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C/C++ Program Design

CS205

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Default Arguments

Default arguments

- A feature in C++ (not C).
- To call a function without providing one or more trailing arguments.

```
float norm(float x, float y, float z);
float norm(float x, float y, float z = 0);
float norm(float x, float y = 0, float z);

int main()
{
   cout << norm(3.0f) << endl;
   cout << norm(3.0f, 4.0f) << endl;
   cout << norm(3.0f, 4.0f, 5.0f) << endl;
   return 0;
}

float norm(float x, float y, float z)
{
   return sqrt(x * x + y * y + z * z);
}
```

Parameter-list of a function declaration.

default-argument.cpp

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Function Overloading

Why to overload?

- C99

```
<math.h>

double      round  (double x);
float       roundf (float x);
long double roundl (long double x);
```

- C++11

```
<cmath>

double      round (double x);
float       round (float x);
long double round (long double x);
```

Which one do you prefer?

Function overloading

- Which function to choose? The compiler will perform name lookup.
- Argument-dependent lookup, also known as ADL.
- The return type will not be considered in name lookup.

```
int sum(int x, int y)
{
   cout << "sum(int, int) is called" << endl;
   return x + y;
}
float sum(float x, float y)
{
   cout << "sum(float, float) is called" << endl;
   return x + y;
}
double sum(double x, double y)
{
   cout << "sum(double, double) is called" << endl;
   return x + y;
}
```

overload.cpp

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Function Templates

Why function templates

- The definitions of some overloaded functions may be similar.

```
int sum(int x, int y)
{
    cout << "sum(int, int) is called" << endl;
    return x + y;
}
float sum(float x, float y)
{
    cout << "sum(float, float) is called" << endl;
    return x + y;
}
double sum(double x, double y)
{
    cout << "sum(double, double) is called" << endl;
    return x + y;
}
```

Explicit instantiation

- A function template is not a type, or a function, or any other entity.
- No code is generated from a source file that contains only template definitions.
- The template arguments must be determined, then the compiler can generate an actual function

```
template<typename T>
T sum(T x, T y)
{
   cout << "The input type is " << typeid(T).name() << endl;
   return x + y;
}
// instantiates sum<double>(double, double)
template double sum<double>(double, double);

// instantiates sum<char>(char, char), template argument deduced
template char sum<>(char, char);

// instantiates sum<int>(int, int), template argument deduced
template int sum(int, int);
```

template1.cpp

Implicit instantiation

- Implicit instantiation occurs when a function template is not explicitly instantiated.

```
template<typename T>
T product(T x, T y)
{
   cout << "The input type is " << typeid(T).name() << endl;
   return x * y;
}
// Implicitly instantiates product<int>(int, int)
cout << "product = " << product<int>(2.2f, 3.0f) << endl;
// Implicitly instantiates product<float>(float, float)
cout << "product = " << product(2.2f, 3.0f) << endl;
```


template2.cpp

Function template specialization

- We have a function template:
  ```
  template<typename T> T sum(T x, T y)
  ```
- If the input type is Point
  ```
  struct Point
  {
     int x;
     int y;
  };
  ```
- But no + operator for Point
- We need to give a special definition for this case.

specialization.cpp

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Function Pointers and References

Function pointers

- norm_ptr is a pointer, a function pointer.
- The function should have two float parameters, and returns float.

```
float norm_l1(float x, float y);

float norm_l2(float x, float y);

float (*norm_ptr)(float x, float y);

norm_ptr = norm_l1; //Pointer norm_ptr is pointing to norm_l1

norm_ptr = &norm_l2; //Pointer norm_ptr is pointing to norm_l2

float len1 = norm_ptr(-3.0f, 4.0f); //function invoked

float len2 = (*norm_ptr)(-3.0f, 4.0f); //function invoked
```


function-pointer.cpp

Function pointers

- A function pointer can be an argument and pass to a function.

```
<stdlib.h>

void qsort( void *ptr, size_t count, size_t size,
        int (*comp)(const void *, const void *) );
```

- To sort some customized types, such as
  - `struct Point`
  - `struct Person`

Function references

```
float norm_l1(float x, float y); //declaration
float norm_l2(float x, float y); //declaration
float (&norm_ref)(float x, float y) = norm_l1; //norm_ref is a function reference
```


function-pointer.cpp

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Recursive Functions

Recursive Functions

- A simple example

```
int main()
{
   div2(1024.); // call the recursive function
   return 0;
}

void div2(double val)
{
   cout << "Entering val = " << val << endl;

   if (val > 1.0)
      div2( val / 2); // function calls itself
   else
      cout << "------------------------" << endl;

   cout << "Leaving val = " << val << endl;
}
```

recursion.cpp

Recursive Functions

- Pros.
  - Good at tree traversal
  - Less lines of source code
- Cons.
  - Consume more stack memory
  - May be slow.
  - Difficult to implement and debug