

Lesson 10 Templates

Object oriented programming

```
#include <iostream>
using namespace std;
template <typename T>
void mySwap(T &a, T &b) {
   T temp;
    temp = a;
    a = b;
    b = temp;
int main() {
    int i1 = 1, i2 = 2;
    mySwap(i1, i2); // compiler generates mySwap(int &, int &)
    cout << "i1 is " << i1 << ", i2 is " << i2 << endl;
    char c1 = 'a', c2 = 'b';
    mySwap(c1, c2); // compiler generates mySwap(char &, char &)
    cout << "c1 is " << c1 << ". c2 is " << c2 << end1:
    double d1 = 1.1, d2 = 2.2;
    mySwap(d1, d2); // compiler generates mySwap(double &, double &)
    cout << "d1 is " << d1 << ". d2 is " << d2 << end1:
    mvSwap(i1, d1): // error 'mvSwap(int&, double&)'
    return 0;
```

```
#include <iostream>
using namespace std;
template < typename T>
T abs(T value) {
    T result:
    result = (value >= 0) ? value : -value;
    return result;
int main() {
    int i = -5;
    cout << abs(i) << endl;</pre>
    double d = -55.5:
    cout << abs(d) << endl;</pre>
    float f = -555.5f;
    cout << abs(f) << endl:
    char x = 100:
    cout << abs(x) << endl;
    return 0:
```

```
#include <iostream>
using namespace std;
template <typename T>
void mySwap(T &a, T &b) {
    T temp;
    temp = a;
    a = b;
    b = temp;
}
template <typename T>
void mySwap(T a[], T b[], int size) {
    T temp;
    for (int i = 0; i < size; ++i) {
        temp = a[i];
        a[i] = b[i];
        b[i] = temp;
}
</pre>
```



Example 3

Overloading function template 2/2

```
template <typename T>
void print(const T *const array, int size) {
   cout << "(":
   for (int i = 0; i < size; ++i) {</pre>
        cout << array[i];
        if (i < size - 1)
            cout << ".":
    cout << ")" << endl:
int main() {
    const int SIZE = 3;
   int i1 = 1, i2 = 2:
    mySwap(i1, i2);
    cout << "i1 is " << i1 << ", i2 is " << i2 << endl;
    int ar1[] = \{1, 2, 3\}:
   int ar2[] = \{4, 5, 6\};
   mySwap(ar1, ar2, SIZE);
    print(ar1, SIZE):
    print(ar2, SIZE);
    double x1[] = {5, 10, 15};
    double x2[] = \{7, 12, 4\};
    mySwap(x1, x2, 3);
    print(x1, 3);
    print(x2, 3);
```



Example 4

Template specialization

```
#include <iostream>
#include <cmath>
using namespace std;
template <typename T>
void mySwap(T &a, T &b) {
     cout << "Template" << endl;</pre>
    T temp;
    temp = a;
    a = b:
    b = temp;
template <typename T>
bool equal(T a, T b) {
     return a == b;
template <>
bool equal(double a, double b) {
     return fabs(a - b) < 0.001;
}
/*template <>
void mvSwap<int>(int &a, int &b) {
    cout << "Specialization" << endl;</pre>
    int temp;
    temp = a;
    a = b:
    b = temp;
```

void mySwap(int &a, int &b) {

Example 5 Class templates

```
#include <iostream>
using namespace std;
template <typename T>
class Number {
private:
   T value:
public:
    Number (T value) {
        this->value = value:
    T getValue() {
        return value;
    void setValue(T value) {
        this->value = value;
}:
int main() {
    Number < int > i(55):
    cout << i.getValue() << endl;</pre>
    Number <double > d(55.66);
    cout << d.getValue() << endl;
    Number < char > c('a'):
    cout << c.getValue() << endl;
    Number < string > s("Hello");
    cout << s.getValue() << endl:
    return 0;
```



Example 6

Class templates 1/3

```
#include <iostream>
using namespace std;
template <typename T>
class MyComplex {
private:
    T real, imag;
public:
    MyComplex<T> (T real = 0, T imag = 0) : real(real), imag(imag) { }
    MyComplex <T > & operator += (const MyComplex <T > &rhs) {
        real += rhs.real;
        imag += rhs.imag;
        return *this:
    MyComplex <T > & operator += (T value) {
        real += value;
        return *this;
    bool operator == (const MyComplex <T> &rhs) {
        return (real == rhs.real && imag == rhs.imag);
    bool operator != (const MyComplex <T> &rhs) {
        return !(*this == rhs);
    MyComplex <T> operator++ () {
        ++real;
        return *this;
    MyComplex <T > operator++ (int dummy) {
        MyComplex <T> saved(*this);
        ++real;
        return saved;
```



```
friend ostream &operator << (ostream &out, const MyComplex <T> &c) {
    out << '(' << c.real << ',' << c.imag << ')';
    return out;
friend istream &operator>> (istream &in, MyComplex<T> &c) {
   T inReal, inImag;
    char inChar;
    bool validInput = false;
    in >> inChar;
    if (inChar == '(') {
        in >> inReal >> inChar;
        if (inChar == ',') {
            in >> inImag >> inChar;
            if (inChar == ')') {
                c = MyComplex <T>(inReal, inImag);
                validInput = true;
        3
    if (!validInput) cout << "Vnesete go brojot vo format: (real, imag)" <<
    return in;
friend MyComplex<T> operator+ (const MyComplex<T> &lhs, const MyComplex<T> &
     rhs) {
    MyComplex <T> result(lhs);
    result += rhs;
    return result;
friend MyComplex<T> operator+ (const MyComplex<T> &lhs, T value) {
    MyComplex <T> result(lhs);
    result += value;
    return result;
friend const MyComplex<T> operator+ (T value, const MyComplex<T> &rhs) {
    return rhs + value;
3
```

```
}:
int main() {
    MyComplex <double > c1(3.1, 4.2);
    cout << c1 << endl; // (3.10,4.20)
    MvComplex <double > c2(3.1):
    cout << c2 << endl; // (3.10,0.00)
    MyComplex <double > c3 = c1 + c2;
    cout << c3 << endl: // (6.20,4.20)
    c3 = c1 + 2.1:
    cout << c3 << endl; // (5.20,4.20)
    c3 = 2.2 + c1:
    cout << c3 << endl: // (5.30.4.20)
    c3 += c1;
    cout << c3 << endl; // (8.40,8.40)
    c3 += 2.3:
    cout << c3 << endl; // (10.70,8.40)
    cout << ++c3 << endl; // (11.70,8.40)
    cout << c3++ << endl; // (11.70,8.40)
    cout << c3 << endl; // (12.70,8.40)
    MyComplex <int> c5;
    cout << "Enter complex number (real, imag): ";</pre>
    cin >> c5:
    return 0;
```

Materials and Questions

Lectures, exsercises and announcements courses.finki.ukim.mk

Source code of all examples and problems github.com/tdelev/OOP/tree/master/latex/src

Office hours tdelev.github.io/office/