

# **Advanced Software Techniques**

Pointers to Functions

In DSAD,  
we've seen some  
function names  
used as  
function arguments

e.g. an overloaded comparison  
function  
for a class  
stored in a set

e.g. `for_each(vs.begin(),  
vs.end(), display_backwards);`

The name of a function  
is the same  
as a pointer to it

Yes,  
just like an array

That's easy!

Specifying the type  
of the parameter  
is a bit more  
clunky



To specify  
a function pointer  
as a parameter:

1. Return type
2. Asterisk before name
3. Parameter data types  
(within brackets)

e.g.

```
int (*compare)(char *, char *)
```

This is  
"a pointer to a function  
that takes two char \* as  
parameters  
and  
returns an int"

qsort uses this

```
void qsort (void *base, unsigned  
            int num, unsigned int size,  
            int (*compare)(const void *,  
                            const void*));
```

This sorts an array of something  
using the quicksort algorithm

void \*base: pointer to start of  
array



unsigned int num:  
how many elements

unsigned int size:  
how big is one element

```
int (*compare)(const void *,  
               const void*):
```

pointer to comparison function

e.g.

```
qsort(arrayOfGlorts,  
      kHowManyGlorts,  
      kHowBigIsAGlort,  
      compareGlort);
```

compareGlort must fit the  
description in the prototype

# Example

qsort.c is online

# Highlights of qsort.c

```
int a[20] = {  
    19, 99, 5, 10, 7,  
    33, 22, 57, 50, 48,  
    3, 77, 66, 13, 18,  
    9, 10, 59, 38, 28  
};
```

```
int up(const void *x, const void  
      *y);
```

```
int down(const void *x, const void  
        *y);
```



```
qsort (a, 20, sizeof (a[0]), up);
```

...

```
qsort (a, 20, sizeof (a[0]), down);
```

# Another use of Function Pointers

Jump Tables are  
arrays of function pointers

Use the index  
into the array  
to determine  
which function to call

Sample declaration:

```
int (*ptrsToFn[5])(int)
```

=

```
{func1, func2, func3, func4,  
  func5};
```

And to call it, just use the name  
as normal:

```
retValue = ptrsToFn[2](3);
```

# Example

[jumptable.c](#) is online

# Highlights of jumptable.c

```
int func_5 (int);
```

```
int (*ptrs_to_fn[5])(int) = {  
    func_1,  
    func_2,  
    func_3,  
    func_4,  
    func_5  
};
```

```
y = ptrs_to_fn[x] (x + 5);
```



# Why?

You'll need this for  
RTOS next semester  
and

it will definitely help in  
understanding

C# delegates next semester