**Invokers – C++ delegates**

Purpose:

Illustrates using templates to create C++ delegates:

1. Starts with class delegate<class R, class A> to hold pointers to global R fun(A a);
2. Then defines class delegate<void, class A> specialization for global void fun(A a);
3. Then defines struct with a couple of fields, passed as A, to demonstrate handling functions with several arguments.
4. Then defines class delegate<void, class A> for member void T::fun(A a);

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