

# Типове II: Шаблони на функции. Указатели към функции

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## Шаблони (на функции)

# Еднообразни функции за различни типове

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

```
return indexMax;
}
```

```
int findIndexMax
(char arr[], int arrSize)
{
    int indexMax = 0;
    for (int i = 1; i < arrSize; i++)
        if (arr[indexMax] < arr[i])
            indexMax = i;
}
```

```
return indexMax;
}
```

```
int findIndexMax
(double arr[], int arrSize)
{
    int indexMax = 0;
    for (int i = 1; i < arrSize; i++)
        if (arr[indexMax] < arr[i])
            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;
}
```

# 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); //!!!
}

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;
}

```

- Конкретният тип трябва да е съвместим с всички операции с него, които се прилагат 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 << "}";
}
```

Още по-дълбока параметризация: функции като параметри

## Пример за еднотипни функции

```
int findIndexMax (int arr[], int arrSize)
{
    int index = 0;
    for (int i = 1; i < arrSize; i++)
        if (arr[index] < arr[i])
            index = i;

    return index;
}
```

```
int findIndexMin (int arr[], int arrSize)
{
    int index = 0;
    for (int i = 1; i < arrSize; i++)
        if (arr[index] > arr[i])
            index = i;

    return index;
}
```



# Функции вместо операторите < и >

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

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

```
int findIndexMax
(int arr[], int arrSize)
{
    int index = 0;
    for (int i = 1; i < arrSize; i++)
        if (compareLt (arr[index],arr[i]))
            index = i;

    return index;
}

int findIndexMin
(int arr[], int arrSize)
{
    int index = 0;
    for (int i = 1; i < arrSize; i++)
        if (compareGt (arr[index],arr[i]))
            index = i;

    return index;
}
```

# Функциите имат тип

*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<sub>1</sub>  $\times$  T<sub>2</sub>  $\times$  ...  $\times$  T<sub>k</sub>  $\rightarrow$  T<sub>res</sub>*

```
int main (){
    //variable definition:
    //pComparator
    bool (*pComparator) (int,int);

    //pointer assignment
    pComparator = compareLt;
    cout << pComparator (1,2);

    pComparator = compareGt;
    cout << pComparator (1,2);
}
```

*Tres (\*ptrFn) (T1,T2,...,Tk);*

# Функциите имат тип

*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 :  $T_1 \times T_2 \times \dots \times T_k \rightarrow T_{res}$*

```
int main (){
    //variable definition:
    //pComparator
    bool (*pComparator) (int,int);

    //pointer assignment
    pComparator = compareLt;
    cout << pComparator (1,2);

    pComparator = compareGt;
    cout << pComparator (1,2);
}
```

*Tres (\*ptrFn) (T1,T2,...,Tk);*

# Функциите имат тип

$comparator : int \times int \rightarrow bool$

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

$ptrFn : T_1 \times T_2 \times \dots \times T_k \rightarrow T_{res}$

```
int main (){
    //variable definition:
    //pComparator
    bool (*pComparator) (int,int);

    //pointer assignment
    pComparator = compareLt;
    cout << pComparator (1,2);

    pComparator = compareGt;
    cout << pComparator (1,2);
}
```

$T_{res} \text{ } (*ptrFn) \text{ } (T_1, T_2, \dots, T_k);$

# Функциите имат тип

```
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);

    pComparator = compareGt;
    cout << pComparator (1,2);
}
```

$comparator : int \times int \rightarrow bool$

$ptrFn : T_1 \times T_2 \times \dots \times T_k \rightarrow T_{res}$

$T_{res} \text{ } (*ptrFn) \text{ } (T_1, T_2, \dots, T_k);$

# Предаване на функции като параметри

```
int findExtremum                                bool compareGt (int a, int b)
(int arr[],                                     {return a > b;}
 int arrSize,                                  bool compareLt (int a, int b)
 bool (*pComparator)(int,int))                 {return a < b;}
{
    int index = 0;
    for (int i = 1; i < arrSize; i++)
        if (pComparator (arr[index],arr[i]))
            index = i;

    return index;
}
```

# Предаване на функции като параметри

```
void sort (int arr[],
          int arrSize,
          bool (*pComparator)(int,int))
{
    for (int i = 0; i < arrSize-1; i++)
    {
        //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++)
        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!