

# 17 Templates

[temp]

- <sup>1</sup> A *template* defines a family of classes, functions, or variables, an alias for a family of types, or a concept.

```

template-declaration:
    template-head declaration
    template-head concept-definition

template-head:
    template < template-parameter-list > requires-clauseopt

template-parameter-list:
    template-parameter
    template-parameter-list , template-parameter

requires-clause:
    requires constraint-logical-or-expression

constraint-logical-or-expression:
    constraint-logical-and-expression
    constraint-logical-or-expression || constraint-logical-and-expression

constraint-logical-and-expression:
    primary-expression
    constraint-logical-and-expression && primary-expression

concept-definition:
    concept concept-name = constraint-expression ;

concept-name:
    identifier

```

[Note: The > token following the *template-parameter-list* of a *template-declaration* may be the product of replacing a >> token by two consecutive > tokens (17.2). — end note]

- <sup>2</sup> The *declaration* in a *template-declaration* (if any) shall

- (2.1) — declare or define a function, a class, or a variable, or
- (2.2) — define a member function, a member class, a member enumeration, or a static data member of a class template or of a class nested within a class template, or
- (2.3) — define a member template of a class or class template, or
- (2.4) — be a *deduction-guide*, or
- (2.5) — be an *alias-declaration*.

- <sup>3</sup> A *template-declaration* is a *declaration*. A *template-declaration* is also a definition if its *template-head* is followed by either a *concept-definition* or a *declaration* that defines a function, a class, a variable, or a static data member. A declaration introduced by a template declaration of a variable is a *variable template*. A variable template at class scope is a *static data member template*.

[Example:

```

template<class T>
    constexpr T pi = T(3.1415926535897932385L);
template<class T>
    T circular_area(T r) {
        return pi<T> * r * r;
    }
struct matrix_constants {
    template<class T>
        using pauli = hermitian_matrix<T, 2>;
    template<class T>
        constexpr pauli<T> sigma1 = { { 0, 1 }, { 1, 0 } };
    template<class T>
        constexpr pauli<T> sigma2 = { { 0, -1i }, { 1i, 0 } };

```