

# Week 15

Generic Programming  
Class Templates

# Class Templates

- A single class template provides functionality to operate on different types of data
- Facilitates reuse of classes
- Definition of a class template follows
  - `template< class T > class XYZ { ... }; or`
  - `template< typename T > class XYZ { ... };`

# Example – Class Template

- A **Vector** class template can store data elements of different types
- Without templates, we need a separate **Vector** class for each data type

## ...Example – Class Template

```
template< class T >
class Vector {
private:
    int size;
    T* ptr;
public:
    Vector<T>( int = 10 );
    Vector<T>( const Vector< T >& );
    ~Vector<T>( ) ;
    int getSize() const;
```

## ...Example – Class Template

```
const Vector< T >& operator =(  
    const Vector< T >& );  
T& operator [] ( int );  
};
```

## ...Example – Class Template

```
template< class T >
Vector<T>::Vector<T>( int s ) {
    size = s;
    if ( size != 0 )
        ptr = new T[size];
    else
        ptr = 0;
}
```

## ...Example – Class Template

```
template< class T >
Vector<T>:: Vector<T>(
    const Vector<T>& copy ) {
    size = copy.getSize();
    if (size != 0) {
        ptr = new T[size];
        for (int i = 0; i < size; i++)
            ptr[i] = copy.ptr[i];
    }
    else ptr = 0;
}
```

## ...Example – Class Template

```
template< class T >
Vector<T>::~~Vector<T>() {
    delete [] ptr;
}
```

```
template< class T >
int Vector<T>::getSize() const {
    return size;
}
```



## ...Example – Class Template

```
template< class T >
const Vector<T>& Vector<T>::operator
    =( const Vector<T>& right) {
    if ( this != &right ) {
        delete [] ptr;
        size = right.size;
```

## ...Example – Class Template

```
if ( size != 0 ) {  
    ptr = new T[size];  
    for(int i = 0; i < size;i++)  
        ptr[i] = right.ptr[i];  
}  
else  
    ptr = 0;  
}  
return *this;  
}
```

## ...Example – Class Template

```
template< class T >
T& Vector< T >::operator [] (
                                int index ) {
    if ( index < 0 || index >= size ) {
        cout << "Error: index out of
                                   range\n";
        exit( 1 );
    }
    return ptr[index];
}
```

## ...Example – Class Template

- A customization of above class template can be instantiated as

```
Vector< int > intVector;
```

```
...
```

```
Vector< char > charVector;
```

# Member Templates

- A class or class template can have member functions that are themselves templates

## ...Member Templates

```
template<typename T> class Complex {  
    T real, imag;  
public:  
    // Complex<T>( T r, T im )  
    Complex( T r, T im ) :  
        real(r), imag(im) {}  
    // Complex<T>(const Complex<T>& c)  
    Complex(const Complex<T>& c) :  
        real( c.real ), imag( c.imag ) {}  
    ...  
};
```

## ...Member Templates

```
int main() {  
    Complex< float > fc( 0, 0 );  
    Complex< double > dc = fc; // Error  
    return 0;  
}
```

# Because

```
class Complex<double> {  
    double real, imag;  
public:  
    Complex( double r, double im ) :  
        real(r), imag(im) {}  
    Complex(const Complex<double>& c) :  
        real( c.real ), imag( c.imag ) {}  
    ...  
};
```



## ...Member Templates

```
template<typename T> class Complex {  
    T real, imag;  
public:  
    Complex( T r, T im ) :  
        real(r), imag(im) {}  
    template <typename U>  
    Complex(const Complex<U>& c) :  
        real( c.real ), imag( c.imag ) {}  
    ...  
};
```

## ...Member Templates

```
int main() {  
    Complex< float > fc( 0, 0 );  
    Complex< double > dc = fc; // OK  
    return 0;  
}
```

# Because

```
class Complex<double> {  
    double real, imag;  
public:  
    Complex( double r, double im ) :  
        real(r), imag(im) {}  
    template <typename U>  
    Complex(const Complex<U>& c) :  
        real( c.real ), imag( c.imag ) {}  
    ...  
};
```

# <float> Instantiation

```
class Complex<float> {  
    float real, imag;  
public:  
    Complex( float r, float im ) :  
        real(r), imag(im) {}  
    // No Copy Constructor  
    ...  
};
```

# Resolution Order

- Compiler searches target of a function call in the following order
  - Ordinary Function
  - Complete Specialization
  - Partial Specialization
  - Generic Template

# Class Template Specialization

- Like function templates, a class template may not handle all the types successfully
- Explicit specializations are provided to handle such types

Review