Lab 4 - Function templates

Exercise 1. Function templates

A) Implement a function template **sqr** with one type template parameter T

```
T sqr(T x)
```

that returns x*x for all numeric types.

Define specialization for std::string that returns doubled string e.g for "ab" it returns "abab"

```
cout << sqr(4) << endl;  // 16
cout << sqr(14.5) << endl;  // 210.25
cout << sqr(string("hey")) << endl; // heyhey</pre>
```

B) Implement a function template *mod* with one non-type template parameter N (of type unsigned)

```
int mod<N>(int a, int b)
```

that returns a+b modulo N. Specialization for N=0 should return just a + b;

```
cout << mod<5>(130,1) << endl; // 1
cout << mod<7>(1,130) << endl; // 5
cout << mod<0>(13,14) << endl; // 27
```

C) Implement a function template

```
void print(const Container & v)
```

that prints to standard output all elements of the given container (vector, list, deque, C array) separating elements by a single space.

D) Implement a function template apply with two template parameters

C – type of container

F – type of function or functional object

C apply (const C& c, F f)

that for each element x in c calls f(x) and inserts returned result to new container.

Function should return this new container (of type C).

```
auto w = applyFun(v, sqr<int>); // 1 441 1156 16 225
auto w3 = applyFun(w, [](int a){return mod<0>(a, 3);}); // 4 444 1159 19 228
auto I2 = applyFun(I, sqr<double>); // 1 4.41 10.24 39.69
```

- **E)** Implement a function template *process* that has three template parameters
 - \circ T the type of array elements
 - \circ f a pointer to function with one argument of type T and return type T
 - N the number of elements in the array

```
void process<T,f,N>(T array[]);
```

The function *process* for each element in given array calls function f and replaces this element with the result of the call.

```
double a[] = {1, 2, 3, 4};
process<double, sin, 4> (a);
print(a); // 0.841471 0.909297 0.14112 -0.756802
```

Exercise 2. Function template overloading

Implement a function template

```
int compare (T a, T b)
```

Template function should return:

- 1 if a < b,
- -1 if b < a,
- 0 otherwise

We assume only that objects a and b are comparable using operator <.

In particular it should work for all integer and floating point types.

Overload function template compare with template that takes two pointers as function parameters and compare pointed objects instead of pointers itself.

Implement the **specializations of the function** template compare for pointers to C strings: it should compare strings lexicographically i.e. "call" < "car"

```
int a = 1, b=-6; float y= 1.0 + 1e20 - 1e20, x = 1.0; cout << compare(a,b) << " " << compare(b,a) << " " << compare(a,a) << endl; cout << compare(x,y) << " " << compare(y,x) << " " << compare(x,x) << endl; cout << compare(&a,&b) << " " << compare(&b,&a) << " " << compare(&a,&a) <<endl; cout << compare(&x,&y) << " " << compare(&y,&x) << " " << compare(&x,&x) <<endl; cout << compare("Alpha", "Alfa") <<endl; 0UTPUT
-1 1 0
-1 1 0
-1 1 0
-1 1 0
-1
```

Exercise 3. Template template parameter

Implement a function template

```
OutContainer<T,Alloc> selectIf(InContainer<T,Alloc> c, Predicate p);
```

It should return container that contains all elements from container c for which predicate p returns true.

Template parameters are

- OutContainer<T, Alloc> template with two parameters that
- T the type of the elements in the container
- Alloc the type of the allocator
- InContainer<T, Alloc> template with two parameters
- Predicate the type of function or functional object that takes one argument of type T and returns bool.

OutContainer, InContainer can be any of standard sequence containers e.g. vector, list, deque.

```
bool biggerThan5(int x){ return x>5; }
...
std::vector<int> v={1, 2, 13, 4, 5, 54};
std::list<int> result = selectIf<std::list>(v, biggerThan5);
// result should contain 13 and 54
```