

Object-Oriented Programming

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Overview

Object-
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Programming

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Templates

C++
Standard
Template
Library

1 Templates

2 C++ Standard Template Library

Templates

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Templates

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Library

- Allow working with generic types.
- Provide a way to reuse source code. The code is written once and can then be used with many types.
- Allow defining a function or a class that operates on different kinds of types (is parametrized with different types).

Function templates I

Declaration

template <*typename identifier*> *function_declaration*;

```
template <typename T>
T add(T a, T b)
{
    return a + b;
}
```

- **T** is the *template parameter*, a type argument for the template;
- The template parameter can be introduced with any of the two keywords: *typename*, *class*.

Function templates II

- The process of generating an actual function from a template function is called **instantiation**:

```
int resInt = add<int>(3, 4);  
double resDouble = add<double>(-1.2, 2.6);
```

DEMO

Function template. (*Lecture4_demo_templates - Function template.cpp*).

Class templates I

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- A template can be seen as a skeleton or macro.
- When specific types are added to this skeleton (e.g. `double`), then the result is an actual C++ class.
- When instantiating a template, the compiler creates a new class with the given template argument.
- The compiler needs to have access to the implementation of the methods, to instantiate them with the template argument.
- **Place the definition of a template in a header file.**

DEMO

Template - Dynamic Vector. (*Lecture4_demo_templates - DynamicVector.h, main.cpp*).

Class templates II

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- Templates can be also defined for more types:

```
template <typename T, typename U>
class Pair
{
private:
    T first;
    U second;
    // ...
};
```

DEMO

Template - Pair. (*Lecture4_demo_templates - Pair.h, main.cpp*).

Templates - conclusions

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- Templates are a compile-time mechanism.
- They are most commonly used in generic programming (implementation of general algorithms).
- Useful for writing compact and efficient code.
- The definition (not just the declaration) must be in scope (usually in the header file).

Standard Template Library (STL)

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- Is a software library for C++.
- Is a generic library, meaning that its components are heavily parametrized: almost every component in the STL is a template.
- Is designed such that programmers create components that can be composed easily without losing any performance.
- The primary designer and implementer of STL is Alexander Alexandrovich Stepanov.

Containers in STL I

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- A container is a holder object that stores a collection of other objects (its elements).
- Containers are implemented as class templates.
- Containers:
 - manage the storage space for their elements;
 - provide member functions to access the elements, either directly or through iterators (reference objects with similar properties to pointers);
 - provide functions to modify the elements.

Containers in STL II

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- Container class templates:
 - **Sequence containers** (elements are ordered in a linear sequence):
 - `vector<T>;`
 - `deque<T>;`
 - `list<T>.`
 - **Associative containers** (elements are referenced by their keys and not by their absolute positions in the container):
 - `set<T, CompareT>;`
 - `multiset<T, CompareT>;`
 - `map<KeyT, ValueT, CompareT>;`
 - `multimap<KeyT, ValueT, CompareT>.`

Containers in STL III

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- **Container adapters** (created by limiting functionality in a pre-existing container):
 - `stack<T, ContainerT>;`
 - `queue<T, ContainerT>;`
 - `priority_queue<T, ContainerT, CompareT>.`

Iterators I

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- Provide a generic (abstract) way to access the elements of a container.
- Allow access to the elements of a container without exposing the internal representation (implementation hiding).
- Make a separation between how data is stored and how we operate on data.
- An iterator will contain:
 - a reference to the current element;
 - a reference to the container.

Iterators II

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- An iterator keeps track of a location within an associated STL container object, providing support for traversal (increment/decrement), dereferencing and container bounds detection.
- In C++, iterators are not pointers, but act similar to pointers in certain situations (can be incremented with `++`, dereferenced with `*`, and compared against another iterator with `!=`).
- Containers expose 2 member functions: `begin()` and `end()`, which provide iterators towards the begin (first element) and the end (pass the last element) of the containers.

std::vector

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- Is a container that stores elements of the same type.
- Is a sequence container: its elements are ordered in a linear sequence.
- Resizes automatically when needed.
- Uses a dynamically allocated array to store the elements.
- Is very efficient in terms of element accessing (constant time).
- Works with ranged-based for loop.

DEMO

`std::vector` (*Lecture4_demo_STL*).

STL Algorithms I

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- Algorithms are function templates that can operate on ranges of elements, ranges defined by iterators.
- The iterators returned by the functions `begin()` and `end()` of a container can be fed to an algorithm to enable using the algorithm with the container.
- Iterators are the mechanism that make possible the decoupling of algorithms from containers.
- Exempt us from writing the same functions (find, sort, count) for different individual containers.

STL Algorithms II

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- Headers: `<algorithm>`, `<numeric>` - define a collection of functions especially designed to be used on ranges of elements.

DEMO

STL algorithms (*Lecture4_demo_STL*).

Lambda expressions I

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- Provide a mechanism to define anonymous functions (locally, within other functions).
- The anonymous function is defined in the code where it is called.
- Are very useful for certain algorithms of the STL (`find_if`, `count_if`, `transform`, `sort`).
- The return type of lambdas can be deduced, but it can also be specified.

Lambda expressions II

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Syntax

[capture list] (parameter list) function body

[capture list] (parameter list) – > ret function body

E.g.

```
// ...  
vector<int> oddNumbers;  
copy_if(integers.begin(), integers.end(),  
        oddNumbers.begin(), [](int x) { return x % 2  
        == 1; });
```

Lambda expressions III

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- A lambda can store information about variables that are in the local block scope.
- The lambda function body can refer to those variables using the same name as in the surrounding scope.
- This is possible using the capture list.

DEMO

STL algorithms (*Lecture4_demo_STL*).

Advantages of STL algorithms

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- **simplicity**: use existing code instead of writing the code from scratch;
- **correctness**: known to be correct, tested;
- **performance**: generally perform better than a hand written code;
- **clarity**: you can immediately tell that a call to **sort** sorts the elements in a range;
- **maintainability**: code is clearer and more straightforward
⇒ easier to write, read, enhance and maintain.