

# auto type deduction

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This lecture follows the explanation given by Meyers, S. (2014). *Effective modern C++: 42 specific ways to improve your use of C++ 11 and C++ 14*. " O'Reilly Media, Inc."

# auto

- `auto` type deduction is template type deduction
  - There's slightly more that goes into template type deduction than what I've presented in class
  - Therefore, understand that I am presenting this at a high-level, so there's some hand waving going on
- Template type deduction involves templates and functions and parameters... but you don't see any of those in statements such as:

```
auto i = 11;  
auto d = 3.14;
```

# auto

- Instead, there is relationship defined between template type deduction and `auto` type deduction
- When using `auto` in the declaration of a variable or parameter, `auto` plays the role of `T` in the template

# auto

- Recall that a function template, such as the following,

```
template<typename T> void foo(T param)
{
    // ...
}
```

can be instantiated via a function call,

```
foo(arg);
```

leaving it up to the compiler to deduce the type of T

# auto

- Given

```
auto i = 11;
```

compilers act as if there is a template for each declaration with `auto`, along with a call to that template with the value presented to the initializer

```
// conceptual template for deducing i's type  
template<typename T> void what_is_i(T param);
```

```
// conceptual call where param's deduced type is i's type  
what_is_i(i);
```

# auto

- `auto` works like template type deduction; however, there is one way in which they differ:

```
auto i1 = 11;           // deduced type is int
auto i2(11);            // deduced type is int
auto i3 = {11};         // deduced type is
                        // std::initializer_list<int>
auto i4{11};            // deduced type is
                        // std::initializer_list<int>
```

- `auto` treats braced initializer represents `std::initializer_list<int>` but template type deduction does not

# References

Meyers, S. (2014). *Effective modern C++: 42 specific ways to improve your use of C++ 11 and C++ 14*. " O'Reilly Media, Inc."