Типове II: Шаблони на функции. Указатели към функции

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Шаблони (на функции)



Еднообразни функции за различни типове

```
int findIndexMax
int findIndexMax
                                          (double arr[], int arrSize)
   (int arr[], int arrSize)
                                       ₹
                                         int indexMax = 0:
  int indexMax = 0:
                                         for (int i = 1; i < arrSize; i++)</pre>
  for (int i = 1; i < arrSize; i++)</pre>
                                            if (arr[indexMax] < arr[i])</pre>
    if (arr[indexMax] < arr[i])</pre>
                                              indexMax = i:
      indexMax = i:
                                         return indexMax:
  return indexMax:
int findIndexMax
   (char arr[], int arrSize)
  int indexMax = 0;
  for (int i = 1: i < arrSize: i++)</pre>
    if (arr[indexMax] < arr[i])</pre>
      indexMax = i:
  return indexMax;
```

Създаване на "Шаблон на функция"

```
template <typename T>
int findIndexMax (T arr[], int arrSize)
{
  int indexMax = 0;
  for (int i = 1; i < arrSize; i++)
    if (arr[indexMax] < arr[i])
      indexMax = i;

  return indexMax;
}</pre>
```

Използване на шаблона на функция

```
int main ()
{
   int arri[] = {1,5,6,7};
   cout << findIndexMax <int> (arri,4);

   double arrd[] = {2.1,17.5,6.0};
   cout << findIndexMax <double> (arrd,3);

   char arrc[] = "Hello";
   cout << findIndexMax <char> (arrc,5);

   char* arrstr[] = {"Hello", "World", "!"};
   cout << findIndexMax <char*> (arrstr,3); //!!!
}
```

 Конретния тип трябва да е съвместим с всички операции в шаблона (в горния пример - <)!

Още един пример: печатане на "всякакви" масиви

```
template <typename T>
void printArray (T arr[], int arrSize)
{
  cout << "{"
  for (int i = 0; i < arrSize-1; i++)
     cout << arr[i] << ",";

  if (arrSize > 0) //no comma
     cout << arr[arrSize-1];

  cout << "}";
}</pre>
```

Още по-дълбока параметризация: функции като параметри



Пример за еднотипни фунцкии

```
int findIndexMax (int arr[], int arrSize)
  int indexMax = 0:
  for (int i = 1; i < arrSize; i++)</pre>
    if (arr[indexMax] < arr[i])</pre>
      indexMax = i:
  return indexMax:
}
int findIndexMin (int arr[], int arrSize)
  int indexMax = 0;
  for (int i = 1: i < arrSize: i++)</pre>
    if (arr[indexMax] > arr[i])
      indexMax = i:
  return indexMax;
```

Функции вместо операторите < и >

```
bool compareGt (int a, int b)
{
   return a > b;
}
bool compareLt (int a, int b)
{
   return a < b;
}</pre>
```

```
int findIndexMax
    (int arr[], int arrSize)
{
    int indexMax = 0;
    for (int i = 1; i < arrSize; i++)
        if dompareLt (arr[indexMax], arr[i]))
    indexMax = 1;
}
return indexMax;
}
int findIndexMin
    (int arr[], int arrSize)
{
    int indexMax = 0;
    for (int i = 1; i < arrSize; i++)
        if (compareCt (arr[indexMax], arr[i]))
        indexMax = 0;
    for white indexMax i = 0;
    indexMax = 0;
    for (int i = 1; i < arrSize; i++)
    if (compareCt (arr[indexMax], arr[i]))
    return indexMax;
}</pre>
```

comparator : int \times int \rightarrow bool

```
bool compareGt (int a, int b)
{return a > b;}
bool compareLt (int a, int b)
{return a < b;}
```

$comparator: int \times int \rightarrow bool$

```
bool compareGt (int a, int b)
{return a > b;}
bool compareLt (int a, int b)
{return a < b;}
int main () {
  //variable definition:
 //pComparator
  bool (*pComparator) (int,int);
  //pointer assignment
  pComparator = compareLt;
  cout << pComparator (1,2);</pre>
  pComparator = compareGt;
  cout << pComparator (1,2);</pre>
```

```
comparator : int \times int \rightarrow bool
bool compareGt (int a, int b)
{return a > b;}
bool compareLt (int a, int b)
{return a < b:}</pre>
                                           ptrFn: T_1 \times T_2 \times ... \times T_k \rightarrow T_{res}
int main () {
  //variable definition:
  //pComparator
  bool (*pComparator) (int,int);
  //pointer assignment
  pComparator = compareLt;
  cout << pComparator (1,2);</pre>
  pComparator = compareGt;
  cout << pComparator (1,2);</pre>
```

```
comparator : int \times int \rightarrow bool
bool compareGt (int a, int b)
{return a > b;}
bool compareLt (int a, int b)
{return a < b;}
                                          ptrFn: T_1 \times T_2 \times ... \times T_k \rightarrow T_{res}
int main () {
  //variable definition:
                                          Tres (*ptrFn) (T1, T2, ..., Tk);
  //pComparator
  bool (*pComparator) (int,int);
  //pointer assignment
  pComparator = compareLt;
  cout << pComparator (1,2);</pre>
  pComparator = compareGt;
  cout << pComparator (1,2);</pre>
```

Предаване на функции като параметри

Предаване на функции като параметри

```
void sort (int arr[],
            int arrSize,
           bool (*pComparator)(int,int))
  for (int i = 0; i < arrSize -1; i++)</pre>
    //find subarray extremum and
    //swap with a[i]
    swap (arr[i],
          arr[i+findExtremum(arr+i,
                               arrSize - i.
                               pComparator)]);
```

Предаване на функции като параметри

```
int main ()
{
   int arr[] = {1,7,3,5,2,3,2,4};
   sort (arr,8,compareLt);
   printArray (arr,8);
   sort (arr,8,compareGt);
   printArray (arr,8);
   return 0;
}
```

```
bool compareGt (int a, int b)
{return a > b;}
bool compareLt (int a, int b)
{return a < b:}
int findExtremum
   (int arr[].
   int arrSize,
    bool (*pComparator)(int,int))
  int indexMax = 0:
  for (int i = 1; i < arrSize; i++)</pre>
    if (pComparator (arr[indexMax], arr[i]))
      indexMax = i:
  return indexMax:
}
void sort (int arr[],
           int arrSize.
           bool (*pComparator)(int,int))
  for (int i = 0: i < arrSize-1: i++)
    swap (arr[i],
          arr[i+findExtremum(arr+i,
                               arrSize-i.
                              pComparator)]);
```

Благодаря за вниманието!

