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# Comparison of C++ and C#

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# Both are Important

- C++ has a huge installed base.
  - C++ provides almost complete control over the allocation of resources and execution behavior of programs.
- C# is gaining popularity very quickly.
  - C#, a managed language, is simpler than C++, takes over control of memory resources and manages the execution programs.
- CSE681 – Software Modeling and Analysis
  - Focuses almost exclusively on C# and .Net.
- CSE687 – Object Oriented Design:
  - Focuses almost exclusively on C++ and the Standard Library.

# Comparison of Object Models

## • *C++ Object Model*

- All objects share a rich memory model:
  - Static, stack, and heap
- Rich object life-time model:
  - Static objects live of the duration of the program.
  - Objects on stack live within a scope defined by { and }.
  - Objects on heap live at the designer's discretion.
- Semantics based on a deep copy model.
  - That's the good news.
  - That's the bad news.
- For compilation, clients carry their server's type information.
  - That's definitely bad news.
  - But it has a work-around, e.g., design to interface not implementation. Use object factories.

## • *.Net Object Model*

- More Spartan memory model:
  - Value types are stack-based only.
  - Reference types (all user defined types and library types) live on the heap.
- Non-deterministic life-time model:
  - All reference types are garbage collected.
  - That's the good news.
  - That's the bad news.
- Semantics based on a shallow reference model.
- For compilation, client's use their server's meta-data.
  - That is great news.
  - It is this property that makes .Net components so simple.

# Language Comparison

- **Standard C++**

- Is an ANSI and ISO standard.
- Has a standard library.
- Universally available:
  - Windows, UNIX, MAC
- Well known:
  - Large developer base.
  - Lots of books and articles.
- Programming models supported:
  - Objects
  - Procedural
  - Generic
- Separation of Interface from Implementation:
  - Syntactically excellent
    - Implementation is separate from class declaration.
  - Semantically poor
    - See object model comparison.

- **.Net C#**

- Is an ECMA standard, becoming an ISO standard.
- Has defined an ECMA library.
- Mono project porting to UNIX
- New, but gaining a lot of popularity
  - Developer base growing quickly.
  - Lots of books and articles.
- Programming models supported:
  - objects.
- Separation of Interface from Implementation:
  - Syntactically poor
    - Implementation forced in class declaration.
  - Semantically excellent
    - See object model comparison.

# C# Language

- Looks a lot like Java.
  - A strong analogy between:
    - Java Virtual Machine & .Net CLR
    - Java bytecodes & .Net Intermediate Language
    - Java packages & CIL components and assemblies
    - Both have Just In Time (JIT) compilers
    - Both support reflection, used to obtain class information at run time
    - Both languages support generics (not as useful as C++ templates)
- Differences:
  - Java and C# do have significant differences
    - C# has most of the operators and keywords of C++
    - C# code supports attributes – tagged metadata, Java uses annotations
    - C# provides deep access to the Windows platform through FCL
    - Java supports network programming and GUI development on many platforms

# First C# Program

```
using System;

namespace HelloWorld
{
    class Chello
    {
        string Title(string s)
        {
            int len = s.Length;
            string underline = new string('-',len+2);
            string temp = "\n  " + s + "\n" + underline;
            return temp;
        }
        string SayHello()
        {
            return "Hello World!";
        }
        [STAThread]
        static void Main(string[] args)
        {
            Chello ch = new Chello();
            Console.Write(ch.Title("HelloWorld Demonstration"));
            Console.Write("\n\n  {0}\n\n",ch.SayHello());
        }
    }
}
```

# Differences Between C# and C++

- In C# there are no global functions. Everything is a class.
  - `Main(string args[])` is a static member function of a class.
- The C# class libraries are like Java Packages, not like the C and C++ Standard Libraries.
  - `System`, `System.Drawing`, `System.Runtime.Remoting`, `System.Text`, `System.Web`
  - C# class hierarchy is rooted in a single "Object" class
- C# does not separate class declaration and member function definitions.
  - Every function definition is inline in the class declaration – like the Java structure.
  - There are no header files.
  - Instead of `#include`, C# uses using statements:
    - `using System;`
    - `using System.ComponentModel;`

# Differences between C++ and C#

- The C# object model is very different from the C++ object model.
  - Illustrated on the next slide
- C# supports only single inheritance of implementation, but multiple inheritance of interfaces
- C# does not support use of pointers, only references, except in “unsafe” code.
- Use of a C# variable before initialization is a compile-time error.

# C# Object Model

## *value type on stack*

bool, byte, char,  
decimal, double,  
float, int, long, sbyte,  
short, struct, uint,  
ulong, ushort

Example:  
`int x = 3;`

## *Reference Type*

*handle on Stack*

*Body on Heap*

object, string,  
user defined type

Example:  
`myClass mc = new myClass(args);`  
`string myStr = "this is some text";`

# More Differences

- The CLR defines a new delegate type, used for callbacks.
- `event` is a keyword in all CLR languages.
- All memory allocations are subject to garbage collection – you don't call `delete`.
- There are no `#includes` in C#. There are in both managed and unmanaged C++.
- In C# all class data members are primitive types or C# references. In managed C++ all class data members are either primitive value types, C++ references, or C++ pointers. Nothing else is allowed.
- The CLR provides threads, directory services, and remoting. The Standard C++ Library provides none of these, although the first two are easy to provide yourself.

# Common Type System

- Value Types
  - Primitive types
    - See page 13
  - Structures
    - methods
    - fields
    - properties
    - Events
    - Member adornments:  
public, protected, private, abstract, static
  - Enumerations

# Common Type System

- Reference Types
  - Classes
    - methods
    - fields
    - properties
    - Events
    - Member adornments:  
public, protected, private, abstract, static
  - Interfaces
    - Class can inherit more than one
    - Must implement each base interface
  - Delegates
    - Instances used for notifications

# C# Primitive Types

## .Net Base Class

- System.Byte
- System.SByte
- System.Int16
- System.Int32
- System.Int64
- System.UInt16
- System.UInt32
- System.UInt64
- System.Single
- System.Double
- System.Object
- System.Char
- System.String
- System.Decimal
- System.Boolean

## C# Types

- byte
- sbyte
- short
- int
- long
- ushort
- uint
- ulong
- float
- double
- object
- char
- string
- decimal
- bool

# C# Object Type

- Object is the root class of the C# library
- Object's members:
  - `public Object();`
  - `public virtual Boolean Equals(Object obj);`
    - Returns true if obj and invoker handles point to the same body.
  - `public virtual Int32 GetHashCode();`
    - Return value identifies object instance.
  - `public Type GetType();`
    - Type object supports RTTI – see next page
  - `public virtual String ToString();`
    - Returns namespace.name
  - `protected virtual void Finalize();`
    - Called to free allocated resources before object is garbage collected.
  - `protected Object MemberwiseClone();`
    - Performs shallow copy
    - To have your class instances perform deep copies you need to implement the `ICloneable` interface.

# Type Class

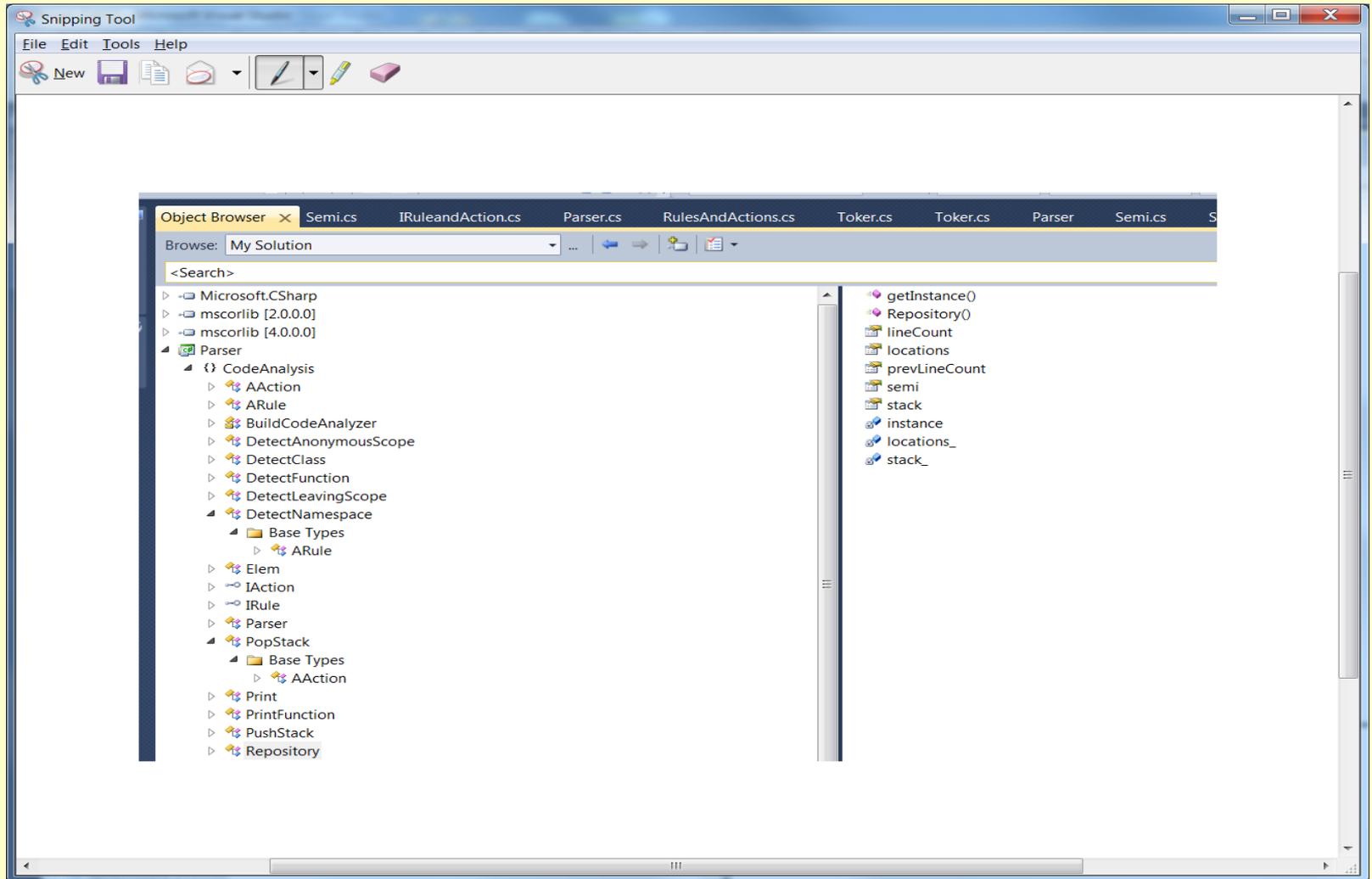
You get type object this way:

- `Type t = myObj.GetType();`
- `Type t = Type.GetType("myObj");`

Some of Type's members:

- `IsAbstract`
- `IsArray`
- `IsClass`
- `IsComObject`
- `IsEnum`
- `IsInterface`
- `IsPrimitive`
- `IsSealed`
- `IsValueType`
- `InvokeMember()`
- `GetType()` returns Type Object
- `FindMembers()` returns MemberInfo array
- `GetEvents()` returns EventInfo array
- `GetFields()` :
- `GetMethods()` :
- `GetInterfaces()` :
- `GetMembers()` :
- `GetProperties()` :

# Class Browser in IDE



# Useful Interfaces

- **Comparable** - method
  - `int compareTo(Object obj);`
    - Return:
      - Negative => less
      - Zero => equal
      - Positive => greater
- **Cloneable** - method
  - `Object clone();`
- **Collection** – properties and method
  - `int count { get; }`
  - `boolean IsSynchronized { get; }`
  - `Object SyncRoot { get; }`
  - `void CopyTo(Array array, int index);`

# Useful Interfaces

- IEnumerable - method
  - System.Collections.IEnumerator GetEnumerator();
- IEnumerator – property and methods
  - object Current { get; }
  - bool MoveNext();
  - void Reset();

# Useful Interfaces

- IDictionary

- bool IsFixedSize { get; }
- bool IsReadOnly { get; }
- object this[ object key ] { get; set; }
- ICollection keys { get; }
- ICollection values { get; }
- void Add(object key, object value);
- void Clear();
- bool Contains(object key);
- System.Collections.IDictionaryEnumerator GetEnumerator();
- void Remove(object key);

- IList

- bool IsFixedSize { get; }
- bool IsReadOnly { get; }
- object this[ object key ] { get; set; }
- void Add(object key, object value);
- void Clear();
- bool Contains(object key);
- int IndexOf(object value);
- void Insert(int index, object value);
- void Remove(object value);
- void RemoveAt(int index);

# Delegates

- Delegates are used for callbacks:
  - In response to some event they invoke one or more functions supplied to them.
  - Library code that generates an event will define a delegate for application developers to use – the developer defines application specific processing that needs to occur in response to an event generated by the library code.
  - A delegate defines one specific function signature to use:

```
public delegate rtnType delFun(args...);
```

This declares a new type, delFun that invokes functions with that signature.

- The developer supplies functions this way:

```
libClass.delFun myDel = new libClass.delFun(myFun);
```

This declares a new instance, myDel, of the delFun type.

# Events

- Events are specialized delegates that are declared and invoked by a class that wants to publish notifications.

The event handlers are functions created by an event subscriber and given to the delegate.

- A C# event uses the specialized delegate event handler of the form:

```
public delegate void evDelegate(  
    object sender, EventArgs eArgs  
);
```

EventArgs is a subscriber defined class, derived from System.EventArgs. You usually provide it with a constructor to allow you to specify information for the event to use.

- The event is then declared by the publisher as:

```
public event evDelegate evt;
```

Either publisher or subscriber has to create a delegate object, eveDel, and pass it to the other participant.

- The event is invoked by the publisher this way:

```
eveDel(  
    this, new EventArgs(arg)  
);
```

- The subscriber adds an event handler function, myOnEvent, to the event delegate this way:

```
Publisher.evDelegate eveDel +=  
    new Publisher.evDelegate(myOnEvent);
```

# Threads

- A C# thread is created with the statement:

```
Thread thrd = new Thread();
```

- System.Threading declares a delegate, named ThreadStart, used to define the thread's processing.
  - ThreadStart accepts functions that take no arguments and have void return type.
- You define a processing class that uses constructor arguments or member functions to supply whatever parameters the thread processing needs.
- To start the thread you simply do this:

```
Thread thrd = new Thread();  
ThreadStart thrdProc = new ThreadStart(myProc);  
thrd.Start(thrdProc);
```

# Thread Synchronization

- The simplest way to provide mutually exclusive access to an object shared between threads is to use lock:

```
lock(someObject) {  
    // do some processing on  
    // someObject  
}
```

While a thread is processing the code inside the lock statement no other thread is allowed to access someObject.

# Components

- Because C# classes are reference types, they expose no physical implementation detail to a client. What the client creates on its stack frames are simply *handles* to the class implementations.
  - The compiler does type checking for a client from metadata in an accessed assembly.
  - No header file is included, so the client is not dependent on implementation details of the class.
  - Consequently, any C# library dll can serve as a component for local access.
  - To make a component remotely accessible, you need to derive from `System.MarshalByRefObject`

# C# Object Model

## *value type on stack*

bool, byte, char,  
decimal, double,  
float, int, long, sbyte,  
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ulong, ushort

Example:  
`int x = 3;`

## *Reference Type*

*handle on Stack*

*Body on Heap*

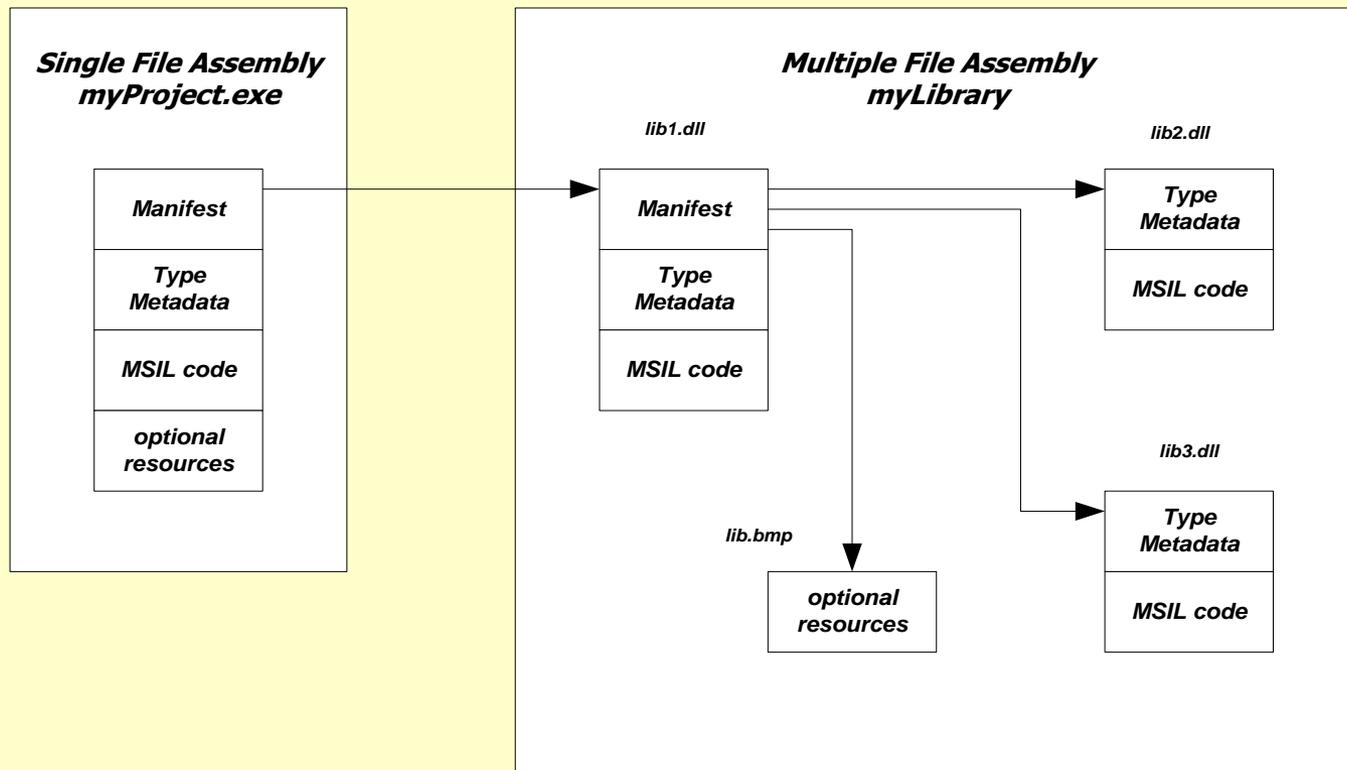
object, string,  
user defined type

Example:  
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`string myStr = "this is some text";`

# Assemblies

- An assembly is a versioned, self-describing binary (dll or exe)
- An assembly is the unit of deployment in .Net
- An assembly is one or more files that contain:
  - A Manifest
    - Documents each file in the assembly
    - Establishes the assembly version
    - Documents external assemblies referenced
  - Type metadata
    - Describes all the methods, properties, fields, and events in each module in the assembly
  - MSIL code
    - Platform independent intermediate code
    - JIT transforms IL into platform specific code
  - Optional resources
    - Bitmaps, string resources, ...

# Assembly Structure



- Visual Studio does most of the work in configuring an assembly for you.

# Metadata in demoFiles.exe

The screenshot shows the Visual Studio IDE with the following components:

- Object Browser:** Shows the assembly structure for `demoFiles.exe`. The `MANIFEST` node is expanded, showing the `AssemblyInfo` class and the `GetFiles` class.
- Source Code:** The `Test.cs` file is open, showing the `Test` class with the `Test_GetFiles` method. The method uses `GetFiles` to find files matching a command line pattern.
- MANIFEST Window:** A window titled `MANIFEST` displays the assembly manifest for `demoFiles.exe`. The manifest includes the following information:

```
.assembly extern mscorlib
{
  .publickeytoken = (B7 7A 5C 56 19 34 E0 89 ) // .NET
  .ver 1:0:3300:0
}
.assembly demoFiles
{
  .custom instance void [mscorlib]System.Reflection.AssemblyKeyNameAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyKeyFileAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyDelaySignAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyTrademarkAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyCopyrightAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyProductAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyCompanyAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyConfigurationAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyDescriptionAttribute:
  .custom instance void [mscorlib]System.Reflection.AssemblyTitleAttribute:
  // --- The following custom attribute is added automatically, do not uncom
  // .custom instance void [mscorlib]System.Diagnostics.DebuggableAttribute:
  //
  .hash algorithm 0x00008004
  .ver 1:0:976:37339
}
.module demoFiles.exe
// MVID: {3C3D5238-077A-47DF-913A-0A2F088B7E20}
.imagebase 0x00400000
.subsystem 0x00000003
.file alignment 512
.corflags 0x00000001
// Image base: 0x03a70000
```

# Versioning

- Assemblies can be public or private:
  - A private assembly is used only by one executable, and no version information is checked at loadtime.
    - Private assemblies are contained in the project directory or, if there is a config file, in a subdirectory of the project directory.
  - A shared assembly is used by more than one executable, and is loaded only if the version number is compatible with the using executable.
    - Shared assemblies reside in the Global Assembly Cache (GAC), a specific directory.
    - Version compatibility rules can be configured by the user.
  - Since no registry entries are made for the assembly, each user executable can attach to its own version of the assembly. This is called side-by-side execution by Microsoft.
  - A shared assembly is created from a private assembly, using one of Microsoft's utilities provided for that purpose.

# C# Libraries

- **System**
  - Array, Attribute, Console, Convert, Delegate, Enum, Environment, EventArgs, EventHandler, Exception, Math, MTAThreadAttribute, Object, Random, STAThreadAttribute, String, Type
- **System.Collections**
  - ArrayList, Hashtable, Queue, SortedList, Stack
- **System.Collections.Specialized**
  - ListDictionary, StringCollection, StringDictionary
- **System.ComponentModel**
  - Used to create components and controls
  - Used by WinForms
- **System.ComponentModel.Design.Serialization**
  - Used to make state of an object persistent
- **System.Data**
  - Encapsulates use of ADO.NET

# More C# Libraries

- **System.Drawing** – GDI+ support
  - System.Drawing.Drawing2D – special effects
  - System.Drawing.Imaging – support for .jpg, .gif files
  - System.Drawing.Printing – settings like margins, resolution
- **System.Net** – support for HTTP, DNS, basic sockets
  - System.Net.Sockets – sockets details
- **System.Reflection**
  - view application's metadata including RTTI
- **System.Runtime.InteropServices**
  - Access COM objects and Win32 API

# Remoting Libraries

- **System.Runtime.Remoting**
  - **System.Runtime.Remoting.Activation**
    - Activate remote objects
  - **System.Runtime.Remoting.Channels**
    - Sets up channel sinks and sources for remote objects
  - **System.Runtime.Remoting.Channels.HTTP**
    - Uses SOAP protocol to communicate with remote objects
  - **System.Runtime.Remoting.Channels.TCP**
    - Uses binary transmission over sockets
  - **System.Runtime.Remoting.Contexts**
    - Set threading and security contexts for remoting
  - **System.Runtime.Remoting.Messaging**
    - Classes to handle message passing through message sinks
  - **System.Runtime.Remoting.Meta data**
    - Customize HTTP SoapAction type output and XML Namespace URL
  - **System.Runtime.Remoting.Proxies**
  - **System.Runtime.Remoting.Services**

# You must be joking – More Libraries!

- System.Runtime.Serialization
  - System.Runtime.Serialization.Formatters
    - System.Runtime.Serialization.Formatters.Soap
- System.Security
- System.ServiceProcess
  - Create windows services that run as Daemons
- System.Text.RegularExpressions
- System.Threading
  - AutoResetEvent, Monitor, Mutex, ReaderWriterLock, Thread, Timeout, Timer, WaitHandle
  - Delegates: ThreadStart, TimerCallback, WaitCallback
- System.Timers
  - Fire events at timed intervals, day, week, or month

# Web Libraries

- **System.Web**
  - **System.Web.Hosting**
    - Communicate with IIS and ISAPI run-time
  - **System.Web.Mail**
  - **System.Web.Security**
    - cookies, web authentication, Passport
  - **System.Web.Services** – close ties to ASP.NET
    - **System.Web.Services.Description**
    - **System.Web.Services.Discovery**
    - **System.Web.Services.Protocol** – raw HTTP and SOAP requests
    - **System.Web.SessionState** – maintain state between page requests
  - **System.Web.UI** – access to WebForms

# WinForms and XML Libraries

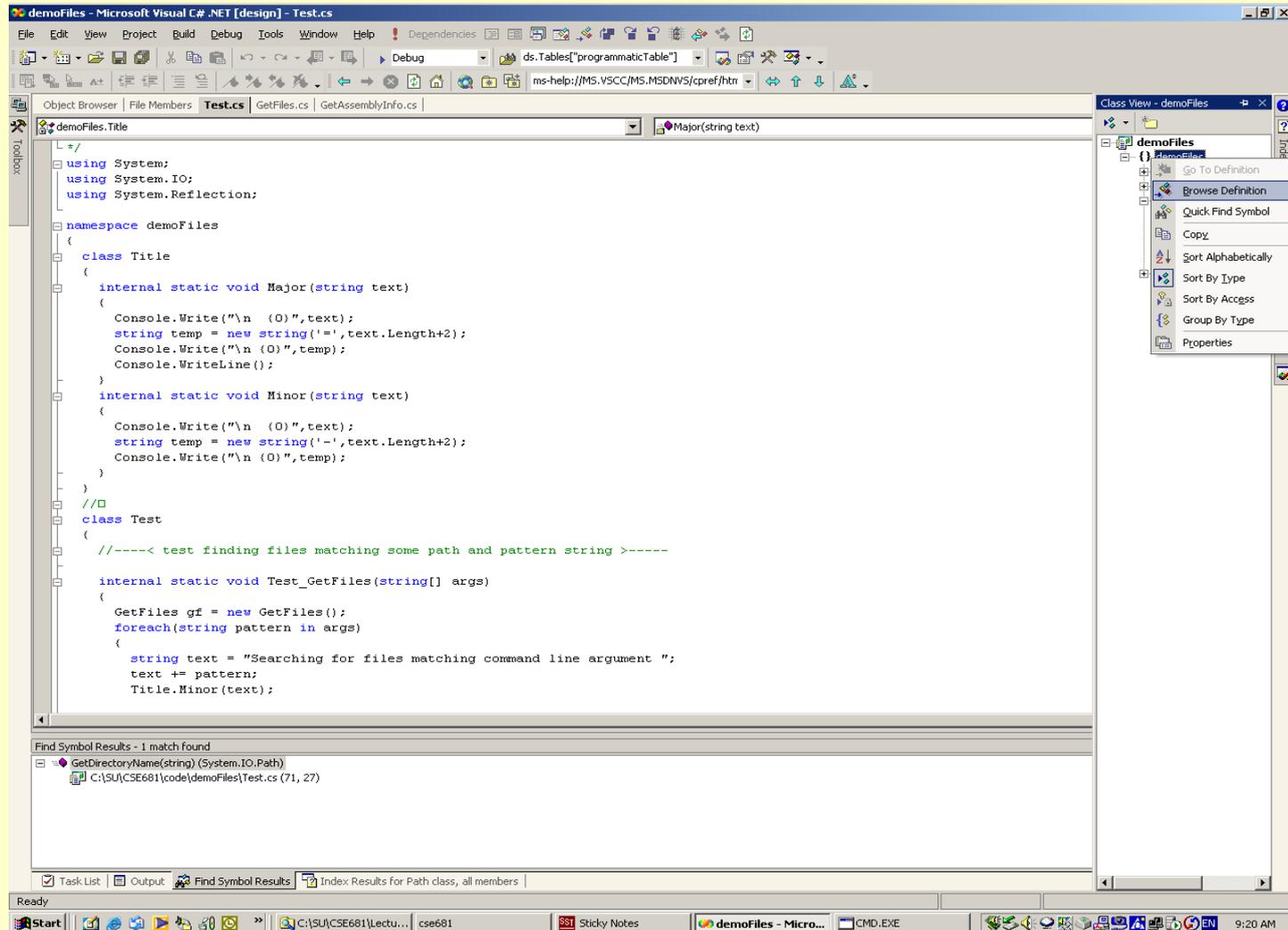
- System.Windows.Forms – Forms based GUI design
- System.Xml – XML DOM
  - System.Xml.Schema
    - Authenticate XML structure
  - System.Xml.Serialization
    - Serialize to XML
  - System.Xml.XPath
    - Navigate XSL
  - System.Xml.Xsl
    - Support for XSL – XML stylesheets

# So How do we Learn *all* this stuff!

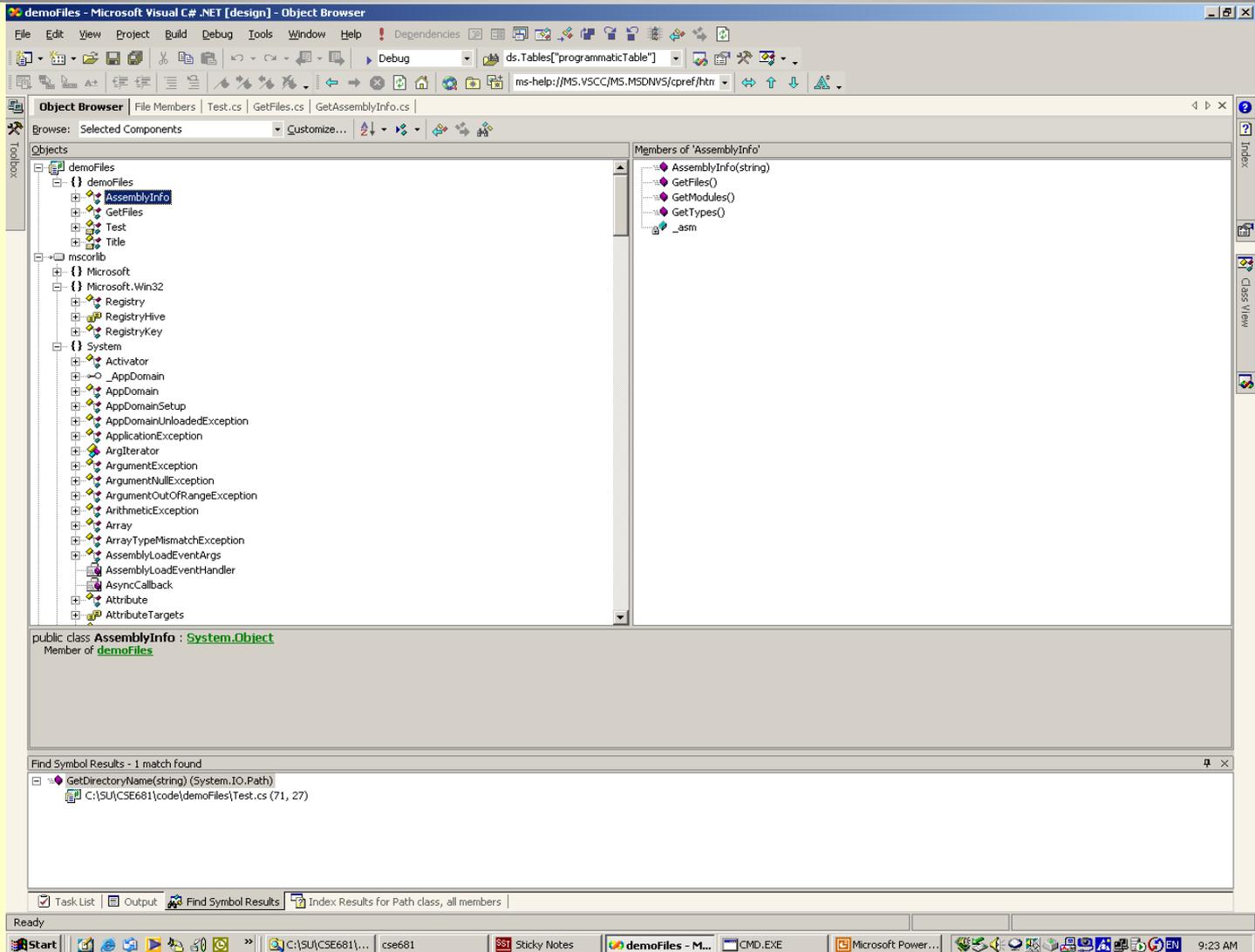
ClassView -> Class Browser -> Help

to the rescue!

# Access Class Browser from class View



# Select Type to see its Members



# Browsing System.DLL

The screenshot shows the Visual Studio .NET Object Browser interface. The title bar reads "demoFiles - Microsoft Visual C# .NET [design] - Object Browser". The menu bar includes File, Edit, View, Project, Build, Debug, Tools, Window, and Help. The toolbar shows various icons for file operations and debugging. The main window is divided into three panes:

- Object Browser:** Displays a tree view of the .NET Framework classes. The "Convert" class is selected and highlighted.
- Members of 'Convert':** Lists the methods of the Convert class, including:
  - ChangeType(object, System.Type, System.IFormatProvider)
  - ChangeType(object, System.Type)
  - ChangeType(object, System.TypeCode, System.IFormatProvider)
  - ChangeType(object, System.TypeCode)
  - FromBase64CharArray(char[], int, int)
  - FromBase64String(string)
  - GetTypeCode(object)
  - IsNull(object)
  - ToBase64CharArray(byte[], int, int, char[], int)
  - ToBase64String(byte[], int, int)
  - ToBase64String(byte[])
  - ToBoolean(System.DateTime)
  - ToBoolean(decimal)
  - ToBoolean(double)
  - ToBoolean(float)
  - ToBoolean(string, System.IFormatProvider)
  - ToBoolean(string)
  - ToBoolean(ulong)
  - ToBoolean(long)
  - ToBoolean(uint)
  - ToBoolean(int)
  - ToBoolean(ushort)
  - ToBoolean(short)
  - ToBoolean(byte)
  - ToBoolean(char)
  - ToBoolean(sbyte)
  - ToBoolean(bool)
  - ToBoolean(object, System.IFormatProvider)
  - ToBoolean(object)
  - ToByte(string, int)
  - ToByte(System.DateTime)
- Summary:** Provides a brief description of the class: "public sealed class Convert : System.Object. Member of System. Summary: Converts a base data type to another base data type."

At the bottom, the "Find Symbol Results" pane shows one match found: "GetDirectoryName(string) (System.IO.Path)" located at "C:\SU\CSE681\code\demoFiles\Test.cs (71, 27)".

# Getting Help on a Selected Type or Member – Just hit F1

The screenshot shows the Microsoft Visual C# .NET [design] - Object Browser window. The main window displays the Object Browser with the following components:

- Objects:** A tree view showing the hierarchy of classes and interfaces. The `Path` class is selected, and its members are displayed in the right pane.
- Members of 'Path':** A list of methods and constants for the `Path` class, including `ChangeExtension(string, string)`, `Combine(string, string)`, `GetDirectoryName(string)` (highlighted), `GetExtension(string)`, `GetFileName(string)`, `GetFileNameWithoutExtension(string)`, `GetFullPath(string)`, `GetPathRoot(string)`, `GetTempFileName()`, `GetTempPath()`, `HasExtension(string)`, `IsPathRooted(string)`, `AltDirectorySeparatorChar`, `DirectorySeparatorChar`, `InvalidPathChars`, `PathSeparator`, and `VolumeSeparatorChar`.
- Summary:** A section titled "Summary:" with the text "Returns the directory information for the specified path string."
- Parameters:** A section titled "Parameters:" with the text "`path`: The path of a file or directory."
- Return:** A section titled "Return:" which is currently empty.
- Find Symbol Results:** A section titled "Find Symbol Results - 1 match found" showing a search result for `GetDirectoryName(string) (System.IO.Path)` located at `C:\SU\CSE681\code\demoFiles\Test.cs (71, 27)`.

The status bar at the bottom of the window shows the task list, output, find symbol results, and index results for the `Path` class, all members.

# Takes you Immediately to Help Documentation for that Identifier

The screenshot shows the Visual Studio IDE with the help documentation for the `Path.GetDirectoryName` method. The window title is "demoFiles - Microsoft Visual C# .NET [design] - GetDirectoryName Method". The main content area displays the following information:

Returns the directory information for the specified path string.

```
public static string GetDirectoryName(  
    string path  
);
```

**Parameters**

*path*  
The path of a file or directory.

**Return Value**

A [String](#) containing directory information for *path*, or a null reference (**Nothing** in Visual Basic) if *path* denotes a root directory, is the empty string (""), or is a null reference (**Nothing**). Returns [String.Empty](#) if *path* does not contain directory information.

**Exceptions**

Exception Type	Condition
<a href="#">ArgumentException</a>	<i>path</i> contains invalid characters, is empty, or contains only white spaces.

**Remarks**

The string returned by this method consists of all characters between the first and last [DirectorySeparatorChar](#) or [AltDirectorySeparatorChar](#) character in path. The first separator character is included, but the last separator character is not included in the returned string.

**Example**

The following example demonstrates using the `GetDirectoryName` method on a Windows-based desktop platform.

```
string fileName = @"C:\mydir\myfile.ext";  
string path = @"C:\mydir\";  
string rootPath = @"C:\";  
string directoryName;  
  
directoryName = Path.GetDirectoryName(fileName);  
Console.WriteLine("GetDirectoryName('{0}\' returns '{1}\'",  
    fileName, directoryName);  
  
directoryName = Path.GetDirectoryName(path);  
Console.WriteLine("GetDirectoryName('{0}\' returns '{1}\'",  
    path, directoryName);  
  
directoryName = Path.GetDirectoryName(rootPath);  
Console.WriteLine("GetDirectoryName('{0}\' returns '{1}\'",  
    rootPath, directoryName);
```

**Find Symbol Results - 1 match found**

- GetDirectoryName(string) (System.IO.Path)
  - C:\SU\CSE681\code\demoFiles\Test.cs (71, 27)

The bottom of the screenshot shows the Windows taskbar with the Start button, several application icons, and the system tray displaying the time as 9:25 AM.

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**End of Presentation**