#### Union-like stuff

Victor Eijkhout, Susan Lindsey

Fall 2022

last formatted: October 12, 2022



# **Tuples**



## 1. C++11 style tuples

```
#include <tuple>
std::tuple<int,double,char> id = \
    std::make_tuple<int,double,char>( 3, 5.12, 'f' );
    // or:
    std::make_tuple( 3, 5.12, 'f' );
double result = std::get<1>(id);
std::get<0>(id) += 1;
// also:
std::pair<int,char> ic =
 make_pair( 24, 'd');
```

Annoyance: all that 'get'ting.



## 2. Function returning tuple

#### Return type deduction:

```
auto maybe_root1(float x) {
   if (x<0)
     return make_tuple
        <bool,float>(false,-1);
   else
     return make_tuple

        <bool,float>(true,sqrt(x));
};
```

#### Alternative:

```
tuple<bool,float>
    maybe_root2(float x) {
    if (x<0)
        return {false,-1};
    else
        return {true,sqrt(x)};
};</pre>
```



## 3. Catching a returned tuple

The calling code is particularly elegant:

```
Output
[stl] tuple:

Root of 2 is 1.41421
Sorry, -2 is negative
```

This is known as structured binding.



## 4. Returning two things

simple solution:

```
bool RootOrError(float &x) {
  if (x<0)
    return false:
  else
    x = sqrt(x);
  return true;
};
  /* ... */
  for ( auto x : \{2.f, -2.f\} )
    if (RootOrError(x))
      cout << "Root is " << x << '\n';</pre>
    else
      cout << "could not take root of " << x << '\n';</pre>
```

other solution: tuples



## 5. Tuple solution

```
tuple<bool,float> RootAndValid(float x) {
  if (x<0)
    return {false,x};
  else
    return {true,sqrt(x)};
};

/* ... */
for ( auto x : {2.f,-2.f} )
  if ( auto [ok,root] = RootAndValid(x) ; ok )
    cout << "Root is " << root << '\n';
  else
    cout << "could not take root of " << x << '\n';</pre>
```



### **Variants**



### 6. Variant

- Tuple of value and bool: we really need only one
- variant: it is one or the other
- You can set it to either, test which one it is.



## 7. Square root with variant

```
#include <variant>
using std::variant,
    std::get_if;
    /* ... */
variant<bool,float>
    RootVariant(float x) {
    if (x<0)
        return false;
    else
        return sqrt(x);
};</pre>
```

```
for ( auto x : \{2.f, -2.f\} ) {
  auto okroot = RootVariant(x);
  auto root =
    get_if<float>(&okroot);
  if ( root )
    cout << "Root is " <<
    *root << '\n';
  auto nope =
    get_if<bool>(&okroot);
  if (nope)
    cout << "could not take
    root of " << x << '\n':
```



#### 8. More variant methods

```
variant<int,double,string> union_ids;
union ids = 3.5:
switch ( union_ids.index() ) {
case 1:
  cout << "Double case: " << std::get<double>(union_ids) << '\n';</pre>
union ids = "Hello world":
if ( auto union_int = get_if<int>(&union_ids) ; union_int )
  cout << "Int: " << *union_int << '\n':</pre>
else if ( auto union_string = get_if<string>(&union_ids) ; union_string
  cout << "String: " << *union_string << '\n';</pre>
```



#### Exercise 1

Write a routine that computes the roots of the quadratic equation

$$ax^2 + bx + c = 0.$$

The routine should return two roots, or one root, or an indication that the equation has no solutions.

### 9. Optional results

The most elegant solution to 'a number or an error' is to have a single quantity that you can query whether it's valid.

```
#include <optional>
optional<float> MaybeRoot(float x) {
  if (x<0)
    return {};
  else
    return sqrt(x);
};
  /* ... */
  for ( auto x : \{2.f, -2.f\} )
    if ( auto root = MaybeRoot(x) ; root.has_value() )
      cout << "Root is " << root.value() << '\n';</pre>
    else
      cout << "could not take root of " << x << '\n';</pre>
```



#### Exercise 2

Write a function first\_factor that optionally returns the smallest factor of a given input.

```
auto factor = first_factor(number);
if (factor.has_value())
  cout << "Found factor: " << factor.value() << '\n';</pre>
```

