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Week 9: Templates

CSCI 1061: Programming Workshop II

Learning Outcomes

In this week, we learn:

- Why templates are useful?
- How to define a function template
- How to define a class template?

Motivation

Overloading

```
void swapValues(int& var1, int& var2)
{
    int temp;
    temp = var1;
    var1 = var2;
    var2 = temp;
}
```

```
void swapValues(char& var1, char& var2)
{
    char temp;
    temp = var1;
    var1 = var2;
    var2 = temp;
}
```

Works for variable type **int**

Works for variable type **char**

Can we do the better job?

Note: the codes of two functions have identical logic!

Function Template

Type parameter

Template prefix

```
template<class T>
void swapValues(T & var1, T & var2)
{
    T temp;
    temp = var1;
    var1 = var2;
    var2 = temp;
}
```

// T used like any other type

Function Template

```
int main()
{
    int x = 1, y = 2;

    cout << "x = " << x << ", y = " << y << endl;

    swapValues(x, y); // swapValues(int, int) will be called

    cout << "x = " << x << ", y = " << y << endl;

    return 0;
}
```

Function Template

```
int main()
{
    double x = 1.5, y = 2.3;

    cout << "x = " << x << ", y = " << y << endl;

    swapValues(x, y); // swapValues(double, double) will be called

    cout << "x = " << x << ", y = " << y << endl;

    return 0;
}
```

How to create a class template?

```
// This is written for the integer pairs !
class Pair
{
    public:
        Pair();
        Pair(int firstVal, int secondVal);
        void setFirst(int newVal);
        void setSecond(int newVal);
        int getFirst() const;
        int getSecond() const;
    private:
        int first; int second;
};
```

Class Template

```
template<class T>
class Pair
{
    public:
        Pair();
        Pair(T firstVal, T secondVal);
        void setFirst(T newVal);
        void setSecond(T newVal);
        T getFirst() const;
        T getSecond() const;
    private:
        T first; T second;
};
```

Template prefix

How to define a member function of a class template?

Type parameter Template prefix

```
template<class T>  
Pair<T>::Pair(): first(0), second(0)  
{  
}
```

We need to use type parameter here

(Default Constructors)

Class Template

```
template<class T>
Pair<T>::Pair(T firstValue, T secondValue)
    :first(firstValue), second(secondValue)
{
}
```

(Constructor)

Class Template

```
template<class T>
T Pair<T>::accessFirst()
{
    return first;
}
```

(See template-class.cpp for other definitions)

How to create the objects of a class template?

```
int main()
{
    Pair<int> x;
    Pair<int> y(2,3);

    cout << x.accessFirst()<< endl;
    cout << x.accessSecond()<< endl;
    cout << y.accessFirst()<< endl;
    cout << y.accessSecond()<< endl;

    return 0;
}
```

We need the type parameter
when creating the objects