is created, how do we use it? How do we access its internal variables (often known as its members)?
- ▶ To access the contents of a structure, we use the dot-operator. Format:

```
structVariableName.dataVariableName
```

- ▶ Example, using the fraction structure:

```
Fraction f1, f2;  
f1.num = 4; // set f1's numerator to 4  
f1.denom = 5; // set f1's denominator to 5  
f2.num = 3; // set f2's numerator to 3  
f2.denom = 10; // set f2's denominator to 10  
cout << f1.num << '/' << f1.denom; // prints 4/5  
cout << f2.num << '/' << f2.denom; // prints 3/10
```

Example, using the student structure:

```
Student sList[10]; // array of 10 students
// set first student's data: (John Smith, SSN:
    123456789, GPA: 3.75)
strcpy(sList[0].fName, "John");
strcpy(sList[0].lName, "Smith");
sList[0].socSecNumber = 123456789;
sList[0].gpa = 3.75;
// assume there's more code here that initializes
other students
// This loop prints all 10 students -- their names
and their GPA
cout << fixed << setprecision(2);
for (int i = 0; i < 10; i++)
{
    cout << sList[i].fName << ' ' << sList[i].lName
        << ' ' << sList[i].gpa << '\n';
}
}
```

A shortcut for initializing structs

- ▶ While we can certainly initialize each variable in a structure separately, we can use an initializer list on the declaration line, too
- ▶ This is similar to what we saw with arrays
- ▶ This is only usable on the declaration line (like with arrays)
- ▶ The initializer set should contain the struct contents in the same order that they appear in the struct definition
- ▶ Example (using the fraction structure):

```
Fraction f1 = 3, 5; //initialize num=3, denom=5
// This would be the same as doing the following:
f1.num = 3;
f1.denom = 5;
```

- ▶ Example (using the student structure):

```
Student s1 = {"John", "Smith", 123456789, 3.75};
Student s2 = {"Alice", "Jones", 123123123, 2.66};
```

- ▶ If we have a pointer to a structure, things are a little trickier:
Fraction f1; // a fraction structure
Fraction *fPtr; // pointer to a fraction
fPtr = &f1; // fPtr now points to f1
f1.num = 3; // this is legal, of course
fPtr.num = 10; // how about this? NO! ILLEGAL
// cannot put a pointer on the left side
// of the dot-operator
- ▶ Remember that to get to the target of a pointer, we dereference it. The target of fPtr is *fPtr. So how about this?
*fPtr.num = 10; // closer, but still NO (not quite)
- ▶ The problem with this is that the dot-operator has higher precedence, so this would be interpreted as:
*(fPtr.num) = 10; // cannot put a pointer on the left of the dot

Accessing internal data using a pointer to a structure

- ▶ But if we use parentheses to force the dereference to happen first, then it works:
`(*fPtr).num = 10; // YES!`
- ▶ Alternative operator for pointers: While the above example works, it's a little cumbersome to have to use the parentheses and the dereference operator all the time.

- ▶ So there is a special operator for use with pointers to structures. It is the arrow operator:

```
pointerToStruct -> dataVariable
```

- ▶ Example:

```
Fraction * fPtr; // pointer to a fraction
// assume this has been pointed at a valid target
fPtr->num = 10; // set fraction's numerator to 10
fPtr->denom = 11; // denominator set to 11
cout << fPtr->num << '/' << fPtr->denom; //
prints: 10/11
```

Accessing members of nested structures

- ▶ Earlier, we saw an example of a structure variable used within another structure definition

```
struct Date // Date is now a type name
{
    int month;
    int day;
    int year;
}; // so that "Date" is the type name
struct Employee
{
    char firstName[20];
    char lastName[20];
    Date hireDate;
    Date birthDate;
};
```

Accessing members of nested structures

Here's an example of initializing all the data elements for one employee variable: `Employee emp; // emp is an employee variable`

```
// Set the name to "Alice Jones"  
strcpy(emp.firstName, "Alice");  
strcpy(emp.lastName, "Jones");
```

```
// set the hire date to March 14, 2001  
emp.hireDate.month = 3;  
emp.hireDate.day = 14;  
emp.hireDate.year = 2001;
```

```
// sets the birth date to Sept 15, 1972  
emp.birthDate.month = 9;  
emp.birthDate.day = 15;  
emp.birthDate.year = 1972;
```

Accessing members of nested structures

- ▶ Here's an example of an employee initialization using our shortcut initializer form:

```
Employee emp2 = { "John", "Smith", {6, 10, 2003},  
                {2, 19, 1981} };
```

```
// John Smith, whose birthday is Feb 19, 1981,  
was hired on June 10, 2003
```

Structures and the assignment operator

- ▶ With regular primitive types we have a wide variety of operations available, including assignment, comparisons, arithmetic, etc.

- ▶ Most of these operations would NOT make sense on structures. Arithmetic and comparisons, for example:

```
Student s1, s2;
```

```
s1 = s1 + s2; // ILLEGAL!
```

```
// How would we add two students, anyway?
```

```
if (s1 < s2) // ILLEGAL. What would this mean?
```

```
// yadda yadda
```

- ▶ Using the assignment operator on structures IS legal, as long as they are the same type. Example (using previous struct definitions):

```
Student s1, s2;
```

```
Fraction f1, f2;
```

```
s1 = s2; // LEGAL. Copies contents of s2 into s1
```

```
f1 = f2; // LEGAL. Copies f2 into f1
```

Structures and the assignment operator

- ▶ Note that in the above example, the two assignment statements are equivalent to doing the following:

```
// these 4 lines are equivalent to s1 = s2;  
strcpy(s1.fName, s2.fName);  
strcpy(s1.lName, s2.lName);  
s1.socSecNumber = s2.socSecNumber;  
s1.gpa = s2.gpa;  
//these 2 lines are equivalent to f1 = f2;  
f1.num = f2.num;  
f1.denom = f2.denom;
```

- ▶ Clearly, direct assignment between entire structures is easier, if a full copy of the whole thing is the desired result!

Passing structures into and out of functions

- ▶ Just like a variable of a basic type, a structure can be passed into functions, and a structure can be returned from a function.
- ▶ To use structures in functions, use structname as the parameter type, or as a return type, on a function declaration
- ▶ Examples (assuming struct definition examples from previous page):

```
// function that passes a structure variable as a
//parameter
void PrintStudent(Student s);
// function that passes in structure variables
// and returns a struct
Fraction Add(Fraction f1, Fraction f2);
```

Pass by value, reference, address

- ▶ Just like with regular variables, structures can be passed by value or by reference, or a pointer to a structure can be passed (i.e. pass by address)
- ▶ If just a plain structure variable is passed, as in the above examples, it's pass by value. A copy of the structure is made
- ▶ To pass by reference, use the `&` on the structure type, just as with regular data types
- ▶ To pass by address, use pointers to structures as the parameters and/or return
- ▶ As with pointers to the built-in types, you can use `const` to ensure a function cannot change the target of a pointer
- ▶ It's often a GOOD idea to pass structures to and from functions by address or by reference
 - ▶ structures are compound data, usually larger than plain atomic variables
 - ▶ Pass-by-value means copying a structure. NOT copying is desirable for efficiency, especially if the structure is very large

Example

```
// function that passes a pointer to student
//structure as a parameter
void GetStudentData(Student* s);

// function that passes in structures by const
// reference, and returns a struct by value
Fraction Add(const Fraction& f1, const Fraction& f2);

//function that uses const on a structure pointer
// parameter. This function could take in an array
// of Students, or the address of one student.
void PrintStudents(const Student* s);

// or, this prototype is equivalent to the one above
void PrintStudents(const Student s[]);
```