

# C++ Templates and Exceptions

# Templates

# Function Templates

**Two almost identical functions: same code, different data types**

```
int      integerMinimum(int a, int b)
{
    return(a < b ? a : b);
}

double   doubleMinimum(double a, double b)
{
    return(a < b ? a : b);
}
```

**or one generic function with a data type parameter.**

```
template<typename T>
T      genericMinimum(T a, T b)
{
    return(a < b ? a : b);
}

cout << genericMinimum(3, 4) << ' ' << genericMinimum(1.1, 3.1) << ' '
    << genericMinimum('t', 'g') << ' ';
```

# Class Templates

```
template<typename T>
class BasicVector
{
    public:
        BasicVector(int capacity = 10);
        T& operator[](int i) { return(a[i]); }
    private:
        T*      a;
        int     capacity_;
};

template<typename T>
BasicVector<T>::BasicVector(int capacity )
{
    capacity_ = capacity ;
    a = new T[capacity_];
}
```

```
BasicVector<int>          iv(5);  
BasicVector<double>      dv(20);  
BasicVector<string>      sv(10);
```

```
iv[3] = 8;  
dv[14] = 2.5;  
sv[7] = "hello";
```

## Templated Arguments

```
BasicVector<BasicVector<int>> xv(5);
```

array of 10 elements (default size), each an array with 5 elements.  
5 rows, 10 columns.

```
xv[2][8] = 15;
```

# Exceptions

# An Alternative to Returning Error Status

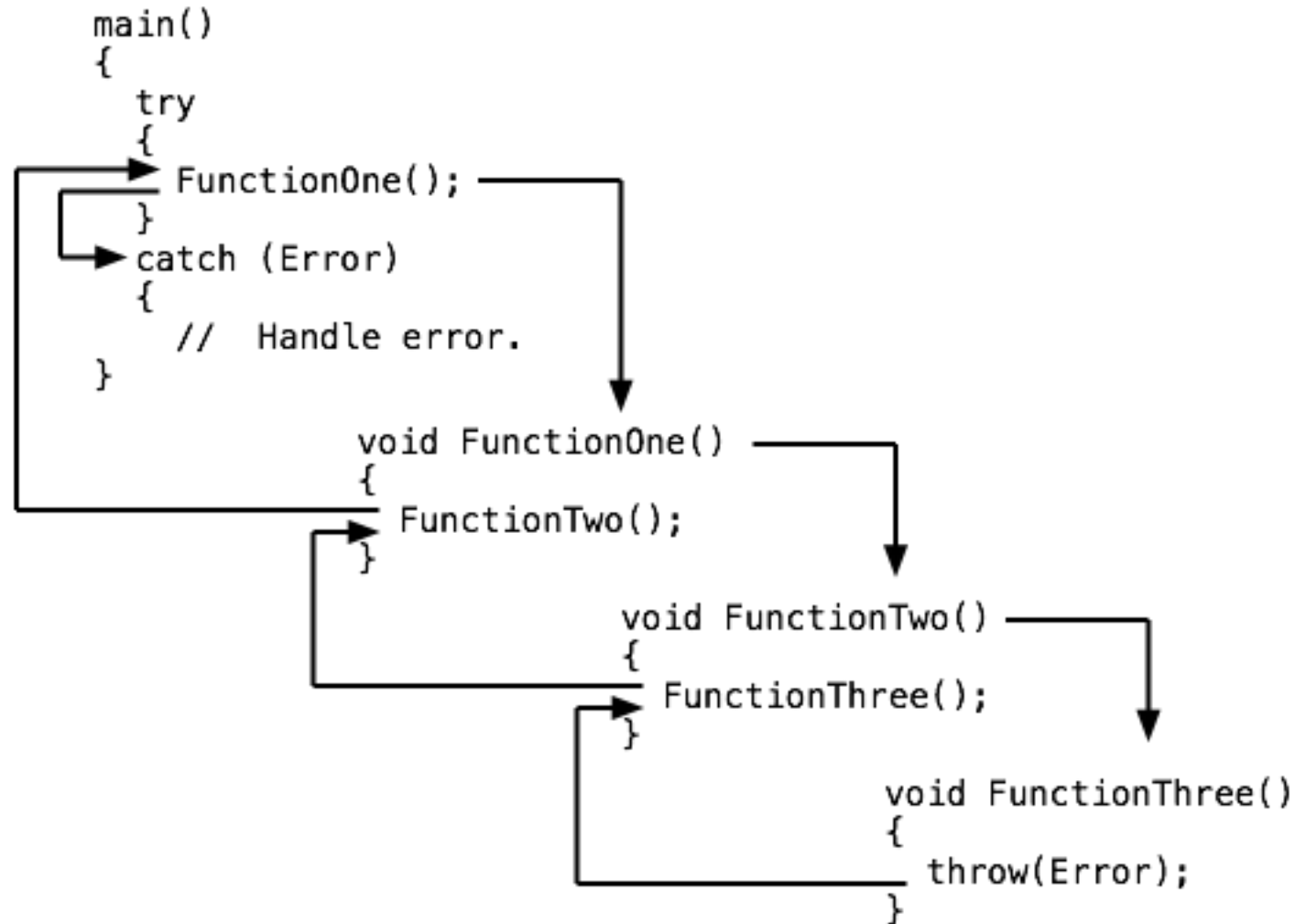
Caller:

```
try
{
    SomeFunction();
}
catch (exceptionClass)
{
    //      Handle exception
}
```

SomeFunction:

```
throw (exceptionClass);
```

# Unwinding the Call Chain





# Exceptions Can Include Relevant Data

```
class MathException
{
    public:
        MathException(const string& error)
            : errorMessage(error) { };

        string    getErrorMessage() { return(errorMessage); }
    private:
        string    errorMessage;
}
```

```
try
{
    if (divisor == 0)
    {
        throw MathException("Divide by zero.");
    }
}
catch (MathException exception)
{
    cout << exception.GetErrorMessage() << endl;
}
```

void calculator() throw(MathException)	// Can't throw anything else.
void calculator()	// Can throw anything.
void calculator() throw()	// Can't throw anything at all.