

C/C++ Programming Language

CS219 Spring

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Lecture 7



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Content

- Brief Review
- Reference Variable
- Function Overloading
- Function Template
- Summary

Brief Review



Content of Last Class

- Various function applications
 - Arrays
 - C-style strings
 - Structure
 - String class and array objects
 - Recursion
 - Pointer to functions



Adventures in Functions



Mechanism of Function Call

- Codes are the **data** as well
 - The product of the compilation process is an **executable program**
 - ✓ Consist of a set of machine language **instructions**
 - The operating system **loads** these instructions into the **memory**
 - ✓ **Each instruction** has a particular memory **address**
 - ✓ Jump backward or forward to a **particular** address (loop or branching)



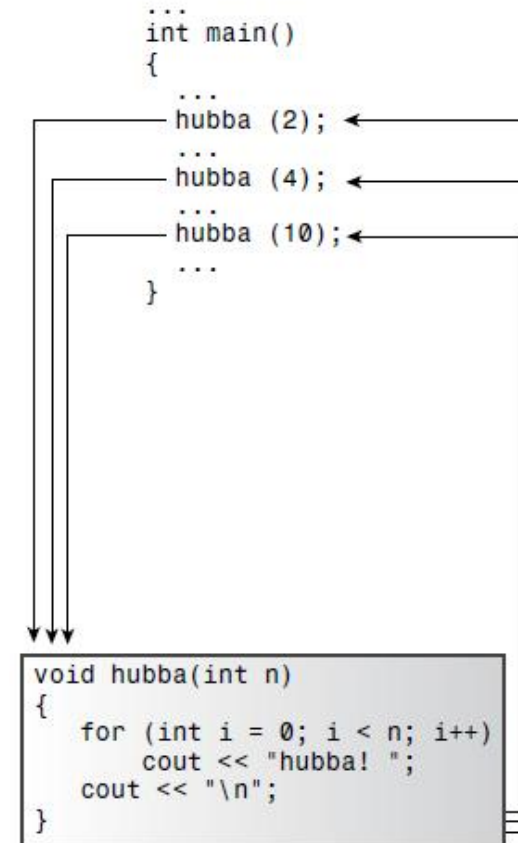
Mechanism of Function Call

- Normal function: Jump forth and back
 - Store the **memory address** of the **instruction** immediately following the function call
 - Copy function arguments to the **stack**
 - Jump to the memory **location** that marks the **beginning** of the function
 - **Execute** the function code
 - Jump back to the instruction whose **address** it **saved**

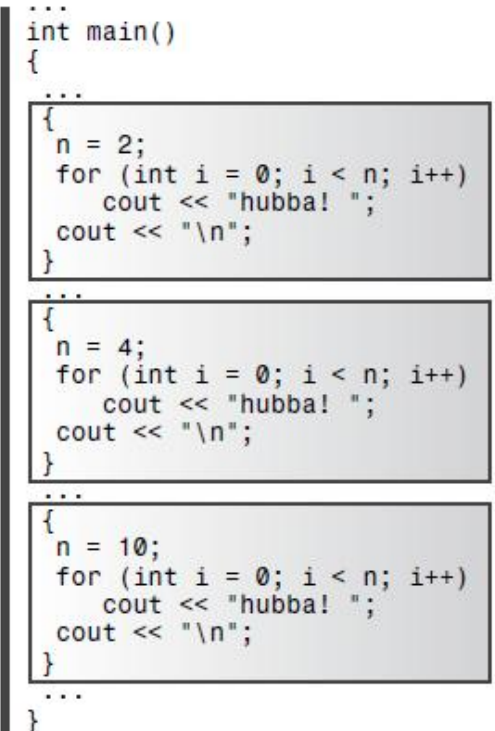


C++ Inline Functions

- Compiler **replaces** the function **call** with the corresponding function **code**
 - Run **a little faster** than regular functions
 - Come with a **memory penalty**
 - Be **selective** about using inline functions
- Two steps
 - Preface the **declaration** with the keyword **inline**.
 - Preface the function **definition** with the keyword **inline**
- Inline versus macros
 - Macros **don't** pass by value



A regular function transfers program execution to a separate function.



An inline function replaces a function call with inline code.



Reference Variables

- A new compound type to the language—the reference variable
 - A reference is a **name** that acts as an **alias**
 - An **alternative** name, for a previously defined variable
- Use a reference as an argument
 - The function works with the **original data** instead of with a copy
 - A **alternative** to **pointers** for processing large structures



Creating a Reference Variable

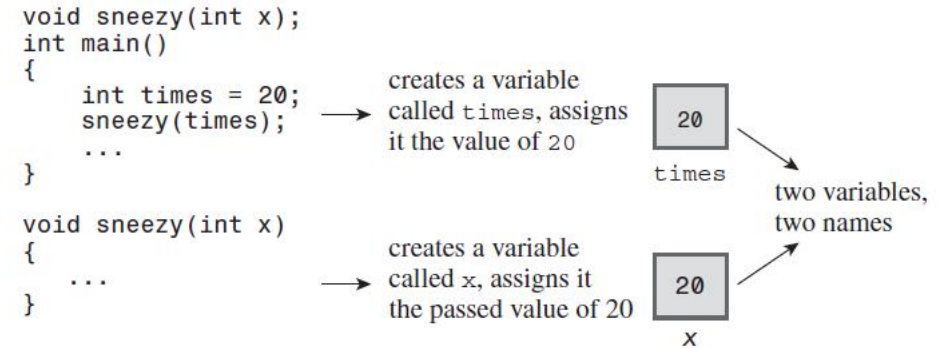
- The & symbol
 - Indicate the **address** of a variable
 - Declare **references**
 - ✓ **int &** means **reference-to int**
 - ✓ The reference declaration allows you to use two variables interchangeably
 - ✓ Both refer to the **same value** and the **same memory location**
 - It is necessary to **initialize** the reference when you **declare** it
- Run **secref.cpp**



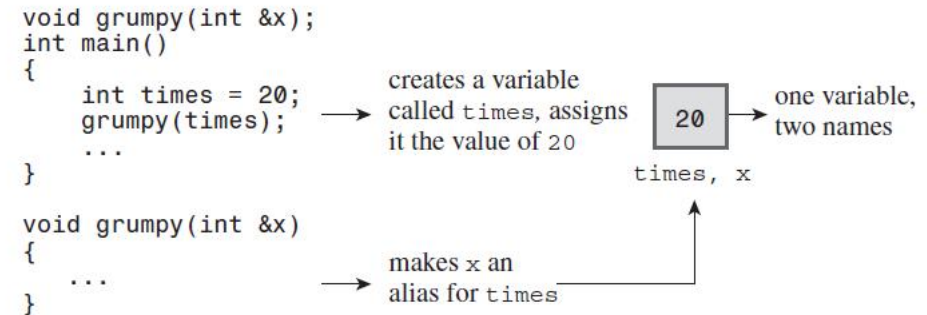
References as Function Parameters

- Passing by reference allows a called function to **access variables in the calling function**
- Run `swaps.cpp`

Passing by value



Passing by reference





Temporary Variables, Reference Arguments, and const

- The compiler generates a **temporary** variable
 - 1: When the actual argument is the **correct** type but isn't an **lvalue**
 - ✓ An lvalue is a data object that can be referenced by **address** including variable, array element, structure member, reference, dereferenced pointer
 - ✓ Non-lvalues include **literal constants** and **expressions with multiple terms**
 - 2: When the actual argument is of the **wrong** type, but it's of a type that **can be converted** to the correct type
 - The **reason** to use: temporary variables **cause no harm**



Temporary Variables, Reference Arguments, and const

- A function with **reference** arguments is to **modify** variables
- Use **const** when you can (non-modifiable lvalue)
 - Protect you against programming errors that **inadvertently alter data**
 - Process both **const** and non-**const** actual arguments when **omits const in the prototype**
 - Generate and use a **temporary variable** appropriately
- See **swaps.cpp** again



Using References with a Structure

- References were introduced primarily for use with **C++'s user-defined types**, not for use with the basic built-in types
- Run `strc_ref.cpp`
- Why return a reference?
 - Normal return value: involve copying the **entire structure** to a **temporary** location and then copying that copy
 - But with a reference return value, the **returned value is copied directly to the variable in calling function**, a more efficient approach
- Being careful about what a return reference refers to
 - Remember when returning a reference is to **avoid** returning a reference to a memory location that ceases to exist when the function **terminates**



Using References with a Class Object

- Run `strquote.cpp`

- string class defines a `char *-to-string` conversion
- A property of `const reference` formal parameters is that the original data `cannot be modified` from inside the function
- A `const string &` parameter can handle a string object or a `quoted string literal`, a `null-terminated array of char`, or a `pointer variable` that points to a char (a `char *` or `const char *`)



When to Use Reference Arguments

- **Two** main reasons for using reference arguments
 - To allow you to **alter a data object** in the **calling** function
 - To **speed** up a program by **passing** a reference instead of an entire data object (**const**)
- A function modifies data in the calling function
 - If the data object is a built-in data type, use a **pointer** (more clear)
 - An **array**, use your only choice: a **pointer**
 - A **structure**, use a **reference** or a **pointer**
 - A **class** object, use a **reference**



A function uses passed data **without** modifying it

- If the data object is **small**, such as a built-in data type or a small structure, **pass it by value**
- If the data object is an **array**, use a pointer because that's your **only choice**. Make the pointer **a pointer to const**
- If the data object is a **good-sized structure**, use a **const pointer** or a **const reference** to increase program efficiency
- If the data object is a **class** object, use a **const reference**.



Default Arguments

- How do you establish a default value?
 - You must use the **function prototype**
- When you use a function with an argument list, you must add defaults **from right to left**

```
int harpo(int n, int m = 4, int j = 5);           // VALID
int chico(int n, int m = 6, int j);              // INVALID
int groucho(int k = 1, int m = 2, int n = 3);    // VALID
```

- The **actual arguments** are assigned to the corresponding **formal arguments** from left to right; you **can't skip** over arguments
- Run left.cpp



Function Overloading

- Function overloading:
 - Let you use **multiple functions** sharing **the same name**
 - Comparison: in default argument, it can call the **same function** by using varying **numbers** of arguments
- C++ enables you to define two functions by the **same name**, provided that the functions have **different signatures**
 - Function signature: function's argument list
 - Signature can **differ** in the **number** of arguments or in the **type** of arguments, or **both**
- Run leftover.cpp



Function Templates

- Define a function in terms of a **generic type**
 - A **specific** type, such as `int` or `double`, can be substituted
 - The process is termed **generic programming**
 - The keywords **template** and **typename** (class)

```
template <typename AnyType>
void Swap(AnyType &a, AnyType &b)
{
    AnyType temp;
    temp = a;
    a = b;
    b = temp;
}
```

- Run `funtemp.cpp`
 - Apply the **same algorithm** to a variety of types



More Templates

- Overloaded templates
 - Solved problem: not all types would use the same algorithm in templates
 - **Non-template** functions take **precedence** over template functions
 - Need **distinct** function **signatures** (overloading) 非模板函数优先于模板函数
- Run `twotemps.cpp`
- Template limitations
 - It's easy to write a template function that **cannot handle certain types**
 - In some cases, require **different codes** but **the arguments would be the same**



Specializations

- Explicit specializations
 - If the compiler finds a specialized definition that exactly matches a function call, it uses that definition **without** looking for **templates**.
- Third-Generation Specialization
 - A function name **can have** a non template function, a template function, and an explicit specialization template function, along with all overloaded versions
 - The prototype and definition for an explicit specialization should be **preceded** by **template** $\langle \rangle$ and should mention the specialized type by name
 - A specialization overrides the regular template, and a **non template** function overrides both
- Run `twoswap.cpp`

non-templates → specializations → templates



Instantiations and Specializations

- Instantiation

- Template: merely a **plan** for generating a function definition
- Instantiation: use the **template** to **generate a function** definition

- ✓ **Implicit**: the compiler deduces the necessity for making the definition
- ✓ **Explicit**: using the \diamond notation to indicate the **type** and prefixing the declaration with the keyword **template**

实例化操作，他其实是一个模版
直接传入不同类型，可以implicit
实例化，也可以申明实例化

```
...
template <class T>
void Swap (T &, T &); // template prototype

template <> void Swap<job>(job &, job &); // explicit specialization for job
int main(void)
{
    template void Swap<char>(char &, char &); // explicit instantiation for char
    short a, b;
    ...
    Swap(a,b); // implicit template instantiation for short
    job n, m;
    ...
    Swap(n, m); // use explicit specialization for job
    char g, h;
    ...
    Swap(g, h); // use explicit template instantiation for char
    ...
}
```



Which Function Version Does the Compiler Pick?

- **Multiple** functions of the **same** name
 - Include: function overloading, function templates, and function template overloading.....
- Overload resolution
 - Phase 1—Assemble a list of **candidate** functions
 - Phase 2—From the candidate functions, assemble **a list of feasible** functions
 - ✓ **Correct number** of arguments
 - ✓ An **exact match for each type** of actual argument to the type of the corresponding formal argument
 - Phase 3—Determine whether there is **a best viable** function



Exact Matches and Best Matches

- C++ allows some "trivial conversions" when making an exact match

- If there's just **one**, that function is chosen
- If more than one are tied, but only **one** is a **non template function**, that non template function is chosen
- If more than one candidate are tied and all are template functions, but **one template** is more **specialized** than the rest, that one is chosen

Phase 3

From an Actual Argument

Type

Type &

Type []

Type (argument-list)

Type

Type

Type *

Type *

To a Formal Argument

Type &

Type

* Type

Type (*) (argument-list)

const Type

volatile Type

const Type *

volatile Type *

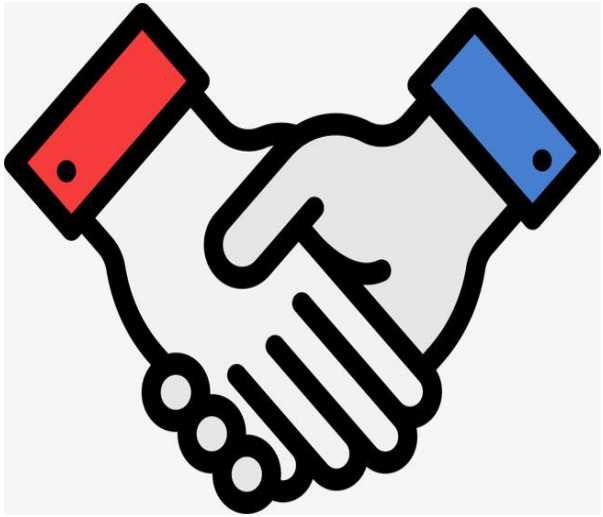
- Error

- If there are two or more equally **good non template functions**
- If there are two or more equally **good template functions**, none of which is more specialized than the rest
- If there are **no matching calls**, that is also an **error**



Summary

- Inline function
- Reference variables
- Functions of the **same** name
 - Default arguments
 - Function overloading
 - Function template



Thanks



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