

Module M5

Partha Pratir Das

Objectives Outlines

 $\lambda$  in C++ Recap

std::functio

Generic  $\lambda$ 

C++
Practice Examples
Generic Recursive >
Practice Examples

Generalized 2 Captures

Module Summar

## Programming in Modern C++

Module M53: C++11 and beyond: General Features: Part 8: Lambda in C++/2

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All url's in this module have been accessed in September, 2021 and found to be functional



# Module Recap

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Objectives & Outlines

 $\lambda$  in C+Recap

std::functio

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Recursive  $\lambda$  in  $\mathsf{C}{+}{+}$ 

Practice Examples

Generic Recursive  $\lambda$ Practice Examples

Generalized . Captures

Module Summar

ullet Understood  $\lambda$  expressions (unnamed function objects) in C++ with

- o Closure Objects
- Parameters
- Capture



# Module Objectives

Objectives & Outlines

- To learn different techniques for writing and using  $\lambda$  expressions in C++
- To understand std::function for specifying function prototypes
- To understand generic  $\lambda$  support in C++14
- To learn how to implement recursive  $\lambda$  expressions in C++11 and C++14
- To be exposed to several practice examples

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### Module Outline

Objectives & Outlines

- $\bullet$   $\lambda$  in C++: Recap
- std::function
  - Examples
- **3** Generic  $\lambda$  in C++14
- **4** Recursive  $\lambda$  in C++
  - Practice Examples
  - Generic Recursive  $\lambda$ 
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- **6** Generalized  $\lambda$  Captures
- Module Summary



## $\lambda$ in C++: Recap

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Recursive  $\lambda$ 

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Generic Recursive

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Module Summar

## $\lambda$ in C++: Recap

#### Source:

● Module 52: C++11 and beyond: General Features: Part 7: Lambda in C++/1



## $\lambda$ in C++: Recap (Module 52)

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Generalized  $\lambda$ Captures

Module Summar

- A  $\lambda$  expression is an unnamed function for specifying lightweight functions in C++
- Compiler generates a functor-like class for a  $\lambda$  which at run-time instantiates a Closure Object
- ullet A  $\lambda$  expression can have zero or more value and / or reference parameters used in its body
- Free variables in the body a  $\lambda$  expression must be captured by value or by reference
- Here is a complete example

```
class A { std::vector<int> values; int m_;
public: A(int mod) : m_(mod) { }
    A& put(int v) { values.push_back(v); return *this; }
    int extras() { int count = 0;
        std::for_each(values.begin(), values.end(), // iterate over values to apply lambda
            [=, &count] // capture default by value, capture count by reference
            (int v) { count += v % m_; }); // v is a param, this captured implicitly
                                            // by value & m used as this->m to accumulate
        return count:
int main() { A g(4); // g.m_ = 4
    g.put(3).put(7).put(8); // g.values = { 3, 7, 8 }
    std::cout << "extras: " << g.extras(); // extras: 6: 3%4 + 7%4 + 8%4 = 3+3+0 = 6
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                                                                                        M53.6
```



#### std::function

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C++

Practice Examples

Generic Recursive 2

Practice Examples

Practice Examples $egin{array}{c} \mathsf{Generalized} \ \lambda \end{array}$ 

Module Summar

#### std::function

#### Source:

- std::function, cppreference.com
- Usage and Syntax of std::function, stackoverflow.com
- std::function, cplusplus.com
- std::function::function, cplusplus.com



#### std::function

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std::function
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Module Summary

• std::function is defined in <functional>

- It is a polymorphic wrapper for function objects applies to all callable elements:
  - Function pointers
  - Member function pointers
  - Functors (including closure objects)

Туре	Old School Define	std::function
Free	<pre>int(*callback)(int,int)</pre>	function< int(int,int) >
Functor	object_t callback	<pre>function&lt; int(int,int) &gt;</pre>
Member	<pre>int (object_t::*callback)(int,int)</pre>	function< int(int,int) >

- Function declarator syntax is: std::function< R ( A1, A2, A3...) > f;
- The function object can be copied and moved around, and can be used to directly invoke the callable object with the specified call signature
- The function objects can also be in a state with no target callable object, called *empty* functions. Calling them throws a bad\_function\_call exception



## std::function: Examples

```
#include <iostream>
                        // std..cout
                        // std::function, std::negate
#include <functional>
int half(int x) { return x/2; }
                                                                // a function
struct third_t { int operator()(int x) { return x/3; } };
                                                              // a function object class
struct MyValue { int value; int fifth() { return value/5; } }; // a class with data members
int main () {
    std::function<int(int)> fn1 = half:
                                                              // function
    std::function<int(int)> fn2 = &half;
                                                             // function pointer
    std::function<int(int)> fn3 = third t():
                                                             // function object
    std::function<int(int)> fn4 = [](int x) { return x/4; }; // lambda expression
    std::function<int(int)> fn5 = std::negate<int>();
                                                             // standard function object
    std::cout << "fn1(60): " << fn1(60) << '\n': // fn1(60): 30
    std::cout << "fn2(60): " << fn2(60) << '\n'; // fn2(60): 30
    std::cout << "fn3(60): " << fn3(60) << '\n'; // fn3(60): 20
    std::cout << "fn4(60): " << fn4(60) << '\n': // fn4(60): 15
    std::cout << "fn5(60): " << fn5(60) << '\n': // fn5(60): -60
    std::function<int(MvValue&)> value = &MvValue::value: // pointer to data member
    std::function<int(MyValue&)> fifth = &MyValue::fifth; // pointer to member function
    MyValue sixty {60}: std::cout << "value(sixty): " << value(sixty) << '\n': // value(sixty): 60
                        std::cout << "fifth(sixty): " << fifth(sixty) << '\n': // fifth(sixty): 12
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                                                                                                    M53 9
```



## std::function: Example: Pipeline

```
#include <iostream> // std::cout
#include <algorithm> // std::for_each
#include <vector>
                      // std::vector
#include <functional> // std::function
struct machine {
    template < typename T >
    void add(T f) { to_do.push_back(f); } // adding a function to to_do pipeline of functions
    int run(int v) {
        std::for_each(to_do.begin(), to_do.end(), // iterate over the vector of pipeline of functions
            [&v](std::function<int(int)> f)
            v = f(v): // apply the next function and pipeline the result
        return v:
    std::vector< std::function<int(int)>> to_do; // to_do is a vector collection of pipeline functions
};
int foo(int i) { return i + 4: }
int main() { machine m:
   m.add([](int i){ return i * 3; }); // add a lambda as function #1 in pipeline
   m.add(foo):
                                       // add foo as function #2 in pipeline
   m.add([](int i){ return i / 5: }): // add a lambda as function #3 in pipeline
    std::cout << "run(7) : " << m.run(7) << std::endl:
run(7): 5 // func. #1 on 7 => 7 * 3 = 21. func. #2 on 21 => 21 + 4 = 25. func. #3 on 25 => 25 / 5 = 5
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                                                                                                    M53 10
```



## Generic $\lambda$ in C++14

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Generic λ

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Generic Recursive  $\lambda$ Practice Examples

Module Summar

#### Source:

- Generic lambdas, ISO
- Lambda expressions (since C++11), cppreference.com
- Scott Meyers on C++
- Lambda expressions in C++, Microsoft
- Generalized Lambda Expressions in C++14
- Generic code with generic lambda expression

## Generic $\lambda$ in C++14



## Generic / Generalized $\lambda$ in C++14

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Module Summary

• C++11 introduced  $\lambda$  expressions as short inline anonymous functions that can be nested inside other functions and function calls

- ullet C++ 14 buffed up  $\lambda$  expressions by introducing Generic or Generalized  $\lambda$
- ullet Following  $\lambda$  function returns the sum of two integers

```
[](int a, int b) -> int { return a + b; } // Return type is optional
```

• Whereas we need a different  $\lambda$  to obtain the sum of two floating point values:

```
[](double a, double b) -> double { return a + b; } // Return type is optional
```

• In C++11 we could unify these two  $\lambda$  functions using template parameters:

```
template<typename T>
[](T a, T b) -> T { return a + b } // Return type is optional - compiler may infer
```

• C++ 14 circumvent this by the keyword auto in the input parameters of the  $\lambda$  expression. Thus the compilers can now deduce the type of parameters during compile time:

```
[](auto a, auto b) { return a + b; } // Compiler must infer return type
```



## Generic / Generalized $\lambda$ in C++14

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Generalized  $\lambda$ 

Module Summar

```
#include <iostream>, #include <string>, using namespace std;
// C++11 lambda's - separate lambda for every type. Return type is optional
// C++11 templatized lambda - one lambda for multiple types. Return type is optional
template<typename T> auto add_t = [](T a, T b) { return a + b; }; // Compiler may infer return type
// C++14 generic lambda. Return type cannot be specified
auto add = [](auto a, auto b) { return a + b; };
                                                              // Compiler must infer return type
int main () {
    // Different name of each lambda for each type: No inference
                                                                                 // 8
    cout << add i(3, 5);  // add i for int type</pre>
    cout << add_d(2.6, 1.3); // add_d for double type
                                                                                  // 3.9
    cout << add s("Good ". "Day"): // add s for string type converts from const char* // Good Day
    // Same name of the lambda for all types, type must be specified: No inference
    cout << add_t<int>(3, 5);  // add_t<int> for int type
    cout << add t<double>(2.6, 1.3): // add t<double> for double type
    cout << add_t<string>("Good ", "Day"); // add_t<string> for string type converts from const char*
    // Same name of the lambda for all types and no type need to be specified: It is inferred
    cout << add(3, 5):
                                              // add for int type
    cout << add(3, 5);  // add for int type
cout << add(2.6, 1.3);  // add for double type</pre>
    cout << add(string("Good "), string("Day")): // add for string type - cannot convert from const char*
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```



## Return Type of Generic $\lambda$ in C++14

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Module Summary

• The return type may be inferred by the compiler from the return expression:

• The return type may be specified from the parameters:

• The return type may be explicitly specified:



### Use of Generic $\lambda$ in C++14

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. Module Summary

```
// Sorting integers, floats, strings using a generalized lambda and sort function
// #include <iostream>, #include <string>, #include <vector>, #include <algorithm>, using namespace std:
// Utility Function to print the elements of a collection
void printElements(auto& C) {
   for (auto e : C) cout << e << " ":
    cout << endl:
int main() {
   // Declare a generalized lambda and store it in greater. Works for int, double, string, ...
    auto greater = [](auto a. auto b) -> bool { return a > b: }:
    vector<int> vi = { 1, 4, 2, 1, 6, 62, 636 }; // Initialize a vector of integers
    vector<double> vd = { 4.62, 161.3, 62.26, 13.4, 235.5 }; // Initialize a vector of doubles
    vector<string> vs = { "Tom", "Harry", "Ram", "Shyam" }; // Initialize a vector of strings
    sort(vi.begin(), vi.end(), greater); // Sort integers
    sort(vd.begin(), vd.end(), greater); // Sort doubles
    sort(vs.begin(), vs.end(), greater); // Sort strings
    printElements(vi): // 636 62 6 4 2 1 1
    printElements(vd): // 235.5 161.3 62.26 13.4 4.62
    printElements(vs); // Tom Shyam Ram Harry
```

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### Capture-less Generic $\lambda$ to Function Pointers

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Practice Examples

Module Summary

A non-generic λ with an empty capture-list can be converted to a function pointer typedef int (\*fp) (int); // Function pointer const fp f = [](int i){ return i; }; // Converts to a func. ptr. w/o capture

- ullet A capture-less generic  $\lambda$  behaves in the same way
- Further, it can be converted to more than one compatible function pointers
   #include <iostream>



### Recursive $\lambda$ in C++

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Examples

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Practice Examples
Generic Recursive  $\lambda$ Practice Examples

Module Summar

#### Source:

- Recursive lambda expressions in C++, geeksforgeeks.org
- Recursive lambda functions in C++11, stackoverflow.com
- std::function, cppreference.com
- Usage and Syntax of std::function, stackoverflow.com
- std::function, cplusplus.com
- std::function::function, cplusplus.com

## Recursive $\lambda$ in C++



#### Recursive $\lambda$ in C±±11

Recursive  $\lambda$  in

• A recursive function CountOnes(n) counts the number of 1's in the binary of n:

```
CountOnes(n) = CountOnes((n-1)/2) + 1, n > 0 \& odd
              = CountOnes(n/2), n > 0 \& even
              = 0, n = 0
```

For example, CountOnes(5) = 2 (5  $\equiv$  101) and CountOnes(14) = 3 (14  $\equiv$  1110)

Coded as a normal recursive function:

```
// std::cout
   #include <iostream>
   // recursive function CountOnes
   int CountOnes(int n) { return (0 == n)? 0: CountOnes(n/2) + (n \% 2); }
   int main() {
       auto Print = // no capture needed for CountOnes or std::cout
                     // as they are available as global symbols
            [](int n) { std::cout << "#(" << n << ") = " << CountOnes(n) << "; "; };
       Print(0); Print(1); Print(2); Print(3); Print(1729);
       // \#(0) = 0: \#(1) = 1: \#(2) = 1: \#(3) = 2: \#(1729) = 5:
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```



#### Recursive $\lambda$ in C++11

Recursive  $\lambda$  in

 An attempt to code CountOnes as a lambda runs into compilation error: #include <iostream> // std::cout

```
int main() {
    auto CountOnes = [] (int n) { // error: use of 'CountOnes' before deduction of 'auto'
         return (0 == n)? 0: CountOnes(n/2) + (n \% 2):
```

• std::function allows to declare the signature of CountOnes before defining it as a  $\lambda$ :

```
#include <iostream>
                            // std::cout
   #include <functional> // std::function
   int main() {
       std::function<int(int)> CountOnes; // signature of CountOnes
       CountOnes = // capture CountOnes as its use is free in the body
            [&CountOnes] (int n) \rightarrow int { return (0 == n)? 0: CountOnes(n/2) + (n % 2); };
       auto Print = // capture needed for CountOnes now as it is a local symbol
            [&CountOnes](int n) { std::cout << "#(" << n << ") = " << CountOnes(n) << ": ": }:
       Print(0): Print(1): Print(2): Print(3): Print(1729):
       // #(0) = 0: #(1) = 1: #(2) = 1: #(3) = 2: #(1729) = 5:
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```



## Example 1: Co-recursive Functions

```
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```

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Module Summary

```
#include <iostream>
#include <functional>
int main() {
    std::function<int(int)> f1:
    std::function<int(int)> f2 =
        [&](int i) {
            std::cout << i << " ":
            if (i > 5) { return f1(i - 2); } else { return 0; }
        };
    f1 = [&](int i) { std::cout << i << " "; return f2(++i); };</pre>
    f1(10):
    return 0:
10 11 9 10 8 9 7 8 6 7 5 6 4 5
```



## Example 2: Factorial

```
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```

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Seperalized  $\lambda$ 

Module Summary

```
#include <iostream>
#include <functional>
int main() {
    std::function<int(int)> fact;
    fact =
         [&fact](int n) -> int
         \{ \text{ return } (n == 0) ? 1 : (n * fact(n - 1)); \}; 
    std::cout << "factorial(4) : " << fact(4) << std::endl:
    return 0:
```



# Example 3: Fibonacci

```
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```

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Practice Examples

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Module Summary

```
#include <iostream>
#include <functional>
using namespace std:
int main() {
    std::function<int(int)> fibo;
    fibo =
        [&fibo](int n)->int
         return (n == 0) ? 0 :
                  (n == 1) ? 1 :
                  (fibo(n - 1) + fibo(n - 2)); };
    cout << "fibo(8) : " << fibo(8) << endl:</pre>
    return 0;
```



### Generic Recursive $\lambda$ in C++14

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Module Summary

- A  $\lambda$  does not have a named specific type. So a recursive  $\lambda$  expression needs std::function wrapper
- The generic  $\lambda$  expression in C++14 allows recursive  $\lambda$  functions without using std::function
- Consider the CountOnes example again:

```
#include <iostream>
                        // std::cout
int main() {
    auto CountOnes = // we need to pass CountOnes as a parameter in the lambda
                     // note the use of CountOnes as the first parameter in the call
        [] (auto&& CountOnes, int n) \rightarrow int { // C++14
            return (0 == n)? 0: CountOnes(CountOnes, n/2) + (n \% 2):
        };
    auto Print = // capture needed for CountOnes now as it is a local symbol
        [&CountOnes] (int n)
              std::cout << "CountOnes(" << n << ") = " << CountOnes(CountOnes, n) << std::endl: }:
    Print(0); Print(1); Print(2); Print(3); Print(1729);
    // #(0) = 0: #(1) = 1: #(2) = 1: #(3) = 2: #(1729) = 5:
```



#### Generic Recursive $\lambda$ in C++14: Power

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Module Summar

```
#include <iostream> // C++11 solution using std::function. Works for int base
#include <functional>
int main() {
    std::function<int(int,int)> pow; // pow recursive function. std::function used to define type of pow
    pow = [&pow] (int base, int exp) { return exp==0 ? 1 : base*pow(base, exp-1); };
    std::cout << pow(2, 10): // 2^10 = 1024
    std::cout << pow(2.71828, 10); // e^10 = 1024 // 2.71828 is cast to int giving 2 and wrong result
#include <iostream> // C++14 solution without using std::function. Works for any numeric base
int main() {
    auto power = [](auto self, auto base, int exp) -> decltype(base) { // any numeric 'base' type
       return exp==0 ? 1 : base*self(self, base, exp-1);
   // Wrapper of power to avoid passing power as first parameter to the call
    auto pow = [power](auto base, int exp) -> decltype(base) { return power(power, base, exp); }:
    std::cout << power(power, 2, 10): // 2^10 = 1024 // Needs to pass itself as first parameter
    std::cout << power(power, 2.71828, 10): // e^10 = 22026.3
    std::cout << pow(2, 10): // 2^10 = 1024 // Wrapper provides a clean solution
    std::cout << pow(2.71828, 10): // e^10 = 22026.3
```



## Generic Recursive $\lambda$ in C++14: Factorial

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```
#include <iostream> // Factorial lambda in C++11 solution using std::function
#include <functional>
int main () {
    std::function < int (int) > fact;
    fact = [\&fact](int n) \rightarrow int
        { return (n == 0) ? 1 : (n * fact(n - 1));
    std::cout << "factorial(4) : " << fact(4) << std::endl:
#include <iostream> // Factorial lambda in C++14 without using std::function
int main () {
    auto factorial = [](auto self, int n) -> int
         return (n == 0) ? 1 : (n * self(self, n - 1)):
    auto fact = [factorial] (int n) -> int // Wrapper of factorial to skip passing factorial
         return factorial(factorial, n);
    std::cout << "factorial(4) : " << fact(4) << std::endl:
```



### Generic Recursive $\lambda$ in C++14: Fibonacci

```
#include <iostream> // Fibonacci lambda in C++11 solution using std::function
             #include <iostream>
             #include <functional>
             int main () {
                 std::function < int (int) > fibo:
                 fibo = [&fibo](int n) -> int {
                     return (n == 0) ? 0 : (n == 1) ? 1 : (fibo(n - 1) + fibo(n - 2));
                 std::cout << "fibo(8) : " << fibo(8) << std::endl:
             #include <iostream> // Fibonacci lambda in C++14 without using std::function
             int main () {
                 auto fibonacci = [](auto self, int n) -> int {
Practice Examples
                     return (n == 0) ? 0 : (n == 1) ? 1 : (self(self, n - 1) + self(self, n - 2)):
                 auto fibo = [fibonacci](int n) -> int { // Wrapper of fibonacci to skip passing fibonacci
                     return fibonacci(fibonacci, n):
                 std::cout << "fibo(8) : " << fibo(8) << std::endl:
             Programming in Modern C++
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                                                                                                        M53 26
```



## Generalized $\lambda$ Captures

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Module Summar

## **Generalized** $\lambda$ **Captures**

#### Source:

Generalized lambda captures, isocpp.org



## Generalized $\lambda$ Captures in C++14

Generalized \(\lambda\) Captures

• In C++11,  $\lambda$ s could not (easily) capture by move. Generalized  $\lambda$  capture in C++14 solves the problem and also allows to define arbitrary new local variables in the  $\lambda$  object:

```
auto u = make_unique<some_type>(some, parameters); // a unique_ptr is move-only (TBD later)
go.run([u=move(u)] { do_something with(u); }); // move the unique_ptr into the lambda
```

• We can also rename the variable  $\mu$  the same inside the  $\lambda$ 

```
go.run([u2=move(u)] { do_something_with(u2); }); // capture as u2
```

 $\bullet$  And we can add arbitrary new state to the  $\lambda$  object, because each capture creates a new type-deduced local variable inside the  $\lambda$ :

```
int x = 4:
int z = [\&r = x, y = x + 1] \{ // y \text{ is local, set to } 5 \}
       r += 2:
                  // set x to 6: "r is for Renamed Ref"
       return v + 2: // return 7 to initialize z
                             // invoke lambda
```



# Module Summary

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 $\lambda$  in C+Recap

std::functi

Recursive  $\lambda$  in C++

Practice Examples
Generic Recursive
Practice Example

Generalized  $\lambda$ Captures

Module Summary

• Learnt different techniques without or with std::function to write and use non-recursive and recursive  $\lambda$  expressions in C++11 / C++14

• Several practice examples to be tried and tested