

Review

- What is composition?
- When the member object initialized?
- Which constructor is used to initialize the member object if we don't do anything special?
- How to initialize the member object with a particular constructor.

Arrays of objects

Arrays review

- An array is an indexed collection of data elements of the same type.

```
int aaa[10];
```

- ❖ 10 elements of the int type. Each array position is a single element
- ❖ What is the range of the index?
- ❖ What are the 10 elements?

Declaring arrays of objects

- ❑ Declaring arrays of objects is similar to declaring arrays of built-in types

`Fraction rationals[20]; // array of 20 Fraction objects`

`Complex nums[50]; // an array of 50 Complex objects`

`Hydrant fireplugs[10]; // an array of 10 fireplugs`

- ❑ Each array position is a single object
 - ‘`Fraction rationals[20];`’ declares 20 Fraction objects, `rationals[0]`, `rationals[1]`, ..., `rationals[19]`.

Initializing the array of objects

- Similar to a number array declaration.

- Do nothing to use the default constructor

`int x;`

`Fraction num;`

`Fraction num[4];`

- To initialize in a particular way, call an explicit constructor

`Int x(10);`

`Fraction num(10, 20);`

- How to do array of objects? Need a way to specify different constructors to different elements.

Initializing the array of objects

- To initialize in a particular way, call an explicit constructor

`Int x(10);`

`Fraction num(10, 20);`

- How to do array of objects? Need a way to specify different constructors to different elements.
 - Use an initializer set to give a constructor to each element

`Fraction numlist[3] = {Fraction(2, 4), Fraction(5), Fraction()};`

- `numlist[0]` is initialized with constructor `Fraction(2,4);`
- `numlist[1]` is initialized with constructor `Fraction(5);`
- `numlist[2]` is initialized with constructor `Fraction();`

Using the array of objects

- Indexing works the same as with regular arrays
 - Each object in the array is in the form of *arrayName[index];*
- The dot-operator works the same as with single names.

objectName.memberName

- The objectName is in the form of an array item:
 - *arrayName[index].memberName*

- Example

```
Fraction rationals[20];  
...  
rationals[2].show();  
rationals[6].Input();  
for (i=0; i<10; i++) rationals[i].setval(20);  
for(i=0; i<20; i++) rationals[i].pubval = 50;
```