كليـــة العلـــــوم  
قسم الأمن السيبراني

**Subject: Object Oriented Programming (OOP)**

**Second Stage**

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**Lecture (10)**

**Arrays as Class Data Members**

In C++, arrays can be used as data members in a class. They allow you to store multiple values or objects of the same type within a single class. This is particularly useful when handling multiple elements that belong to the same category or when performing operations on a group of objects.

This lecture covers:

1. **Arrays as Class Data Members**
2. **Object Arrays**
3. **An Array of Pointers to Objects**

**1. Arrays as Class Data Members**

When an array is used as a data member in a class, it can store multiple values related to that class. Arrays can be of basic data types (like int or float) or user-defined types (like objects of a class). This approach allows encapsulation of multiple values or objects within a single class instance.

**Example: Storing Marks of Multiple Subjects**

In the following example, a class Student has an array marks as a data member to store the scores of multiple subjects for a single student.

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| #include <iostream>  using namespace std;  class Student {  private:  **int marks[5];** // Array to store marks of 5 subjects  public:  void setMarks(int m[]) {  for (int i = 0; i < 5; ++i) {  marks[i] = m[i];  }  }  void displayMarks() const {  cout << "Marks: ";  for (int i = 0; i < 5; ++i) {  cout << marks[i] << " ";  }  cout << endl;  }  };  int main() {  Student stu1;  int subjectMarks[5] = {90, 85, 76, 88, 92};  stu1.setMarks(subjectMarks);  stu1.displayMarks();  return 0;  } |

**Explanation**:

* The Student class has an array marks to store scores of 5 subjects.
* The setMarks function accepts an array as input and assigns it to the marks array.
* The displayMarks function outputs the marks stored in the array.

**2. Object Arrays**

An **Object Array** is an array where each element is an object of a particular class. This is useful when dealing with multiple instances of a class.

**Example: Managing Multiple Employees Using an Object Array**

In this example, the Company class has an array of Employee objects as a data member. Each Employee object contains information about individual employees.

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| #include <iostream>  #include <string>  using namespace std;  class **Employee** {  private:  string name;  int id;  public:  void setData(string n, int i) {  name = n;  id = i;  }  void display() const {  cout << "Employee ID: " << id << ", Name: " << name << endl;  }  };  class **Company** {  private:  Employee employees[3]; // Array of Employee objects  public:  void setEmployeeData() {  string name;  int id;  for (int i = 0; i < 3; ++i) {  cout << "Enter ID and name for employee " << (i + 1) << ": ";  cin >> id >> name;  employees[i].setData(name, id);  }  }  void displayEmployees() const {  cout << "Company Employees:" << endl;  for (int i = 0; i < 3; ++i) {  employees[i].display();  }  }  };  int main() {  Company company;  company.setEmployeeData();  company.displayEmployees();  return 0;  } |

**Explanation**:

* Company class contains an array of Employee objects.
* The setEmployeeData method allows input of employee details for each object in the array.
* The displayEmployees method outputs the details of each employee in the array.

**3. An Array of Pointers to Objects**

An **Array of Pointers to Objects** is an array where each element is a pointer to an object. This allows dynamic allocation and more flexibility, as you can decide when to create or delete objects.

**Example: Managing Library Books Using an Array of Pointers to Objects**

In this example, the Library class has an array of pointers to Book objects. This allows creating books only as needed.

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| --- |
| #include <iostream>  #include <string>  using namespace std;  class Book {  private:  string title;  string author;  public:  Book(string t, string a) : title(t), author(a) {}  void display() const {  cout << "Title: " << title << ", Author: " << author << endl;  }  };  class Library {  private:  Book\* books[5]; // Array of pointers to Book objects  int count;  public:  Library() : count(0) {}  void addBook(string title, string author) {  if (count < 5) {  books[count] = new Book(title, author); // Dynamically allocate a new Book  ++count;  } else {  cout << "Library is full." << endl;  }  }  void displayBooks() const {  cout << "Library Books:" << endl;  for (int i = 0; i < count; ++i) {  books[i]->display();  }  }  ~Library() {  for (int i = 0; i < count; ++i) {  delete books[i]; // Free allocated memory  }  }  };  int main() {  Library library;  library.addBook("1984", "George Orwell");  library.addBook("To Kill a Mockingbird", "Harper Lee");  library.displayBooks();  return 0;  } |

**Explanation**:

* Library has an array of pointers to Book objects.
* The addBook method dynamically allocates a new Book object and stores its pointer in the array.
* The displayBooks method displays details of each book.
* In the destructor of Library, we use delete to free the allocated memory, preventing memory leaks.

**Summary**

* **Arrays as Class Data Members**: Arrays can store multiple values of basic or user-defined types in a single class.
* **Object Arrays**: An array of objects within a class allows handling multiple instances of that class type.
* **Array of Pointers to Objects**: This approach allows dynamic memory allocation, giving flexibility in creating and deleting objects as needed.