

Lecture Notes 6

Template Specialization

- Template Specialization – Template redeclaration where all parameters are specified

- Example:

```
template <typename T>
int Compare(const T &l, const T &r){
    if(l < r){
        return -1;
    }
    if(l > r){
        return 1;
    }
    return 0;
}

template <>
int Compare(const char *const &l, const char *const &r){
    return strcmp(l,r);
}
```

- Built in specialization – `std::vector<bool>`

C vs. C++

- Capabilities missing in C
 - No classes, only structs
 - Structs cannot have member functions, only data members

- Example C++

```
struct StructName{
    int D1;
    int foo(int val) const;
};

int StructName::foo(int val) const{
    return D1 + val;
}
```

- Example C

```
struct StructName{
    int D1;
};

int StructName_foo(const struct StructName *st, int val){
    return st->D1 + val;
}
```

- No access control – Everything is public, no private or protected

- No inheritance – Must create new type with duplicating members
- No templates – Generic programming can somewhat be done through macros
 - Example C++


```
template <typename T>
T min(const T &left, const T &right){
    return left < right ? left : right;
}
```
 - Example C


```
#define min(left,right) (left < right) ? left : right
```
- No pass by reference, only pass by value (use pointers for emulating pass by value)
 - Example C++


```
void foo(int &param){
    param *= param;
}
```
 - Example C


```
void foo(int *param){
    *param *= *param;
}
```
- No new or delete, need to use malloc and free
 - Example C++


```
int *Ptr = new int[11];
...
delete [] Ptr;
```
 - Example C


```
int *Ptr = malloc(sizeof(int) * 11);
...
free(Ptr);
```
- No iostreams, need to use printf, scanf and derivatives
 - Example C++


```
int I = 15;
double D = 3.3;
std::cout<<I<<" "<<D<<std::endl;
```
 - Example C


```
int I = 15;
double D = 3.3;
printf("%d %lf\n", I, D);
```
- No std::string, need to use char strings
 - Example C++


```
std::string Str = "Hello World";
```

- Example C
`char Str[] = "Hello World";`