

C++ TEMPLATES

http://www.tutorialspoint.com/cplusplus/cpp_templates.htm

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Templates are the foundation of generic programming, which involves writing code in a way that is independent of any particular type.

A template is a blueprint or formula for creating a generic class or a function. The library containers like iterators and algorithms are examples of generic programming and have been developed using template concept.

There is a single definition of each container, such as **vector**, but we can define many different kinds of vectors for example, **vector <int>** or **vector <string>**.

You can use templates to define functions as well as classes, let us see how do they work:

Function Template:

The general form of a template function definition is shown here:

```
template <class type> ret-type func-name(parameter list)
{
    // body of function
}
```

Here, type is a placeholder name for a data type used by the function. This name can be used within the function definition.

The following is the example of a function template that returns the maximum of two values:

```
#include <iostream>
#include <string>

using namespace std;

template <typename T>
inline T const& Max (T const& a, T const& b)
{
    return a < b ? b:a;
}

int main ()
{
    int i = 39;
    int j = 20;
    cout << "Max(i, j): " << Max(i, j) << endl;

    double f1 = 13.5;
    double f2 = 20.7;
    cout << "Max(f1, f2): " << Max(f1, f2) << endl;

    string s1 = "Hello";
    string s2 = "World";
    cout << "Max(s1, s2): " << Max(s1, s2) << endl;

    return 0;
}
```

If we compile and run above code, this would produce the following result:

```
Max(i, j): 39
Max(f1, f2): 20.7
Max(s1, s2): World
```

Class Template:

Just as we can define function templates, we can also define class templates. The general form of a generic class declaration is shown here:

```
template <class type> class class-name {  
.  
.  
.  
}
```

Here, **type** is the placeholder type name, which will be specified when a class is instantiated. You can define more than one generic data type by using a comma-separated list.

Following is the example to define class Stack<> and implement generic methods to push and pop the elements from the stack:

```
#include <iostream>  
#include <vector>  
#include <cstdlib>  
#include <string>  
#include <stdexcept>  
  
using namespace std;  
  
template <class T>  
class Stack {  
private:  
    vector<T> elems;    // elements  
  
public:  
    void push(T const&); // push element  
    void pop();          // pop element  
    T top() const;       // return top element  
    bool empty() const { // return true if empty.  
        return elems.empty();  
    }  
};  
  
template <class T>  
void Stack<T>::push (T const& elem)  
{  
    // append copy of passed element  
    elems.push_back(elem);  
}  
  
template <class T>  
void Stack<T>::pop ()  
{  
    if (elems.empty()) {  
        throw out_of_range("Stack<>::pop(): empty stack");  
    }  
    // remove last element  
    elems.pop_back();  
}  
  
template <class T>  
T Stack<T>::top () const  
{  
    if (elems.empty()) {  
        throw out_of_range("Stack<>::top(): empty stack");  
    }  
    // return copy of last element  
    return elems.back();  
}  
  
int main()  
{  
    try {  
        Stack<int>          intStack; // stack of ints  
        Stack<string> stringStack;    // stack of strings  
  
        // manipulate int stack
```

```

intStack.push(7);
cout << intStack.top() <<endl;

// manipulate string stack
stringStack.push("hello");
cout << stringStack.top() << std::endl;
stringStack.pop();
stringStack.pop();
}
catch (exception const& ex) {
    cerr << "Exception: " << ex.what() <<endl;
    return -1;
}
}

```

If we compile and run above code, this would produce the following result:

```

7
hello
Exception: Stack<>::pop(): empty stack

```