

- Examples

In this lesson, we'll look at a few examples of template specialization.

WE'LL COVER THE FOLLOWING

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Example 1: Template Specialization

```
// TemplateSpecialization.cpp

#include <iostream>

class Account{
public:
    explicit Account(double b): balance(b){}
    double getBalance() const {
        return balance;
    }
private:
    double balance;
};

template <typename T, int Line, int Column>
class Matrix{
    std::string getName() const { return "Primary Template"; }
};

template <typename T>
```

```

template <typename T>
class Matrix<T,3,3>{
    std::string name{"Partial Specialization"};
};

template <>
class Matrix<int,3,3>{};

template<typename T>
bool isSmaller(T fir, T sec){
    return fir < sec;
}

template <>
bool isSmaller<Account>(Account fir, Account sec){
    return fir.getBalance() < sec.getBalance();
}

int main(){

    std::cout << std::boolalpha << std::endl;

    Matrix<double,3,4> primaryM;
    Matrix<double,3,3> partialM;
    Matrix<int,3,3> fullM;

    std::cout << "isSmaller(3,4): " << isSmaller(3,4) << std::endl;
    std::cout << "isSmaller(Account(100.0),Account(200.0)): " << isSmaller(Account(100.0),Account(200.0)) << std::endl;

    std::cout << std::endl;
}

```



Explanation

In the above example, we're modifying the codes that we have used in the [previous lesson](#).

- **Primary** template is called when we use values other than `Matrix<data_type, 3, 3>` (line 43).
- **Partial** specialization is called when we instantiate `Matrix<data_type, 3, 3>` where `data_type` is not `int` (line 44).
- **Full** specialization is called when we explicitly use `int` as a data type: `Matrix<int, 3, 3>` (line 45)
- **Full** specialization of the function template `isSmaller` is only applicable for `Account` objects. This allows it to compare two `Account` objects based on their balance (line 48).

Example 2: Template Specialization External

```
//TemplateSpecializationExternal.cpp

#include <iostream>

template <typename T=std::string, int Line=10, int Column=Line>
class Matrix{
public:
    int numberOfElements() const;
};

template <typename T, int Line, int Column>
int Matrix<T,Line,Column>::numberOfElements() const {
    return Line * Column;
}

template <typename T>
class Matrix<T,3,3>{
public:
    int numberOfElements() const;
};

template <typename T>
int Matrix<T,3,3>::numberOfElements() const {
    return 3*3;
}

template <>
class Matrix<int,3,3>{
public:
    int numberOfElements() const;
};

int Matrix<int,3,3>::numberOfElements() const {
    return 3*3;
}

int main(){

    std::cout << std::endl;

    Matrix<double,10,5> matBigDouble;
    std::cout << "matBigDouble.numberOfElements(): " << matBigDouble.numberOfElements() << std::endl;

    // Matrix matString;    // ERROR
    Matrix<> matString;
    std::cout << "matString.numberOfElements(): " << matString.numberOfElements() << std::endl;

    Matrix<float> matFloat;
    std::cout << "matFloat.numberOfElements(): " << matFloat.numberOfElements() << std::endl;

    Matrix<bool,20> matBool;
    std::cout << "matBool.numberOfElements(): " << matBool.numberOfElements() << std::endl;

    Matrix <double,3,3> matSmallDouble;
    std::cout << "matSmallDouble.numberOfElements(): " << matSmallDouble.numberOfElements() << std::endl;
```

```
Matrix <int,3,3> matInt;
std::cout << "matInt.numberOfElements(): " << matInt.numberOfElements() << std::endl;

std::cout << std::endl;
}
```



Explanation

In the above example, we have set the default value of `line` to 10 (line 6) and used the value for `line` as the default for `column`. The method `numberOfElements` returns the product of both numbers as a result. If we call the `Matrix` with arguments, then these passed arguments override the default. For `float` and `string`, it returns the 100 as no arguments are passed and the default arguments are used (lines 48 and 51).

Example 3: Template Specialization Full

```
// templateSpecializationFull.cpp

#include <iostream>
#include <string>

template <typename T>
T min(T fir, T sec){
    return (fir < sec) ? fir : sec;
}

template <>
bool min<bool>(bool fir, bool sec){
    return fir & sec;
}

int main(){

    std::cout << std::boolalpha << std::endl;

    std::cout << "min(3.5, 4.5): " << min(3.5, 4.5) << std::endl;
    std::cout << "min<double>(3.5, 4.5): " << min<double>(3.5, 4.5) << std::endl;

    std::cout << "min(true, false): " << min(true, false) << std::endl;
    std::cout << "min<bool>(true, false): " << min<bool>(true, false) << std::endl;

    std::cout << std::endl;
}
```



Explanation

In the above example, we have defined a full specialization for `bool`. The primary and the full specialization are implicitly invoked in the lines (20 and 23) and explicitly invoked in the lines (21 and 24).

Example 4: Template Specialization Type Traits

```
// templateSpecializationTypeTraits.cpp

#include <iostream>
#include <type_traits>

using namespace std;

template <typename T>
void getPrimaryTypeCategory(){

    cout << boolalpha << endl;

    cout << "is_void<T>::value: " << is_void<T>::value << endl;
    cout << "is_integral<T>::value: " << is_integral<T>::value << endl;
    cout << "is_floating_point<T>::value: " << is_floating_point<T>::value << endl;
    cout << "is_array<T>::value: " << is_array<T>::value << endl;
    cout << "is_pointer<T>::value: " << is_pointer<T>::value << endl;
    cout << "is_reference<T>::value: " << is_reference<T>::value << endl;
    cout << "is_member_object_pointer<T>::value: " << is_member_object_pointer<T>::value << endl;
    cout << "is_member_function_pointer<T>::value: " << is_member_function_pointer<T>::value << endl;
    cout << "is_enum<T>::value: " << is_enum<T>::value << endl;
    cout << "is_union<T>::value: " << is_union<T>::value << endl;
    cout << "is_class<T>::value: " << is_class<T>::value << endl;
    cout << "is_function<T>::value: " << is_function<T>::value << endl;
    cout << "is_lvalue_reference<T>::value: " << is_lvalue_reference<T>::value << endl;
    cout << "is_rvalue_reference<T>::value: " << is_rvalue_reference<T>::value << endl;

    cout << endl;

}

int main(){
    getPrimaryTypeCategory<void>();
}
```

Explanation

We have used the `type_traits` library which detects at compile-time to which primary type category `void` (line 13) belongs to. The primary type categories

are complete and exclusive. This means each type belongs exactly to one

primary type category. For example, `void` returns `true` for the type-trait `std::is_void` and `false` for all the other type categories.

Example 5: Template Types

```
// templateTypes.cpp

#include <iostream>
#include <string>

template<typename T>
struct Type{
    std::string getName() const {
        return "unknown";
    }
};

int main(){

    std::cout << std::boolalpha << std::endl;

    Type<float> tFloat;
    std::cout << "tFloat.getName(): " << tFloat.getName() << std::endl;

    std::cout << std::endl;

}
```



Explanation

In the above example, the method `getName` returns `unknown` for any type passed in the argument of `type` function (line 8). If we specialize the class template for further types, we will implement a type deduction system at compile-time. We'll look at it in the coming exercise.

We'll solve an exercise in the next lesson.