

giannis_tsakiris*mostly programming-related stuff*

C++: calling a member function pointer

Posted on [September 7, 2012](#) by [giannis](#)

This article is about calling a member function (method) through a function pointer. It's a topic that has tricked me for a while, and I think this may be useful to others.

I will start with a small introduction and gradually get to the point of the article to see how it's done!

Calling a “global” function pointer

In good old C, the following code is probably familiar to most of you:

```
#include <stdio.h>

void func1( void (*func)() ) {
    func();
}

void func2() {
    printf("Goodbye world!\n");
}

int main() {
    func1(func2);
}
```

Now if we compile this and execute it we'll get of course the following output:

```
giannis@goofy:~$ gcc fpointer.c
giannis@goofy:~$ ./a.out
Goodbye world!
```

The slightly strange syntax `void (*func)()` in `func1()`'s declaration specifically declares that “`func` is pointer to a function with no arguments and no return value”.

Similarly, `void (*func)(int)` declares a pointer to a function that takes an `int` argument and returns `void`. `void (*func)()` declares a pointer to a function that takes no arguments and returns `void`.

Function pointers are like data pointers, except they point to executable code. They are used in C to encapsulate and delegate behaviors or logic.

Now, let's take the same scenario only this time within the scope of a class:

```
#include <stdio.h>

class MyClass {
```

```

private:

void func1( void (*func)() ) {
    func();
}

void func2() {
    printf("Goodbye world!\n");
}

public:

void method() {
    func1(func2);
}

};

int main() {
    MyClass myObject;
    myObject.method();
}

```

At least for me, this made sense... But what happens if we try to

```

giannis@goofy:~$ g++ fpointer.cpp
fpointer.cpp: In member function void MyClass::method():
fpointer.cpp:19: error: no matching function for call to MyClass::method()
fpointer.cpp:8: note: candidates are: void MyClass::func1(void (*func)())

```

What the error message says, more or less, is that that `func1()` expects an argument of type `void (*)()`, however we tried to pass an “unresolved overloaded function type”.

Okay, that’s weird. `func1()` expects an argument of type `void (*)()`.

Well, not exactly. `func2` is actually a `MyClass::void (*)()`, that is, a pointer to a member function. `func1()` was expecting a `void (*)()`, which is a pointer to a function.

To fix this, we need to need to slightly modify the code in several places.

First of all, the declaration of `func1()`. As we said the function was expecting a pointer to a function. Therefore it has to be altered accordingly:

```

void func1( void (MyClass::*func)() ) {
    func();
}

```

Furthermore we need to change the way the function pointer is dereferenced in `method()`. Remember that all the compiler knows is the address of a member function. When dereferencing a member function pointer, we also need to pass the object it belongs to. In this case, called, in that case *this* holds a reference to this object, which is the object being called. Now:

```

void func1( void (MyClass::*func)() ) {
    (*this.*func)();
}

```

The `(*this.*func)();` statement just instructs the compiler to call

And we're almost done, we need to make one final small change makes clear that `func2` is a method of `MyClass` and not a "stray"

```
void method() {
    func1(&MyClass::func2);
}
```

Now it should compile and work as expected:

```
giannis@goofy:~$ g++ fpointer.cpp
giannis@goofy:~$ ./a.out
Goodbye world!
```

Let's put it all together:

```
#include <stdio.h>

class MyClass {

private:

    void func1( void (MyClass::*func)() ) {
        (*this.*func)();
    }

    void func2() {
        printf("Goodbye world!\n");
    }

public:

    void method() {
        func1(&MyClass::func2);
    }
};

int main() {
    MyClass myObject;
    myObject.method();
}
```

I hope this helped 😊

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4 Responses to C++: calling a member function pointer



[Steve](#) says:

May 21, 2013 at 1:07 am

Wow! This saved me! What a convoluted way of getting it to work will study this syntax more closely and try to understand why it works

[Reply](#)

**Steve Duff** says:

April 28, 2014 at 7:00 am

Excellent! Thanks much for this: it's as clear an explanation as is p

The short story is really basic semantics: the first ("obvious") way
function expects to have a class context to work in; a "this". The r

I would say the error message could be a little less obtuse IMO. So
overloaded function type".

[Reply](#)**Anna** says:

August 21, 2014 at 4:47 pm

Best explanation possible. I was forgetting the & and all of today I
all makes sense!

[Reply](#)**Nicola** says:

March 29, 2015 at 10:05 pm

Fantastic explanation. I was struggling with this for hours. Thank ;

[Reply](#)

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