How to use lambda expression in C++

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Author: dong1.nguyen@lge.com

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VC DCV



1. Lambda Expression - definition

• In C++11 and later, a lambda expression - often called a *lambda*—is a convenient way of defining an anonymous function object (a *closure*) right at the location where it is invoked or passed as an argument to a function.



- 1. Captured parameter list
- 2. Parameter list Optional.
- 3. Mutable specification Optional.
- 4. Exception-specification Optional.
- 5. Return-type Optional.
- 6. Lambda body.

```
mutable throw()
int n = x + y;
```



Example:

```
#include<iostream>
int main() {
   auto x = [](int a) -> int { return a + 5; } (10);
   std::cout << x;
   return 0;
}</pre>
```



Capture clause

- By reference By value Both reference and value

```
#include<iostream>
int main() {
    int a = 5;
    [&] { a = a + 1; std::cout << a << std::endl; }(); // --> In 6
    return 0;
```



All capture reference

```
#include<iostream>
using namespace std;

int main() {
    int a = 5;
    int b = 7;
    [&]() { a = a + 1; b = b - 1; cout << a << " " << b << endl; }(); // --> In 6 6
    cout << a; // --> In 6
    cout << b; // --> In 6
    return 0;
}
```



All capture value

```
#include<iostream>
using namespace std;

int main() {
    int a = 5;
    int b = 7;
    auto x = [=]() { cout << a << " " << b << endl; return a + b;}(); // --> In 5 7
    cout << x; // --> In 5
    cout << a; // --> In 7
    return 0;
}
```

All capture value -> Build error

```
1  #include<iostream>
2  using namespace std;
3  int main() {
4    int a = 5;
    int b = 7;
6    [=]() { a = a + 1; cout << a << " " << b << endl;}();  // --> Build error
    cout << a;  // --> In 5
    cout << b;  // --> In 7
    return 0;
}
```

Be First, Do It Right, Work Smart



Both capture reference and value

```
1 #include<iostream>
2
3  int main() {
    int a = 0, b = 0;
    [a, &b]() { a = 1; b = 1; } ();
    std::cout << a << std::endl; // in 0
    std::cout << b << std::endl; // in 1
}</pre>
```



Using mutable, all capture value

```
1  #include<iostream>
2  using namespace std;
3  int main() {
4    int a = 5;
    [=]() mutable { a = a + 1; cout << a << endl; }();  // --> In 6
    cout << a;  // --> In 5
    return 0;
}
```



Using mutable, a capture value, b capture reference

```
#include<iostream>
int main() {
     int a = 0, b = 0;
    [a, \&b]() mutable \{a = 1; b = 1; \}();
    std::cout << a << std::endl; // in 0
    std::cout << b << std::endl; // in 1
```



Nesting Lambda Expressions

```
// nesting_lambda_expressions.cpp
// compile with: /EHsc /W4
#include <iostream>
int main()
    using namespace std;
    // The following lambda expression contains a nested lambda
    // expression.
    int timestwoplusthree = [](int x) \{ return [](int y) \{ return y * 2; \}(x) + 3; \}(5);
    // Print the result.
    cout << timestwoplusthree << endl;</pre>
```



3. QUIZ question

1. Is this valid C++ 11 program & get compiled without any error?

```
#include <vector>
#include <iostream>
#include <algorithm>
using namespace std;
int main() {
vector<int> v;
// vector gets filled
for_each(v.begin(), v.end(), [](int i) { cout << i*i << endl; } );
return 0;
```



3. QUIZ question

- 2. What is the correct syntax for lambda expression in C++11?
- a) [capture](parameters)->return-type {body}
- b) [parameters](capture)->return-type {body}
- c) [capture][parameters]->return-type {body}
- d) (capture)(parameters)->return-type {body}
- 3. Which of the following operator is used to capture all the external variable by reference?
- a) &
- b) =
- c) *
- d) &&
- 4. Which is the correct syntax of capturing a variable 'X' by reference and other variable 'Y' by value in lambda expression?
- a) [&X, Y]
- b) [X, &y]
- c) [X, Y]
- d) [&x, &Y]



3. QUIZ question

5. What is the output of the following C++ code?

```
#include<iostream>
using namespace std;
int main()
        int x = 5;
        auto check = []() -> bool
        {
                 if(x == 0)
                          return false;
                 else
                          return true;
        };
        cout<<check()<<endl;</pre>
        return 0;
```

- a) 1
- b) 0
- c) Error
- d) Segmentation fault



Q&A



Thank you!

