

Class Templates Specialization

CS(217) Object Oriented Programming

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Class Templates **Definition**

```
template < typename T>
class myArray{
    int size; // Array size always int
    T *ptr; // Type parameter as dataType
public:
    myArray() { size=0; ptr=nullptr; }
    myArray(int size);
    ~myArray();
    void setValue(T value, int index); // Type parameter as Argument
    T getValue(int index); // Type parameter as return type
    void printArray();

    bool operator==(const myArray &); //compare size and data of all elements
};

//Add new operator function for comparison of two arrays.
```

Class Templates **Functions Implementation**

1. Add template header before every function of class to define it outside.
2. Add template type **<type>** with class name to resolve scope of member function.

```
template < typename T> // Constructor
myArray<T>::myArray(int size) {
    if (size > 0)
        ptr = new T[size];
    this->size = size;
}
template < typename T> // Destructor
myArray<T>::~~myArray() {
    if (ptr != nullptr)
        delete []ptr;
}
```

```
// Print data of Array
template < typename T>
void myArray<T>::printArray() {
    if (ptr != nullptr) {
        for (int i = 0; i < size; i++)
            cout << ptr[i] << " ";
        cout << endl;
    }
}
```

Class Templates **Functions Implementation**

1. Add template header before every function of class to define it outside.
2. Add template type **<type>** with class name to resolve scope of member function.

```
template < typename T> // Setter
void myArray<T>::setValue
(T value, int index) {
    if (ptr != nullptr) {
        if (index < size && index >=0)
            ptr[index] = value;
    }
}
```

```
template < typename T> // Getter
T myArray<T>::getValue(int index) {
    if (ptr != nullptr) {
        if (index < size && index >=0)
            return ptr[index];
    }
    else
        return NULL;
}
```

Class Templates **Implementation**

```
// Compare data of myArray objects
template < typename T>
bool myArray<T>:: operator==(const myArray & obj){
    if (size != obj.size) return false;
    if (ptr != nullptr && obj.ptr != nullptr ) {
        for (int i = 0; i < size; i++){
            if (ptr[i] != obj.ptr[i])
                return false;
        }
    }
    return true;
}
```

Class Templates **Objects**

```
void main(){
```

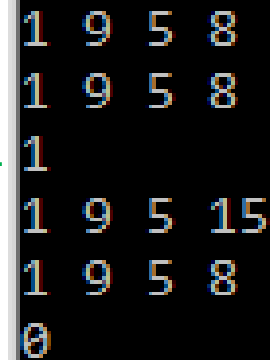
```
    myArray <int> arr(4); // object type int
    arr.setValue(1, 0); arr.setValue(9, 1); arr.setValue(5, 2);
    arr.setValue(8, 3);
```

```
    myArray <int> arr2(arr); //Copy Constructor called on arr?
```

```
    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare call
```

```
    arr.setValue(15, 3);
    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare call
```

```
}
```



```
1 9 5 8
1 9 5 8
1
1 9 5 15
1 9 5 8
0
```

Class Templates **Objects**

```
void main(){
```

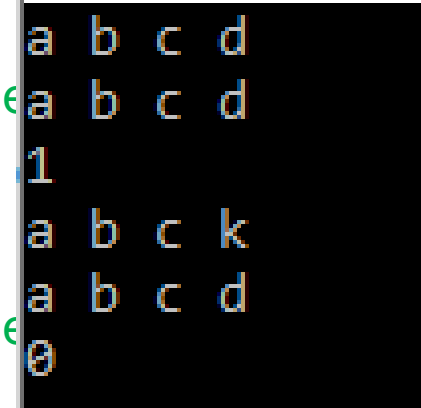
```
    myArray <char> arr(4); // object type int
    arr.setValue('a', 0);  arr.setValue('b', 1); arr.setValue('c', 2);
    arr.setValue('d', 3);
```

```
    myArray <char> arr2(arr); //Copy Constructor called on arr2
```

```
    cout << arr  << arr2;
    cout << (arr == arr2) << endl; // Compare called
```

```
    arr.setValue('k', 3);
    cout << arr  << arr2;
    cout << (arr == arr2) << endl; // Compare called
```

```
}
```



```
a b c d
a b c d
1
a b c k
a b c d
0
```

Class Templates **Objects**

```
void main(){
    myArray <const char *> arr(3); // object type const char *
    arr.setValue("abc", 0); arr.setValue("xyz", 1); arr.setValue("def", 2);

    myArray <const char *> arr2(3); // object type const char *
    arr2.setValue("abc", 0); arr2.setValue("xyz", 1); arr2.setValue("def",
    2);

    cout << arr << arr2;
    cout << (arr == arr2) <<endl; // Compare addresses instead of

    arr.setValue ("ghk", 1);
    cout << arr << arr2;
    cout << (arr == arr2) <<endl; // Compare addresses instead of

}
```

```
abc xyz def
abc xyz def
1
abc ghk def
abc xyz def
0
```


Class Templates **Objects**

```
void main(){
    char** ptr = new char* [3];
    for (int i = 0; i < 3; i++)
        ptr[i] = new char[4];
    strcpy(ptr[0], "abc"); strcpy(ptr[1], "def"); strcpy(ptr[2], "ghi");

    myArray <char *> arr(3), arr2(3); // object type char *
    arr.setValue(ptr[0], 0); arr.setValue(ptr[1], 1); arr.setValue(ptr[2],
    2);
    arr2.setValue(ptr[0], 0); arr2.setValue(ptr[1], 1);
    arr2.setValue(ptr[2], 2);
    // Shallow copy of addresses only

    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare addresses instead of
    strcpy(ptr[0], "aaa");
    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare addresses instead of data
    // Shallow copy of data in class objects for char *
```

```
abc def ghi
abc def ghi
1
aaa def ghi
aaa def ghi
1
```

Class Templates **Specialization**

- Template classes do not work well for all data types.
 - Explicit specialization of template classes is made, when some datatypes require different logic and implementation of class functions.
 - Class template specialization is to design an explicitly specialized class for a particular datatype along with existing template class.

1. Add empty template header before specialized template class

```
template <>
```

2. Add datatype name for specialization after class name <>

```
template <>
```

```
class classname < datatype > {
```

```
    // class definition
```

```
};
```

Class Templates **Specialization**

1. Add specialized template class to handle shallow copy issue of **char ***

2. Specialized class can have different implementation of all functions.

```
template <> class myArray<char*>{
    int size; // Array size always int
    char* *ptr; // char * as specialized dataType
public:
    myArray() { size=0; ptr=nullptr; }
    myArray(int size);
    ~myArray();
    void setValue(char* value, int index); // Should perform deep copy of char*
    char* getValue(int index);
    bool operator==(const myArray &); //should compare strings instead of addresses

    //Add friend functions for class char* explicitly
    friend ostream& operator<< ( ostream & out, myArray<char *> & obj){

        cout << "Special: ";
        if (obj.ptr != nullptr) {
            for (int i = 0; i < obj.size; i++)
                out << obj.ptr[i] << " "; out << endl;
        }
        return out;
    }
};
```

Class Templates **Specialization**

- Do not add empty template header before any function of class, compile time error.
- Add Complete name of class with data type to resolve scope for member functions.

```
// Constructor
myArray<char *>::myArray(int size) {

    ptr = nullptr;
    this->size = size;
    if (size > 0){
        ptr = new char*[size];
        for (int i = 0; i < size; i++)
            ptr[i] = nullptr;
    }

    // Empty Array of pointers
    initialized with nullptr
}

// Destructor
myArray<char *>::~~myArray() {
    if (ptr != nullptr)
        delete [] ptr;
}
```

```
// Getter
char * myArray<char *>::getValue(int index){
    if (ptr != nullptr) {
        if (index < size && index >=0)
            return ptr[index];
    }
    else
        return nullptr;
}

// Setter performing deep copy of data
void myArray<char *>:: setValue (char* value, int
index){
    if (ptr != nullptr) {
        if (index < size && index >=0){
            if (ptr[index] != nullptr)
                delete[] ptr[index];
            ptr[index] = new char[strlen(value)+1];
            strcpy(ptr[index], value);
        }
    }
}
```

Class Templates **Specialization**

- Do not add empty template header before any function of class, compile time error.
- Add Complete name of class with data type to resolve scope for member functions.

```
// Compare deeply data of all char *
bool myArray<char *>::operator==(const myArray & obj){

    if (size != obj.size)
        return false;

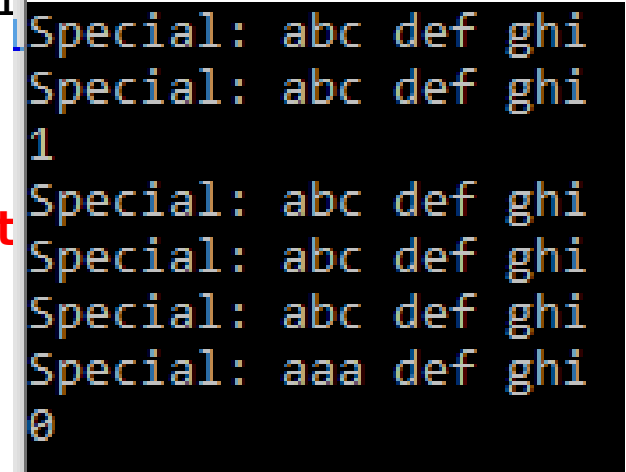
    if (ptr != nullptr && obj.ptr != nullptr ) {
        for (int i = 0; i < size; i++){
            if (strcmp(ptr[i], obj.ptr[i]) != 0)
                return false;
        }
        return true;
    }
}
```

Class Templates **Specialization**

```
void main(){
    char** ptr = new char* [3];
    for (int i = 0; i < 3; i++)
        ptr[i] = new char[4];
    strcpy(ptr[0], "abc"); strcpy(ptr[1], "def"); strcpy(ptr[2], "ghi");

    myArray <char *> arr(3), arr2(3); // object type char *
    arr.setValue(ptr[0], 0); arr.setValue(ptr[1], 1); arr.setValue(ptr[2],
    2);
    arr2.setValue(ptr[0], 0); arr2.setValue(ptr[1], 1); arr2.setValue(ptr[2], 2);

    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare data
    strcpy(ptr[0], "aaa");
    cout << arr << arr2;
    arr2.setValue(ptr[0], 0);
    cout << arr << arr2;
    cout << (arr == arr2) << endl; // Compare data
}
```



```
Special: abc def ghi
Special: abc def ghi
1
Special: abc def ghi
Special: abc def ghi
Special: abc def ghi
Special: aaa def ghi
0
```