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SOUTHERN UNIVERSITY OF SCIENCE AND TECHNOLOGY

# C/C++ Program Design

## CS205

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# Class Templates



# Review: Function Templates

- A function template is not a type, or a function, or any other entity.
- No code is generated from a source file that contains only template definitions.
- The template arguments must be determined, then the compiler can generate an actual function
- **"Function templates" vs "template functions".**

```
template<typename T>
```

```
T sum(T x, T y)
```

```
{
```

```
    cout << "The input type is " << typeid(T).name() << endl;
```

```
    return x + y;
```

```
}
```

```
// instantiates sum<double>(double, double)
```

```
template double sum<double>(double, double);
```

```
// instantiates sum<char>(char, char), template argument deduced
```

```
template char sum<>(char, char);
```

```
// instantiates sum<int>(int, int), template argument deduced
```

```
template int sum(int, int);
```



# Review: Function Templates

- Implicit instantiation occurs when a function template is not explicitly instantiated.

```
template<typename T>
T product(T x, T y)
{
    cout << "The input type is " << typeid(T).name() << endl;
    return x * y;
}
```

```
// Implicitly instantiates product<int>(int, int)
cout << "product = " << product<int>(2.2f, 3.0f) << endl;
// Implicitly instantiates product<float>(float, float)
cout << "product = " << product(2.2f, 3.0f) << endl;
```



# Different Classes for Different Type Matrices

- Matrix with `int` elements, Matrix with `float` elements

```
class IntMat
{
    size_t rows;
    size_t cols;
    int * data;
public:
    IntMat(size_t rows, size_t cols):
        rows(rows), cols(cols)
    {
        data = new int[rows * cols * sizeof(int)]{};
    }
    ~IntMat()
    {
        delete [] data;
    }
    IntMat(const IntMat&) = delete;
    IntMat& operator=(const IntMat&) = delete;
    int getElement(size_t r, size_t c);
    bool setElement(size_t r, size_t c, int value);
};
```

matclass.cpp

```
class FloatMat
{
    size_t rows;
    size_t cols;
    float * data;
public:
    FloatMat(size_t rows, size_t cols):
        rows(rows), cols(cols)
    {
        data = new float[rows * cols * sizeof(float)]{};
    }
    ~FloatMat()
    {
        delete [] data;
    }
    FloatMat(const FloatMat&) = delete;
    FloatMat& operator=(const FloatMat&) = delete;
    float getElement(size_t r, size_t c);
    bool setElement(size_t r, size_t c, float value);
};
```



# Class Templates

- A class template defines a family of classes.
- Class template instantiation.

```
template<typename T>
class Mat
{
    size_t rows;
    size_t cols;
    T * data;
public:
    Mat(size_t rows, size_t cols): rows(rows), cols(cols)
    {
        data = new T[rows * cols * sizeof(T)]{};
    }
    ~Mat()
    {
        delete [] data;
    }
    T getElement(size_t r, size_t c);
    void setElement(size_t r, size_t c, T value);
};
```

```
// Explicitly instantiate
template class Mat<int>;
```

mattemplate.cpp



# Template Non-Type Parameters



# Non-Type Parameters

- To declare a template

`template` < parameter-`list` > declaration

- The parameters can be
  - type template parameters
  - template template parameters
  - non-type template parameters
    - ✓ integral types
    - ✓ floating-point type
    - ✓ pointer types
    - ✓ lvalue reference types
    - ✓ ...

```
vector<int> vec1;  
vector<int, 16> vec2;
```





# Non-Type Parameters

- If we want to create a static matrix (no dynamic memory allocation inside)

```
template<typename T, size_t rows, size_t cols>
class Mat
{
    T data[rows][cols];
public:
    Mat(){}
    T getElement(size_t r, size_t c);
    bool setElement(size_t r, size_t c, T value);
};
```

```
int r=3, c=3;
Mat<int> vec1(r, c);
Mat<int> vec2(3, 3);

Mat<int, 3, 3> vec3;
```



# Template in OpenCV

```
template<typename _Tp, int m, int n> class Matx
{
public:
    enum {
        rows      = m,
        cols       = n,
        channels     = rows*cols,
#ifdef OPENCV_TRAITS_ENABLE_DEPRECATED
        depth      = traits::Type<_Tp>::value,
        type       = CV_MAKETYPE(depth, channels),
#endif
        shortdim   = (m < n ? m : n)
    };
};
```

```
typedef Matx<float, 1, 2> Matx12f;
typedef Matx<double, 1, 2> Matx12d;
typedef Matx<float, 1, 3> Matx13f;
typedef Matx<double, 1, 3> Matx13d;
typedef Matx<float, 1, 4> Matx14f;
typedef Matx<double, 1, 4> Matx14d;
typedef Matx<float, 1, 6> Matx16f;
typedef Matx<double, 1, 6> Matx16d;
```



# Template in OpenCV

```
template<typename _Tp, int cn> class Vec : public Matx<_Tp, cn, 1>
{
public:
    typedef _Tp value_type;
    enum {
        channels = cn,
#ifdef OPENCV_TRAITS_ENABLE_DEPRECATED
        depth     = Matx<_Tp, cn, 1>::depth,
        type      = CV_MAKETYPE(depth, channels),
#endif
        _dummy_enum_finalizer = 0
    };
};
```

```
typedef Vec<uchar, 2> Vec2b;
typedef Vec<uchar, 3> Vec3b;
typedef Vec<uchar, 4> Vec4b;
```

```
typedef Vec<short, 2> Vec2s;
typedef Vec<short, 3> Vec3s;
typedef Vec<short, 4> Vec4s;
```

```
typedef Vec<ushort, 2> Vec2w;
typedef Vec<ushort, 3> Vec3w;
typedef Vec<ushort, 4> Vec4w;
```

```
typedef Vec<int, 2> Vec2i;
typedef Vec<int, 3> Vec3i;
typedef Vec<int, 4> Vec4i;
```



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# Class Template Specialization



# Class template specialization

- The class template can be for most types
- But we want to save memory for type `bool` (1 byte or 1 bit).

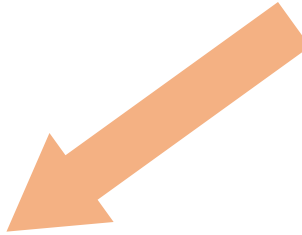
```
template<typename T>
class MyVector
{
    size_t length;
    T * data;
public:
    MyVector(size_t length): length(length)
    { data = new T[length * sizeof(T)]{}; }
    ~MyVector()
    { delete [] data; }
    MyVector(const MyVector&) = delete;
    MyVector& operator=(const MyVector&) = delete;
    T getElement(size_t index);
    bool setElement(size_t index, T value);
};
```



# Class template specialization

```
template<>
class MyVector<bool>
{
    size_t length;
    unsigned char * data;
public:
    MyVector(size_t length): length(length)
    {
        int num_bytes = (length - 1) / 8 + 1;
        data = new unsigned char[num_bytes]{};
    }
    ~MyVector()
    {
        delete [] data;
    }
    MyVector(const MyVector&) = delete;
    MyVector& operator=(const MyVector&) = delete;
    bool getElement(size_t index);
    bool setElement(size_t index, bool value);
};
```

- Specialize MyVector for `bool`



specialization.cpp



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std classes



# std::basic\_string

- Store and manipulate sequences of char-like objects.

Defined in header `<string>`

Type	Definition
<code>std::string</code>	<code>std::basic_string&lt;char&gt;</code>
<code>std::wstring</code>	<code>std::basic_string&lt;wchar_t&gt;</code>
<code>std::u8string</code> (C++20)	<code>std::basic_string&lt;char8_t&gt;</code>
<code>std::u16string</code> (C++11)	<code>std::basic_string&lt;char16_t&gt;</code>
<code>std::u32string</code> (C++11)	<code>std::basic_string&lt;char32_t&gt;</code>
<code>std::pmr::string</code> (C++17)	<code>std::pmr::basic_string&lt;char&gt;</code>
<code>std::pmr::wstring</code> (C++17)	<code>std::pmr::basic_string&lt;wchar_t&gt;</code>
<code>std::pmr::u8string</code> (C++20)	<code>std::pmr::basic_string&lt;char8_t&gt;</code>
<code>std::pmr::u16string</code> (C++17)	<code>std::pmr::basic_string&lt;char16_t&gt;</code>
<code>std::pmr::u32string</code> (C++17)	<code>std::pmr::basic_string&lt;char32_t&gt;</code>





# std::array

- a container that encapsulates **fixed** size arrays.

```
template<  
    class T,  
    std::size_t N  
> struct array;
```

```
std::array<int, 3> a2 = {1, 2, 3};
```

\*Keyword: `typename/class, class/struct`



# Some other templates

```
template<
    class T,
    class Allocator = std::allocator<T>
> class vector;
```

```
template<
    class T,
    class Allocator = std::allocator<T>
> class list;
```

```
template<
    class Key,
    class Compare = std::less<Key>,
    class Allocator = std::allocator<Key>
> class set;
```

```
template<
    class Key,
    class T,
    class Compare = std::less<Key>,
    class Allocator = std::allocator<std::pair<const Key, T> >
> class map;
```

```
template<
    class T,
    class Container = std::deque<T>
> class stack;
```