

# Audio Programming with Chuck

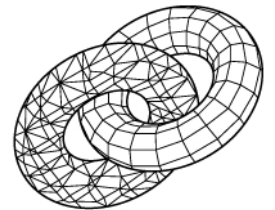
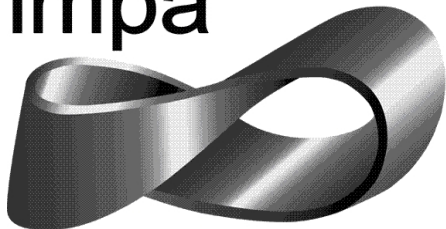
## Session 7: Classes and Object-Oriented Programming

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# Mini-course Schedule

08/01/2019	Session 1: Basics: Sound, Waves, and ChuckK initiation
10/01/2019	Session 2: MIDI, ChuckK Libraries, and Arrays
15/01/2019	Session 3: Sound File Manipulation
17/01/2019	Session 4: Functions
22/01/2019	Session 5: Unit Generators and Physical Models
24/01/2019	Session 6: Multi-Threading and Concurrency
Today	Session 7: Classes and Object-Oriented Programming

# Session 7: Classes and Object-Oriented Programming

Objects and classes

Ex: Simple class

Overloading

Private vs. public => static Member Variables

Basic notion of inheritance

# Classes & Objects

An object is an instance of a class

Member variables are data variables that a an object has

Methods are functions for modifying data within the object\

Ex: Simple class

# Overloading

It is possible to declare multiple functions that have the same name. But, can do different things depending on the type and number of arguments coming into to that function.

```
Ex:  SinOsc s => dac;  
     0.1 => float x;  
     1::second => now;
```

# Private vs. Public

Classes are by default private => chuck code in the same file

Public classes allows all subsequent programs to use them

static => makes member variables visible to other chuck programs

# Inheritance

Is the ability to model a new class after an existing one, adding to it or modifying how it behaves.