

C++ Templates

CSE 333 Spring 2018

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Administrivia

- ❖ Exercise 11 released today, due Wednesday
 - Modify your Vector class to use the heap
 - Refer to `Str.h/Str.cc`
- ❖ Homework 2 due Thursday (4/26)
 - File system crawler, indexer, and search engine
 - Don't forget to clone your repo to double-/triple-/quadruple-check compilation!
- ❖ Midterm: next Friday (5/4) from 5-6 pm in GUG 220
 - Let me know ASAP if you have a conflict!

Lecture Outline

- ❖ **Templates**

Suppose that...

- ❖ You want to write a function to compare two ints
- ❖ You want to write a function to compare two strings
 - Function overloading!

```
// returns 0 if equal, 1 if value1 is bigger, -1 otherwise  
int compare(const int &value1, const int &value2) {  
    if (value1 < value2) return -1;  
    if (value2 < value1) return 1;  
    return 0;  
}
```

```
// returns 0 if equal, 1 if value1 is bigger, -1 otherwise  
int compare(const string &value1, const string &value2) {  
    if (value1 < value2) return -1;  
    if (value2 < value1) return 1;  
    return 0;  
}
```

Hm...

- ❖ The two implementations of **compare** are nearly identical!
 - What if we needed a version of **compare** for every comparable type?
- ❖ What we'd prefer to do is write “*generic code*”
 - Code that is **type-independent**
 - Code that is **compile-type polymorphic** across types

C++ Parametric Polymorphism

- ❖ C++ has the notion of **templates**
 - A function or class that accepts a **type** as a parameter
 - You define the function or class once in a type-agnostic way
 - When you invoke the function or instantiate the class, you specify (one or more) types or values as arguments to it
 - At **compile-time**, the compiler will generate the “specialized” code from your template using the types you provided
 - Your template definition is NOT code
 - Code is *only* generated if you use your template

Function Templates

- ❖ Template to **compare** two “things”:

```
#include <iostream>
#include <string>

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
template <typename T>
int compare(const T &value1, const T &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}

int main(int argc, char **argv) {
    std::string h("hello"), w("world");
    std::cout << compare<int>(10, 20) << std::endl;
    std::cout << compare<std::string>(h, w) << std::endl;
    std::cout << compare<double>(50.5, 50.6) << std::endl;
    return 0;
}
```

functiontemplate.cc

Compiler Inference

- ❖ Same thing, but letting the compiler infer the types:

```
#include <iostream>
#include <string>

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
template <typename T>
int compare(const T &value1, const T &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}

int main(int argc, char **argv) {
    std::string h("hello"), w("world");
    std::cout << compare(10, 20) << std::endl; // ok
    std::cout << compare(h, w) << std::endl;    // ok
    std::cout << compare("Hello", "World") << std::endl; // hm...
    return 0;
}
```

functiontemplate_infer.cc

Template Non-types

- ❖ You can use non-types (constant values) in a template:

```
#include <iostream>
#include <string>

// prints a value out N times
template <typename T, int N>
int printmultiple(const T &value1) {
    for (int i = 0; i < N; ++i) {
        std::cout << value1 << std::endl;
    }
}

int main(int argc, char **argv) {
    std::string h("hello");
    printmultiple<std::string, 3>(h);
    printmultiple<const char *, 4>("hi");
    printmultiple<int, 5>(10);
    return 0;
}
```

What's Going On?

- ❖ The compiler doesn't generate any code when it sees the template function
 - It doesn't know what code to generate yet, since it doesn't know what types are involved
- ❖ When the compiler sees the function being used, then it understands what types are involved
 - It generates the ***instantiation*** of the template and compiles it (kind of like macro expansion)
 - The compiler generates template instantiations for *each* type used as a template parameter

This Creates a Problem

```
#ifndef _COMPARE_H_
#define _COMPARE_H_

template <typename T>
int comp(const T& a, const T& b);

#endif // _COMPARE_H_
```

compare.h

```
#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);
    cout << endl;
    return 0;
}
```

main.cc

```
#include "compare.h"

template <typename T>
int comp(const T& a, const T& b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}
```

compare.cc

Solution #1

```
#ifndef _COMPARE_H_
#define _COMPARE_H_

template <typename T>
int comp(const T& a, const T& b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}

#endif // _COMPARE_H_
```

compare.h

```
#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);
    cout << endl;
    return 0;
}
```

main.cc

Solution #2

```
#ifndef _COMPARE_H_
#define _COMPARE_H_

template <typename T>
int comp(const T& a, const T& b);

#include "compare.cc"

#endif // _COMPARE_H_
```

compare.h

```
#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);
    cout << endl;
    return 0;
}
```

main.cc

```
template <typename T>
int comp(const T& a, const T& b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}
```

compare.cc

Peer Instruction Question

- ❖ Assume we are using Solution #2 (.h includes .cc)
- ❖ Which is the best way to compile our program (a.out)?
 - Vote at <http://PollEv.com/justinh>

A. `g++ main.cc`

B. `g++ main.cc compare.cc`

C. `g++ main.cc compare.h`

D. `g++ -c main.cc`

`g++ -c compare.cc`

`g++ main.o compare.o`

E. We're lost...

Class Templates

- ❖ Templating is useful for classes as well!
- ❖ Imagine we want a class that holds a pair of things that we can:
 - Set the value of the first thing
 - Set the value of the second thing
 - Get the value of the first thing
 - Get the value of the second thing
 - Swap the values of the things
 - Print the pair of things

Pair Class Definition

Pair.h

```
#ifndef _PAIR_H_
#define _PAIR_H_

template <typename Thing> class Pair {
public:
    Pair() { };

    Thing get_first() const { return first_; }
    Thing get_second() const { return second_; }
    void set_first(Thing &copyme);
    void set_second(Thing &copyme);
    void Swap();

private:
    Thing first_, second_;
};

#include "Pair.cc"

#endif // _PAIR_H_
```


Pair Function Definitions

Pair.cc

```
template <typename Thing>
void Pair<Thing>::set_first(Thing &copyme) {
    first_ = copyme;
}

template <typename Thing>
void Pair<Thing>::set_second(Thing &copyme) {
    second_ = copyme;
}

template <typename Thing>
void Pair<Thing>::Swap() {
    Thing tmp = first_;
    first_ = second_;
    second_ = tmp;
}

template <typename T>
std::ostream &operator<<(std::ostream &out, const Pair<T>& p) {
    return out << "Pair(" << p.get_first() << ", "
               << p.get_second() << ")";
}
```

Using Pair

usepair.cc

```
#include <iostream>
#include <string>

#include "Pair.h"

int main(int argc, char** argv) {
    Pair<std::string> ps;
    std::string x("foo"), y("bar");

    ps.set_first(x);
    ps.set_second(y);
    ps.swap();
    std::cout << ps << std::endl;

    return 0;
}
```

Class Template Notes

- ❖ **Thing** is replaced with template argument when class is instantiated
 - The class template parameter name is in scope of the template class definition and can be freely used there
 - Class template member functions are template functions with template parameters that match those of the class template
 - These member functions must be defined as template function outside of the class template definition
 - The template parameter name does *not* need to match that used in the template class definition, but really should
 - Only template methods that are actually called in your program are instantiated

Review Questions

- ❖ Why are only `get_first()` and `get_second()` `const`?
- ❖ Why do the accessor methods return `Thing` and not references?
- ❖ Why is `operator<<` not a `friend` function?
- ❖ What happens in the default constructor when `Thing` is a class?
- ❖ In the execution of `Swap()`, how many times are each of the following invoked (assuming `Thing` is a class)?
ctor _____ cctor _____ op= _____ dtor _____