



COMP 2012H Honors Object-Oriented Programming and Data Structures

Topic 13: Generic Programming

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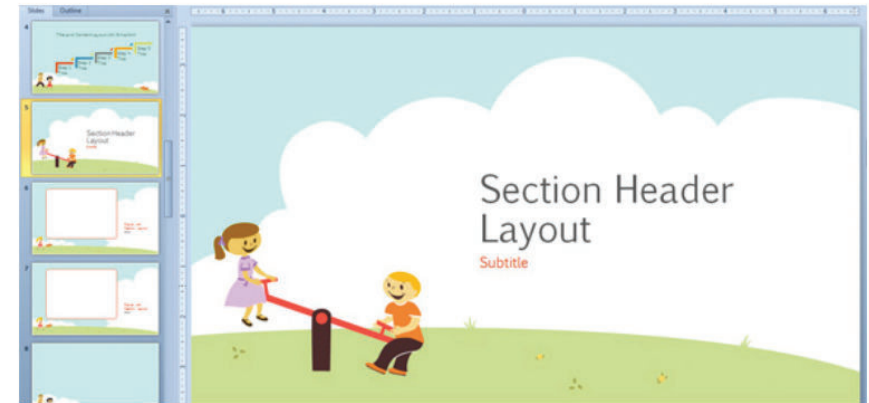
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Part I

Function and Class Template



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How Many larger() Functions Do You Need?

```
inline const int& larger(const int& a, const int& b)
{ return (a > b) ? a : b; }

inline const char& larger(const char& a, const char& b)
{ return (a > b) ? a : b; }

inline const double& larger(const double& a, const double& b)
{ return (a > b) ? a : b; }

#include <string>
inline const string& larger(const string& a, const string& b)
{ return (a > b) ? a : b; }

#include "teacher.h"
inline const Teacher& larger(const Teacher& a, const Teacher& b)
{ return (a > b) ? a : b; }
```

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How Many (Linked List) Node Classes Do You Need?

```
class ll_int_node {
private: int data; ll_int_node* next;
public: ll_int_node(const int&); ~ll_int_node();
void ll_print() const; void ll_insert(const int&);
};

class ll_char_node {
private: char data; ll_char_node* next;
public: ll_char_node(const char&); ~ll_char_node();
void ll_print() const; void ll_insert(const char&);
};

#include "student.h"
class ll_student_node {
private: Student data; ll_student_node* next;
public: ll_student_node(const Student&); ~ll_student_node();
void ll_print() const; void ll_insert(const Student&);
};
```

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Generic Programming using Templates

- A lot of times, we find **functions** and **data structures** that look alike: they differ only in the **types** of objects they manipulate.
- Since C++ allows **function overloading**, one may define many **larger()** functions, one for each type of values/objects **T**, but they all have the following **general** form:

```
inline const T& larger(const T& a, const T& b) { ... }
```

- For **nodes** of different types of objects, one has to make up **different** class names for them (ll_int_node, ll_char_node, etc.).
- Again, we don't like the solution of creating the various **larger()** or **nodes** by “**copy-and-paste-and-modify**”.
- The solution is **generic programming** using **function templates** and **class templates**.
- They are similar to function definitions and class definitions but the types of objects they manipulate are **parameterized** with **type variables**.
- **Generic programming** allows programmers to write just **one** version of code that works for **different types** of objects.

Function Template of larger()

- It starts with the keyword **template**.

```
template <typename T> /* File: larger-template.cpp */
inline const T& larger(const T& a, const T& b)
{
    return (a > b) ? a : b;
}
```

- The **typename** keyword may be replaced by **class**.

```
template <class T> /* File: larger-template2.cpp */
inline const T& larger(const T& a, const T& b)
{
    return (a > b) ? a : b;
}
```

- This is just a **function template definition**; it itself is not an actual function and **no** codes will be generated on its own.

Use of the larger() Function Template

- You may make use of the **template** to call **larger()** for **any** types, as long as the function code makes sense for the types.
- In the case of **larger()**, it is required that the types can be compared by the operator **<**.

```
#include <iostream> /* File: larger-calls.cpp */
using namespace std;
template <typename T> inline const T&
larger(const T& a, const T& b) { return (a < b) ? b : a; }

int main()
{
    int x = 4, y = 8;
    cout << larger(x, y) << " is a bigger number!" << endl;

    string a("cheetah"), b("gorilla");
    cout << larger(a, b) << " is stronger!" << endl;
    return 0;
}
```

Function Template Instantiation

- Based on the function **template definition**, the compiler will create the codes of the functions that are **actually** used (called) in your program.
- This is called **template instantiation**. The parameter **T** in the template definition is called the **formal parameter** or **formal argument** of the template.
- For the program “larger-calls.cpp”, the compiler will instantiate 2 **larger()** functions by substituting **T** with the **actual arguments** **int** and **string** respectively into the **larger function template**.

```
template <typename T> inline const T&
larger(const T& a, const T& b) { return (a < b) ? b : a; }
```

Template: Formal Argument Matching

```
#include <iostream>      /* File: larger-match-arg.cpp */
using namespace std;
template <typename T> inline const T&
    larger(const T& a, const T& b) { return (a < b) ? b : a; }

int main()
{
    cout << larger(3, 5) << endl;    // T is int;
    cout << larger(4.3, 5.6) << endl; // T is double
}
```

- When the compiler **instantiates** a **template**, it tries to determine the **actual type** of the template parameter by looking at the types of the **actual arguments** in a function call.
- If you call a template with **different types**, the compiler will generate **separate instantiated function code** for each type, and the size of the final executable **increases** accordingly.

Explicit Template Instantiation

- For regular functions including overloaded functions, compilers try to match function arguments in function calls by type conversion.
- However, there is **no automatic type conversion** for template arguments.
- The following code gives a compile-time error:

```
cout << larger(4, 5.5);
// Error: no matching function for call to 'larger(int, double)'
```
- If what you really want is:

```
const double& larger(const double& a, const double& b) { ... }
```

you may do this by **explicitly instantiating** the **function template** by adding the **actual** type you want after the function name using the **< >** syntax:

```
cout << larger<double>(4, 5.5);
```

What If < Is Not Properly Defined for Objects of T?

```
#include <iostream>      /* File: template-problem.cpp */
using namespace std;

template <typename T> const T&
    larger(const T& a, const T& b) { return (a < b) ? b : a; }

int main()
{
    const char* m = "microsoft";
    const char* a = "apple";
    cout << larger(a, m) << " is better!" << endl;
    cout << larger(m, a) << " is better!" << endl;
    return 0;
}
```

Question: Isn't "microsoft" bigger than "apple" in the alphabetical order?

Template Specialization Example 1

```
#include <iostream>      /* File: template-specialization-cstring.cpp */
#include <cstring>
#include <typeinfo>
using namespace std;

/* General case */
template <typename T>
const T& larger(const T& a, const T& b)
{ cout << "general case: "; return (a < b) ? b : a; }

/* Exceptional case */
template <>
const char* const& larger(const char* const& a, const char* const& b)
{ cout << "special case: "; return (strcmp(a, b) < 0) ? b : a; }

int main()
{
    const char* m = "microsoft"; // Smaller address
    const char* a = "apple";     // Bigger address
    cout << larger(a, m) << " is better!" << endl;
    cout << larger(m, a) << " is better!" << endl;
    cout << larger(22, 88) << " is greater!" << endl;
    return 0;
}
```

Template Specialization Example 2

```
#include <iostream>      /* File: template-specialization-student.cpp */
using namespace std;
#include "student.h"

/* General case */
template <typename T>
const T& larger(const T& a, const T& b)
{ cout << "general case: "; return (a < b) ? b : a; }

/* Exceptional case */
template <>
const Student& larger(const Student& a, const Student& b)
{ cout << "special case: ";
  return (a.get_GPA() < b.get_GPA()) ? b : a; }

int main()
{
  Student a("Amy", ECE, 3.2);
  Student b("Bob", CSE, 4.2);
  cout << larger(a, b).get_name() << " is better!" << endl;
  cout << larger(b, a).get_name() << " is better!" << endl;
  cout << larger(22, 88) << " is greater!" << endl;
  return 0;
}
```

Function Template w/ More Than One Formal Argument

```
1  #include <iostream>      /* File: fcn-template-2arg.cpp */
2  using namespace std;
3
4  template <typename T1, typename T2> inline const T1&
5      larger(const T1& a, const T2& b) { return (a < b) ? b : a; }
6
7  int main()
8  {
9      cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
10     cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
11 }
```

- A **template** may take **more** than one **type arguments**, each using a different **typename**.
- However, there is a subtle problem in this case: the return type is **const T1&**, but if $(a < b)$, the return value is of type T2.

Question: Can we return a T2 value to a return type of T1&?

Problem with fcn-template-2arg.cpp

```
fcn-template-2arg.cpp:5:47: warning: returning reference to local temporary
      object [-Wreturn-stack-address]
      larger(const T1& a, const T2& b) { return (a < b) ? b : a; }
                                   ~~~~~
fcn-template-2arg.cpp:9:13: note: in instantiation of function template
      specialization 'larger<int, double>' requested here
      cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
      ~
fcn-template-2arg.cpp:5:47: warning: returning reference to local temporary
      object [-Wreturn-stack-address]
      larger(const T1& a, const T2& b) { return (a < b) ? b : a; }
                                   ~~~~~
fcn-template-2arg.cpp:10:13: note: in instantiation of function template
      specialization 'larger<double, int>' requested here
      cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
      ~
2 warnings generated.
```

Solution 1: Return by Value

```
#include <iostream>      /* File: fcn-template-2arg-rbv.cpp */
using namespace std;

template <typename T1, typename T2> inline T1
    larger(const T1& a, const T2& b) { return (a < b) ? b : a; }

int main()
{
    cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
    cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
    return 0;
}
```

Solution 2: Don't Return Any Value

```
#include <iostream> /* File: fcn-template-2arg-print.cpp */
using namespace std;

template <typename T1, typename T2>
void print_larger(const T1& a, const T2& b)
{
    if (a > b)
        cout << a << endl;
    else
        cout << b << endl;
}

int main()
{
    print_larger(4, 5.5);
    print_larger(5.5, 4);
    return 0;
}
```

Template Arguments: Too Many Combinations

```
/* File: many-combinations.cpp */
short s = 1; char c = 'A';
int i = 1023; double d = 3.1415;

print_max(s, s); print_max(s, c);
print_max(c, s); print_max(s, i);
// ... And all other combinations; 16 in total.
```

- With the above code, the compiler will **instantiate** a **print_larger()** for each of the 16 different combinations of arguments.
- With the current compiler technology, this means that we get 16 (almost identical) fragments of code in the executable program. There is **no** sharing of code.
- So a simple program may have a surprisingly large binary size, if we are not careful.

Function Template: Common Errors

```
1 #include <iostream> /* File: f-template-err.cpp */
2 using namespace std;
3 template <class T> T* create() { return new T; };
4 template <class T> void f() { T a; cout << a << endl; }
5 int main() { create(); f(); }
```

```
f-template-err.cpp:5:21: error: no matching function for call to 'create()'
    int main() { create(); f(); }
                   ^
```

```
f-template-err.cpp:3:23: note: template argument deduction/substitution failed
f-template-err.cpp:5:21: note: couldn't deduce template parameter 'T'
    int main() { create(); f(); }
                   ^
```

```
f-template-err.cpp:5:26: error: no matching function for call to 'f()'
    int main() { create(); f(); }
                   ^
```

```
f-template-err.cpp:4:25: note: template argument deduction/substitution failed
f-template-err.cpp:5:26: note: couldn't deduce template parameter 'T'
    int main() { create(); f(); }
```

The compiler **can't deduce** the **actual object types** from such calls.

Class Template for Nodes of a List

- The **template** mechanism works for classes as well. This is particularly useful for defining **container classes** — classes that contains objects of the **same** kind such as arrays, lists, and sets.

```
#ifndef LISTNODE_H /* File: listnode.h */
#define LISTNODE_H

template <typename T>
class List_Node
{
public:
    List_Node(const T& x) : data(x) { }

    List_Node* next {nullptr};
    List_Node* prev {nullptr};
    T data;
};

#endif
```

Class Template for a List

```
#ifndef LIST_H          /* File: list.h */
#define LIST_H

#include "listnode.h"
template <typename T> class List
{
public:
    List() = default;
    void append(const T& item) {
        List_Node<T>* new_node = new List_Node<T>(item);
        if (!tail)
            head = tail = new_node;
        else
            { /* incomplete */ }
    }
    void print() const {
        for (const List_Node<T>* p = head; p; p = p->next)
            cout << p->data << endl;
    }
    // ... Other member functions
private:
    List_Node<T>* head {nullptr};
    List_Node<T>* tail {nullptr};
};
#endif
```

Class Template: List Example

- Now we can use the **parameterized class template list** to create lists to store any types of elements that we want, without having to resort to “code re-use by copying”.

```
#include <iostream>      /* File: list-example.cpp */
using namespace std;
#include "list.h"
#include "student.h"

int main()
{
    List<char> letters; letters.append('a');
    cout << "*** print char list *** \n"; letters.print();

    List<int> primes; primes.append(2);
    cout << "### print int list ###\n"; primes.print();

    List<Student> students;
    students.append(Student("James", CSE, 4.0));
    // Why don't we call students.print() ?
}
```

Nontype Parameters for Templates

- Template** may also have **nontype** parameters, which are not type variables.

```
#ifndef NONTYPE_LIST_H /* File: nontype-list.h */
#define NONTYPE_LIST_H
#include "listnode.h"
template <typename T, int max_num_items>
class List {
public:
    bool append(const T& item) {
        if (num_items == max_num_items)
            { cerr << "List is full\n"; return false; }
        else
            { /* incomplete */ return true; }
    }
    // ... Other member functions
private:
    int num_items {0};
    List_Node<T>* head {nullptr};
    List_Node<T>* tail {nullptr};
};
#endif
```

Find the Size of Any Array Using Nontype Parameter

```
#include <iostream> /* File: array-size-by-template.cpp */
using namespace std;

// Here, x is a reference to an array of N objects of type T
template <typename T, int N>
int f(T (&x) [N]) { return N; }

int main()
{
    int a[] = {10, 11, 12, 13};
    double b[] = {0.0, 0.1, 0.2};
    bool c[] = {true, false};
    cout << f(a) << endl;
    cout << f(b) << endl;
    cout << f(c) << endl;
    return 0;
}
```


Difference Between Class and Function Templates

- For **function templates**, the compiler may deduce the **template arguments** from the function call.

```
int i = larger(4, 5); // Rely on compilers to deduce larger<int>
int j = larger<int>(7, 2); // Explicit instantiation
```
- For **class templates**, you always have to specify the actual **template arguments** when creating the class objects; the compiler does **not** deduce the template arguments.

```
List primes; // Error: how can compilers deduce the type?
primes.append(2); // Error: too late; compilers can't lookahead!
```

Which scene is slightly different from the other two?



Separate Compilation For Templates??

- For regular **non-template** functions, we usually put their **declarations** in a **header file**, and their **definitions** in the corresponding **.cpp** file.
- Should we do the same for **templates**?

```
/* File: larger.h */
template <typename T> inline const T&
larger(const T& a, const T& b);
```

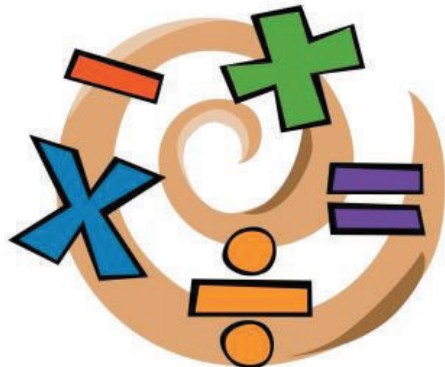
```
/* File: larger.cpp */
template <typename T> inline const T&
larger(const T& a, const T& b) { return (a < b) ? b : a; }
```

But a function/class template is **instantiated** only when it is used, and its definition must be in the **same file** which calls it.

- No**, we put the template function/class **definitions** in the header file as well and include the **template header file** in **every** files which use the template.

Part II

+*/- Operator Overloading <&% >



From Math Notation to Language Operators

- To program the mathematical equation:
$$c = 2(a - 3) + 5b$$
one may have to write

```
c = add(multiply(2, subtract(a,3)), multiply(5,b));
```
- Most programming languages have **operators** which allow us to mimic the mathematical notation by writing
$$c = 2*(a - 3) + 5*b;$$
- However, many languages only have **operators** defined for the **built-in types**.
- C++ is an exception: it allows you to re-use **most**, but **not** all, of its operators and **re-define** them for new **user-defined** types.
- You may **re-define** “+”, “-” etc. for types such as Vector, Matrix, Student, Word, etc. defined by you.

Add 2 Vectors by a Global Add() Function

```
using namespace std;      /* File: vector0.h */
class Vector
{
public:
    Vector(double a = 0, double b = 0) : x(a), y(b) { }
    double getx() const { return x; }
    double gety() const { return y; }
    void print() const { cout << "(" << x << ", " << y << ")\n"; }
private:
    double x, y;
};

#include <iostream>      /* File: vector0-add.cpp */
#include "vector0.h"
Vector add(const Vector& a, const Vector& b)
{ return Vector(a.getx() + b.getx(), a.gety() + b.gety()); }
int main()
{
    Vector a(1, 3), b(-5, 7), c(22), d;
    d = add(add(a, b), c); d.print(); // d = a + b + c
}
```

Global Non-member Operator+ Function

- Wouldn't it be nicer if we could write the last addition expression as:
 $d = a + b + c$ instead of

$d = \text{add}(\text{add}(a, b), c);$

- C++ allows you to do that by simply replacing the name of the function **add** by **operator+**.
- Also notice that our **global non-member operator+** function will work for adding
 - ▶ a vector to a vector
 - ▶ a vector to a scalar
 - ▶ a scalar to a vector

Question: Why do they work?



Global Non-member Operator+ Function ..

```
#include <iostream>      /* File: vector0-op-add.cpp */
#include "vector0.h"

Vector operator+(const Vector& a, const Vector& b)
{ return Vector(a.getx() + b.getx(), a.gety() + b.gety()); }

int main()
{
    Vector a(1, 3), b(-5, 7), c(22), d;
    d = a + b + c; cout << "vector + vector: a + b + c = ";
    d.print();

    d = b + 1.0; cout << "vector + scalar: b + 1.0 = ";
    d.print();

    d = 8.2 + a; cout << "scalar + vector: 8.2 + a = ";
    d.print();
    return 0;
}
```

Operator Function Syntax

- **operator+** is a **formal function name** that can be used like any other function name.
- We could have called the **operator+** function in the formal way as

$d = \text{operator+}(\text{operator+}(a, b), c);$

But who would want to write code like that?

- Operator functions in C++ are just like ordinary functions, except that they **also** can be called with a nicer syntax similar to the usual mathematical notations.
- The operator **+** has a **formal name**, namely **operator+** (consisting of 2 keywords), and a “nickname,” namely **+**.
- The formal name requires you to call it as

$\text{operator+}(a, b)$

while the simple nickname let you call it as

$a + b$

Operator Syntax ...

- The nickname can **only** be used when calling the function.
- The formal name can be used in **any** context, when declaring the function, defining it, calling it, or taking its address.
- There is nothing that you can do with operators that cannot be done with ordinary functions. In other words, **operators** are just **syntactic sugar**.
- Be careful when defining operators. There is nothing that inhibits you from coding **operator+** to do, e.g., subtraction.
- Similarly, nothing inhibits you from defining **operator+** and **operator+=** so that the following 2 expressions: `a = a + b` and `a += b`, have 2 different meanings.
- However, your code will become unreadable.

Don't shock the user!

C++ Operators

- Almost all operators in C++ can be overloaded **except**:
`::` `?:` `.*` **(reason)**
- The C++ **parser** is fixed. That means that you can only re-define **existing operators**, and you **cannot** define **new** operators (using new symbols).
- **Nor** can you change the following properties of an operator:
 1. **Arity**: the number of arguments an operator takes.
e.g., `!x` `x+y` `a%b` `s[j]`
(So you are not allowed to re-define the `+` operator to take 3 arguments instead of 2.)
 2. **Associativity**: e.g. `a+b+c` is always identical to `(a+b)+c`.
 3. **Precedence**: which operator is done first?
e.g., `a+b*c` is treated as `a+(b*c)`.

C++ Operators: Member or Non-member Functions

- All C++ operators already have predefined meaning for the built-in types. It is **impossible** to change their meaning.
- You can only **overload** operators for your **own** (user-defined) classes (such as **Vector** in the example above) with new meanings.
- Therefore, every operator function you define must **implicitly** have **at least one** argument of a user-defined class type.
- You may define a (new) operator function as a **member function** of a new class, or as a global **non-member function**.
- As a **global function**, **operator+** has 2 arguments. When it is called in an expression such as `a + b`, it is equivalent to writing **operator+(a, b)**.
- More about defining operator function as a **member function** of a class later.

Global Non-member Operator<< Function

```
void print() const { cout << "(" << x << ", " << y << ")\n"; }
```

- Until now, one prints out a **Vector** object by calling its **print** function.
- Let's write a **non-member operator<<** function to print **Vector** objects more naturally by using **cout** or **cerr**.
- The syntax should be similar to the one we use to print values of the **basic types** (such as **int**). E.g., `cout << x;`
- But **cout** and **cerr** are objects of the **ostream** class. So let's generalize the **operator<<** function to print **Vectors** to any **ostream** objects.
- **ostream** is the **base class** for all possible **output streams**.
- To allow the usual output syntax with **cout** on the **left**, the **ostream** object must be the **first argument** in the function.

Question: Why does it return **ostream&**?

Global Non-member Operator<< Function ..

```
#include <iostream>      /* File: vector0-op-add-os.cpp */
#include "vector0.h"
using namespace std;

ostream& operator<<(ostream& os, const Vector& a)
{ return (os << '(' << a.getx() << ", " << a.gety() << ')'); }

Vector operator+(const Vector& a, const Vector& b)
{ return Vector(a.getx() + b.getx(), a.gety() + b.gety()); }

int main()
{
    Vector a(1.1, 2.2);
    Vector b(3.3, 4.4);
    cout << "vector + vector: a + b = " << a + b << endl;
    cout << "vector + scalar: b + 1.0 = " << b + 1.0 << endl;
    cout << "scalar + vector: 8.2 + a = " << 8.2 + a << endl;
    return 0;
}
```

Global Non-member Operator<< Function ...

- The **operator<<** returns an ostream object because we like to **cascade** outputs in one statement such as:

```
Vector a(1, 0);
cout << " a = " << a << "\n";
```

- The second line is equivalent to:
`operator<<(operator<<(operator<<(cout, " a = "),a), "\n");`
- This can only work if **operator<<** returns the ostream object itself.

Question: Could we define **operator<<** as a member function?

Operator+ Member Function

- **Member operator functions** are called using the same “dot syntax” by specifying an object of, for example, type **Vector**.
- If **a** is a **Vector** object, then the expression **a+b** is equivalent to **a.operator+(b)**.
- To call the **operator+** as a **member function**, the class object must be the **left** operand. (Here **a**.)
- Thus, when we define **operator+** as a **member function** of **Vector**, it has only one argument — the **first** argument is **implicitly** the object on which the member function is invoked.
- Recall the implicit **this** pointer in all **member functions**. Thus,
`Vector operator+(const Vector& b) const;`
of the class **Vector** will be compiled into the following **global** function:
`Vector Vector::operator+(const Vector* this, const Vector& b);`

Operator+ and Operator+= Member Functions

```
#include <iostream>      /* File: vector-op-add.h */
class Vector
{
public:
    Vector(double a = 0, double b = 0) : x(a), y(b) { }
    double getx() const { return x; }
    double gety() const { return y; }
    Vector operator+(const Vector& b) const;
    const Vector& operator+=(const Vector& b);
private:
    double x, y;
};

Vector Vector::operator+(const Vector& b) const
{ // Return by value; any copy constructor?
    return Vector(x + b.x, y + b.y);
}

const Vector& Vector::operator+=(const Vector& b)
{
    x += b.x; y += b.y;
    return *this; // Return by const reference. Why?
}
```

Operator+ and Operator+= Member Functions ..

```
#include "vector-op-add.h" /* File: vector-op-add-test.cpp */
using namespace std;

ostream& operator<<(ostream& os, const Vector& a)
{
    return (os << '(' << a.getx() << ", " << a.gety() << ')');
}

int main()
{
    Vector a(1.1, 2.2);
    Vector b(3.3, 4.4);

    cout << "vector + vector: a + b = " << a + b << endl;
    cout << "vector + scalar: b + 1.0 = " << b + 1.0 << endl;
    cout << "scalar + vector: 8.2 + a = " << 8.2 + a << endl; // Error

    a += b;
    cout << "After += : a = " << a << " b = " << b << endl;
    return 0;
}
```

Operator+ Member Function: Commutative?

- Whenever the compiler sees an expression of the form **a+b**, it converts the expression to the **two** possible representations
operator+(a, b)
a.operator+(b)
and **verifies** whether one of them is defined.
- It is an **error** to define both.
- In math, we expect **operator+** to be **commutative**: $a + b$ is equivalent to $b + a$. Thus, we expect we may do (vector + scalar) and (scalar + vector) too.
- However, as a Vector member function, the **left** operand of **operator+** is always a Vector.
- The current version only works for (vector + vector) and (vector + scalar). **Why?**

Question: Why **operator+** and **operator+=** have different return types?

Operator+ (Vector, Scalar)

```
#include "vector-op-add.h" /* File: vector-op-add-ok.cpp */
using namespace std;

ostream& operator<<(ostream& os, const Vector& a)
{ return (os << '(' << a.getx() << ", " << a.gety() << ')'); }

int main()
{
    Vector a(1.1, 2.2);
    cout << "vector + scalar: a + 5 = " << a + 5 << endl;
}
```

- It works because the argument to the **right** of **+** which is a scalar can be **converted** to a Vector object.

Question: Where is the conversion constructor?

- Thus, the expression $(a + 5)$ is converted to
a.operator+(Vector(5))

Operator+ (Scalar, Vector)

- Let's do the other way: add a **Vector** object to a scalar.

```
1 #include "vector-op-add.h" /* File: vector-op-add-error.cpp */
2 using namespace std;
3
4 ostream& operator<<(ostream& os, const Vector& a)
5     { return (os << '(' << a.getx() << ", " << a.gety() << ')'); }
6
7 int main()
8 {
9     Vector a(1.1, 2.2);
10    cout << "scalar + vector: 5 + a = " << 5 + a << endl;
11 }
```

**vector-op-add-error.cpp:10:46: error: no match for 'operator+'
(operand types are 'int' and 'Vector')
cout << "scalar + vector: 5 + a = " << 5 + a << endl;
~~~~~**

## Operator+ (Scalar, Vector): What's the Problem?

- Isn't the **operator+** commutative?

Isn't the expression  $(5 + a)$  equivalent to  $(a + 5)$ ?

Yes, we expect they are. But  $(5 + a)$  will be converted to

**5.operator+(a)**

and **int** is not a class — there is no **operator+** member function for **int** nor can we re-define it.

- Wouldn't **5** be converted to a **Vector** object by **Vector's conversion constructor** and the result calls its **operator+** member function with argument **Vector a**?

No, compilers will not try to do that. In theory, the scalar 5 can be possibly converted to objects of many user-defined classes if they have such **conversion constructor**. It will be a lot of work for a compiler to check all those possibilities, make the conversion, and then check if they can be added to a **Vector** object.

## Non-member Operator+ (Scalar, Vector)

- One solution is to write a **global non-member operator+** whose first argument is a scalar, and the function actually calls the **operator+** member function of its 2nd Vector argument.

```
Vector operator+(double a, const Vector& b) { return b + a; }
```

- A better solution is our previous **global non-member operator+** function which takes 2 Vector arguments (if Vector class provides the public `getx()` and `gety()` functions to access `x` and `y`).

```
Vector operator+(const Vector& a, const Vector& b)
{ return Vector(a.getx()+b.getx(), a.gety()+b.gety()); }
```

## Overload Operator= for Member Assignment

```
#include <iostream>      /* File: vector-op=.h */

class Vector
{
public:
    Vector(double a = 0, double b = 0) : x(a), y(b) { }
    const Vector& operator=(const Vector& b);
private:
    double x, y;
};

const Vector& Vector::operator=(const Vector& b)
{
    if (this != &b) // Avoid self-assignment to save time
    {
        x = b.x;
        y = b.y;
    }
    return *this; // Why return const Vector& ?
};
```

## Member Operator= with Owned Data Members

```
class Word                /* File: word.h */
{
private:
    int freq; char* str;
    void setstr(const char* s)
        { str = new char[strlen(s)+1]; strcpy(str,s); }
public:
    // The following str{nullptr} is necessary. Why?
    Word(const Word& w): str{nullptr} { cout << "Copy: "; *this = w; }
    Word(const char* s, int k = 1) : freq(k)
        { cout << "Conversion: from \"" << s << "\"\n"; setstr(s); }

    const Word& operator=(const Word& w) {
        if (this != &w)
        {
            cout << "op= with " << w.str << endl;
            freq = w.freq; delete [] str; setstr(w.str);
        }
        return *this;
    }
};
```

## Member Operator= with Owned Data Members ..

```
#include <iostream>      /* File: word-test.cpp */
using namespace std;
#include "word.h"

int main()
{
    Word ship("Titanic");    // Which constructor?
    Word movie(ship);        // Which constructor?
    Word song("My heart will go on"); // Which constructor?

    song = song;             // Call assignment operator
    song = movie;            // Call assignment operator
}
```



## Member Operator= with Owned Data Members ...

- If a class contains **pointer data members** and **dynamic memory allocation** is required, the **default memberwise assignment** — **shallow copy** — is **not** adequate.
- The **copy constructor** and **operator=** should be implemented using **deep copy** so that each object has its own copy of the **owned data**.
- Since the **copy constructor** and **operator=** usually do the same thing, they may be defined by making use of the other.
- Here, the **copy constructor** is defined by calling **operator=**.



## Member Operator[ ] To Access Vector Component

```
1  #include <iostream>      /* File: vector-op-index.h */
2  using namespace std;
3  class Vector {
4  public:
5      Vector(double a = 0, double b = 0) : x(a), y(b) { }
6      double operator[](int) const; // Read-only; c.f. getx() and gety()
7      double& operator[](int);      // Allow read and write
8  private:
9      double x, y;
10 };
11 double Vector::operator[](int j) const {
12     switch (j) {
13         case 0: return x;
14         case 1: return y;
15         default: cerr << "op[] const: invalid dimension!\n"; } }
16
17 double& Vector::operator[](int j) {
18     switch (j) {
19         case 0: return x;
20         case 1: return y;
21         default: cerr << "op[]: invalid dimension!\n"; } }
```

## Member Operator[ ] To Access Vector Component ..

```
1  #include "vector-op-index.h" /* File: vector-op-index-test.cpp */
2
3  // Replace getx(), gety() by op[]
4  ostream& operator<<(ostream& os, const Vector& a) // Which op[]?
5  {
6      return (os << '(' << a[0] << " , " << a[1] << ')');
7  }
8
9  int main()
10 {
11     Vector a(1.2, 3.4);
12     cout << "Before assignment: " << a << endl;
13
14     a[0] = 5.6; a[1] = 7.8; // Which op[]?
15     cout << "After assignment: " << a << endl;
16
17     a[2] = 9; // Which op[]? Error!
18     return 0;
19 }
```

## Why 2 Versions of Member Operator[] ?

- Try to compile “vector-op-index-test.cpp” with only having the 2nd version of **operator[]**.

```
vector-op-index-test.cpp:6:28: error: no viable overloaded
      operator[] for type 'const Vector'
      return (os << '(' << a[0] << " , " << a[1] << ')');
      ~~~
./vector-op-index.h:17:17: note: candidate function not viable:
 'this' argument has type 'const Vector', but method
 is not marked const
double& Vector::operator[](int j) {
```

- Try to compile “vector-op[]-test.cpp” with only having the 1st version of **operator[]**.

```
vector-op-index-test.cpp:14:10:
error: expression is not assignable
 a[0] = 5.6; a[1] = 7.8; // Which op[]?
      ~~~~ ^
```

## Member Operator++

```
class Vector {          /* File: vector-op-incr.h */
public:
    Vector(double a = 0, double b = 0) : x(a), y(b) { }
    double operator[](int) const; // Read-only; c.f. getx() and gety()
    double& operator[](int);       // Allow read and write
    Vector& operator++();          // Pre-increment returns an l-value
    Vector operator++(int);        // Post-increment returns a r-value
private:
    double x, y;
};

Vector& Vector::operator++() { ++x; ++y; return *this; }

// The dummy must be an int argument. Why is it needed?
Vector Vector::operator++(int)
{
    Vector temp(x,y);
    x++; y++; return temp;
}

/* Plus the operator[] function definitions not shown here */
```

## Member Operator++ ..

```
#include <iostream>      /* File: vector-op-incr-test.cpp */
#include "vector-op-incr.h"
using namespace std;

ostream& operator<<(ostream& os, const Vector& a)
{ return (os << '(' << a[0] << " , " << a[1] << ')'); }

int main()
{
    Vector a(1.1, 2.2);
    Vector b(3.3, 4.4);
    Vector c;

    c = ++a;
    cout << "a = " << a << "\nc = " << c << endl;

    c = b++;
    cout << "b = " << b << "\nc = " << c << endl;
    return 0;
}
```

## Summary: Member of Non-member Operator Functions

- The operators: **=** (assignment), **[]** (indexing), **()** (call) are required by C++ to be defined as **member functions**.
- A **member operator function** has an **implicit** first argument of the class. Thus, if the **left** operand of an operator must be an object of the class, it can be a **member function**.
- If the **left** operand of an operator must be an object of other classes, it must be a **non-member function**. e.g., **operator<<**.
- For **commutative** operators like **+** and **\***, it is usually preferred to be defined as **non-member functions** to allow **automatic conversion** of types using the **conversion constructors**.

```
string x("dot"), y("com"), z;
z = x + y;
z = x + "com";
z = "dog" + y;
```



## Generic Programming

- GP means **programming with types as parameters**.
- C++ supports GP through the **template** mechanism.
- Function templates** allow you to create functions that work on different **types** of objects.
- Class templates** allow you to create classes of different **types** of objects.
- Operator overloading** further allows the **generic operator function syntax** to work for objects of user-defined new types.
- Let's write a **Date** class and **Student** class, both of which supports the **operator<** function so that we may call **my\_max()** with **Date** and **Student** objects.

## A Date Class That Overloads Operator>

```
const int days_in_month[] /* File: date.h */
    = { 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31 };

class Date    // Only for non-leap years
{
private:
    int days; // Days in a non-leap year; must be within [1, 365]
public:
    Date(int n): days((n < 1 || n > 365) ? 1 : n) { }
    bool operator<(const Date& x) const { return (days < x.days); }

    int month() const
    {
        for (int remain_days = days, m = 0; m < 12; ++m)
            if (remain_days <= days_in_month[m]) return m+1;
        else remain_days -= days_in_month[m];
    }

    int day() const
    {
        for (int remain_days = days, m = 0; m < 12; ++m)
            if (remain_days <= days_in_month[m]) return remain_days;
            else remain_days -= days_in_month[m];
    }
};
```

## A Student Class That Overloads Operator>

```
class Student    /* File: student.h */
{
    friend ostream& operator<<(ostream& os, const Student& s)
    {
        os << "(" << s.name << " , "
            << s.dept << " , " << s.GPA << ")";
        return os;
    }

private:
    string name;
    string dept;
    float GPA;

public:
    Student(string n, string d, float x)
        : name(n), dept(d), GPA(x) { }

    bool operator<(const Student& s) const { return GPA < s.GPA; }
};
```

## Example: Function Template + Operator Overloading

```
#include <iostream>    /* File: larger-calls.cpp */
using namespace std;
#include "date.h"
#include "student.h"

template <typename T> inline const T&
larger(const T& a, const T& b) { return (a < b) ? b : a; }

int main()
{
    int x = 4, y = 8;
    cout << larger(x, y) << " is a bigger number." << endl;

    string a("cheetah"), b("gorilla");
    cout << larger(a, b) << " is stronger!" << endl;

    Date date1(120), date2(300); Date r = larger(date1, date2);
    cout << r.month() << "/" << r.day() << " is a later date.\n";

    Student adam("Adam", "CSE", 3.8), joseph("Joseph", "MAE", 3.8);
    cout << larger(joseph, adam) << " has a better GPA!" << endl;
}
```

## Template + Operator Overloading: Be Careful

```
8 is a bigger number.  
gorilla is stronger!  
10/27 is a later date.  
(Adam , CSE , 3.8) has a better GPA!
```

- Read carefully the **semantics** of a **function template** before using it.
- **larger()** is originally designed to compare **numerical values**. If the 2 inputs are the same, it doesn't matter which one it returns.
- However, **Students** are **objects**! You use **larger()** to compare their GPAs which are just one component of the objects, but then return the whole object.
- Now, if their GPAs are the same, who is to return?
- That is, the **return type** is not the same as the type of things you are comparing with.
- Otherwise, **template + operator overloading + creativity** may lead to powerful **generic programming**.

## Summary: Member or Non-member Operator Functions

- The operators: **=** (assignment), **[]** (indexing), **()** (call) are required by C++ to be defined as class **member functions**.
- A **member operator function** has an **implicit** first argument of the class. Thus, if the **left** operand of an operator must be an object of the class, it can be a **member function**.
- If the **left** operand of an operator must be an object of other classes, it must be a **non-member function**. e.g., **operator<<**.
- For **commutative** operators like **+** and **\***, it is usually preferred to be defined as **non-member functions** to allow **automatic conversion** of types using the **conversion constructors**.

```
string x("dot"), y("com"), z;  
z = x + y;  
z = x + "com";  
z = "dog" + y;
```

## Part III

### Friend Functions or Classes



## Operator<< as a Member Function

- Let's try to implement **operator<<** as a **member function**.

```
#include <iostream>      /* File: vector-os-nonfriend.h */  
  
class Vector  
{  
public:  
    Vector(double a = 0, double b = 0) : x(a), y(b) { }  
    double getx() const { return x; }  
    double gety() const { return y; }  
    ostream& operator<<(ostream& os);  
  
private:  
    double x, y;  
};  
  
ostream& Vector::operator<<(ostream& os)  
{  
    return (os << '(' << x << " , " << y << ')');  
}
```

## Operator<< as a Member Function

```
#include <iostream>      /* File: vector-os-nonfriend.cpp */
using namespace std;
#include "vector-os-nonfriend.h"

Vector operator+(const Vector& a, const Vector& b)
{ return Vector(a.getx() + b.getx(), a.gety() + b.gety()); }

int main()
{
    Vector a(1.1, 2.2);
    Vector b(3.3, 4.4);
    Vector d = a + b;

    // Do you notice the strange output syntax?
    d << (cout << "vector + vector: a + b = ") << endl;
    (b + 1.0) << (cout << "vector + scalar: b + 1.0 = ") << endl;
    (8.2 + a) << (cout << "scalar + vector: 8.2 + a = ") << endl;
}
```

## Issues of Operator<< as a Member Function

- **operator<<** is a **binary** operator. As a **member function**, the **Vector** object must be on the **left** of << and **cout** on the right.
- To print a **Vector x**, now you have to write: `x << cout;`
- Furthermore, to **cascade** outputs, say, to print **Vectors x, y** and then **z**, now you will have to write:  
`z << (y << (x << cout));`  
instead of the usual output syntax: `cout << x << y << z;`
- For such kinds of operators, it is better to implement them as **global non-member** functions.
- Two issues:
  1. Since **global non-member** functions can't access private data members, don't forget to provide the latter with **public accessor** member functions.
  2. However, **non-member** operators are **less efficient** due to the additional calls to accessor functions.
- A solution: **Making friends!**

## Friend Member Operator<<

```
#include <iostream>      /* File: vector-with-friends.h */
using namespace std;

class Vector
{
    friend ostream& operator<<(ostream& os, const Vector& a);
    friend Vector operator+(const Vector& a, const Vector& b);

public:
    Vector(double a = 0, double b = 0) : x(a), y(b) { }

private:
    double x, y;
};

ostream& operator<<(ostream& os, const Vector& a)
{ return (os << '(' << a.x << " , " << a.y << ')'); }

Vector operator+(const Vector& a, const Vector& b)
{ return Vector(a.x + b.x, a.y + b.y); }
```

## Friend Member Operator<<

```
#include "vector-with-friends.h" /* File: vector-with-friends.cpp */

int main()
{
    Vector a(1.1, 2.2);
    Vector b(3.3, 4.4);

    // Now we get the usual output syntax
    cout << "vector + vector: a + b = " << a + b << endl;
    cout << "vector + scalar: b + 1.0 = " << b + 1.0 << endl;
    cout << "scalar + vector: 8.2 + a = " << 8.2 + a << endl;
}
```

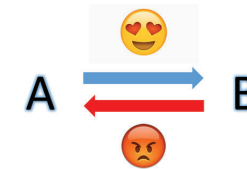
## friend Functions and friend Classes

- A class **X** may **grant** a **function** or **another class** as its **friends**.
- **Friend functions** are **not** considered member functions.
- **Member access qualifiers** are **irrelevant** to **friend functions**.
- **Friend functions** or **classes** of class **X** can be declared by **X** **anywhere** inside its class definition, but usually before all the members.
- **Friends** of **X** may access **all** its data members — both public and non-public members. So be careful!
- All member functions of an **X's friend class** can access **all** data members of **X**.



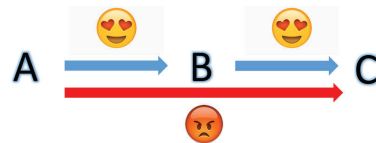
## Properties of C++ Friendship

- **Friendship** is **granted, not taken**. The designer of a class determines who are its **friends** during the design. Afterwards, he cannot add more **friends** without rewriting the class definition.

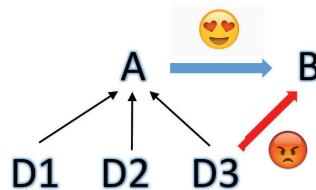


- **Friendship** is **not symmetric**: if A is B's friend, B is not necessarily A's friend.

## Properties of C++ Friendship ..



- **Friendship** is **not transitive**: if A is B's friend and B is C's friend, A is not necessarily C's friend.



- **Friendship** is **not inherited**: friends of a base class do not become friends of its derived classes automatically.

## Student with a Hacker Friend: v-student.h I

```
#ifndef V_STUDENT_H      /* File: v-student.h */
#define V_STUDENT_H
#include "course.h"
#include "v-uperson.h"

class Student : public UPerson
{
    // No forward declaration of class Hacker is needed
    friend class Hacker; // Got a Hacker friend! Good luck!

private:
    float GPA; Course* enrolled[50]; int num_courses;

public:
    Student(string n, Department d, float x) :
        UPerson(n, d), GPA(x), num_courses(0) { }

    ~Student()
    { for (int j = 0; j < num_courses; ++j) delete enrolled[j]; }
```

## Student with a Hacker Friend: v-student.h II

```
bool add_course(const string& s)
{ enrolled[num_courses++] = new Course(s); return true; };

virtual void print() const
{
    cout << "--- Student Details --- \n"
        << "Name: " << get_name()
        << "\nDept: " << get_department()
        << "\nGPA: " << GPA
        << "\n" << num_courses << " Enrolled courses: ";

    for (int j = 0; j < num_courses; ++j)
        { enrolled[j]->print(); cout << ' '; }

    cout << endl;
}
};

#endif // V_STUDENT_H
```

## Student with a Bad Hacker Friend: hacker.h



```
#ifndef HACKER_H                /* File: hacker.h */
#define HACKER_H

#include "v-student.h"

class Hacker
{
private:
    string name;

public:
    Hacker(const string& s) : name(s) { }
    void add_course(Student& s) { s.GPA = 0.0; }    // Uh oh!!
};

#endif
```

## Student with a Bad Hacker Friend: Ooops

```
#include <iostream>             /* File: bad-friend.cpp */
using namespace std;

#include "v-student.h"
#include "hacker.h"

int main()
{
    Student freshman("Naive", CIVL, 4.0);
    Hacker cool_guy("$#%&");

    freshman.print();
    freshman.add_course("COMP2012H");
    freshman.print();

    cool_guy.add_course(freshman);
    freshman.print();
    return 0;
}
```



## Further Reading: Templates with Multiple Arguments and Different Return Type



## larger Template w/ Multiple Arguments I

```
1 #include <iostream> /* File: larger-cond-statement.cpp */
2 using namespace std;
3
4 template <typename T1, typename T2>
5 inline const T1& larger(const T1& a, const T2& b)
6 {
7     if (a < b)
8         return b;
9     else
10        return a;
11 }
12
13 int main()
14 {
15     cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
16     cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
17 }
```

## Problem with fcn-template-2arg.cpp

```
larger-cond-statement.cpp: In instantiation of const T1& larger(const T1&,
const T2&) [with T1 = int; T2 = double]:
larger-cond-statement.cpp:8:16: warning: returning reference to temporary
[-Wreturn-local-addr]
     return b;
```

```
larger-cond-statement.cpp: In instantiation of const T1& larger(const T1&,
const T2&) [with T1 = double; T2 = int]:
larger-cond-statement.cpp:8:16: warning: returning reference to temporary
[-Wreturn-local-addr]
     return b;
```

- Problem: if the condition is true, the program has to **convert** the value **b** of type **T2** to type **T1&**.
- Another complication is that the program returns by **const reference**.

## Problem: Reference to a Different Type

```
1 #include <iostream> /* File: convert-reference-err.cpp */
2 using namespace std;
3
4 int main()
5 {
6     double x = 5.6;
7     int& ip = x;
8     cout << ip << endl;
9     return 0;
10 }
```

```
convert-reference-err.cpp:7:10: error: non-const lvalue reference to
type 'int' cannot bind to a value of unrelated type 'double'
    int& ip = x;
    ^
```

## Solution: const Reference to a Different Type Is OK

```
1 #include <iostream> /* File: convert-reference.cpp */
2 using namespace std;
3
4 int main()
5 {
6     double x = 5.6;
7     const int& ip = x;
8     cout << ip << endl;
9     return 0;
10 }
```

- Line 7: a **temporary int** variable is created from **double x** to which **ip** is referenced to.
- Similarly, for the program “larger-cond-statement.cpp”, when the returned value is of a different type,
  - ▶ a **temporary variable** of type **T1** is created from **b** so that it can be returned by reference of type **const T1&**.
  - ▶ on return to main, main tries to output the value of a **temporary variable** on the released **activation record** of **larger** ⇒ runtime error!



## larger Template w/ Multiple Arguments II

```
1 #include <iostream> /* File: larger-cond-expression-rbcr.cpp */
2 using namespace std;
3
4 template <typename T1, typename T2>
5 inline const T1& larger(const T1& a, const T2& b)
6     { return (a < b) ? b : a; }
7
8 int main()
9 {
10     cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
11     cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
12 }
```

- The use of the **conditional operator** `? :` has further complication when the types **T1** and **T2** are different as the expression can only return one **single** type.
- The rule is that when **T1** and **T2** are different.
  - ▶ the **returned value** is an **rvalue**.

## larger Template w/ Multiple Arguments II ..

- ▶ the **returned type** is the **common type** between them. In our case, it is **double**.

- Thus, again a **temporary variable** is created to convert the resulting rvalue from the conditional expression to **const T1&**, and we have the same problem as before.
- A solution is to change from **RBR** to **RBV**.

```
1 #include <iostream> /* File: larger-cond-expression-rbv.cpp */
2 using namespace std;
3
4 template <typename T1, typename T2>
5 inline T1 larger(const T1& a, const T2& b)
6     { return (a < b) ? b : a; }
7
8 int main()
9 {
10     cout << larger(4, 5.5) << endl; // T1 is int, T2 is double
11     cout << larger(5.5, 4) << endl; // T1 is double, T2 is int
12 }
```

