

Computer Programming

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Session: Inline Member Function and Template

Quick Recap of Relevant Topics



- Object-oriented programming with structures and classes
- Self-contained definitions of classes
 - All member functions defined within class definition

Overview of This Lecture



- Inlined and non-inlined member functions of classes
- Further use of scope resolution operator (::)
- Template classes and functions

Acknowledgment



- Much of this lecture is motivated by the treatment in **An Introduction to Programming Through C++** by **Abhiram G. Ranade** **McGraw Hill Education 2014**
- Examples taken from this book are indicated in slides by the citation **AGRBook**

Self-contained Class Definition

```
class V3 {  
    private:  
        double x, y, z;  
        double length() const { return sqrt(x*x + y*y + z*z); }  
    public:  
        V3(double p = 0.0, double q = 0.0, double r = 0.0) {  
            x = p; y = q; z = r; return;  
        }  
        ~V3() {return; }  
        ... Some more member functions (on next slide) ...  
};
```

Self-contained Class Definition

```
class V3 {  
    private: ... Data and member functions (from previous slide) ...  
    public:  
        ... Constructor and destructor (from previous slide) ...  
        V3 operator+ (V3 const &b) const {  
            return V3(x + b.x, y + b.y, z + b.z);  
        }  
        V3 operator* (double const factor) const {  
            return V3(x*factor, y*factor, z*factor);  
        }  
};
```

Can We Always Write Self-Contained Classes?



- **Inline member function**
 - Member function defined inside the class definition (all member functions we have seen so far)
 - Convenient if function definition contains a few lines
- With long and complicated member functions, defining member functions in class definition is cumbersome
- C++ allows member functions to be declared in a class definition, but defined outside the class definition
 - Very useful if different member functions are developed by different members of team

Member Functions Outside Class Definition

```
class V3 {  
    private: double x, y, z;  
             double length() const;  
    public:  
        V3(double p=0.0, double q=0.0, double r=0.0);  
        V3 operator+(V3 const &b) const;  
        V3 operator*(double factor) const;  
        ~V3() {return;}  
};
```

**(Not inline) Member
function declaration**

**Inline member
function definition**

Non-inline Member Function Definition

```
V3::V3(double p, double q, double r) {  
    x = p; y = q; z = r; return;  
}  
V3 V3::operator+(V3 const &b) const {  
    return V3(x+b.x, y+b.y, z+b.z);  
}  
V3 V3::operator*(double factor) const {  
    return (x*factor, y*factor, z*factor);  
}  
double V3::length() const {return sqrt(x*x + y*y + z*z);}
```

**Note use of scope
resolution operator
::**

Motivating Template Class [Ref. AGRBook]



Class for implementing queue of integers (car identifiers)

```
class IntQueue {  
    private: int front, nWaiting;  
             int elements[100];  
    public:  
        IntQueue() { front = 0; nWaiting = 0; return; }  
        ~IntQueue() {return;}  
        bool insert (int value);  
        bool remove (int &value);  
};
```

Motivating Template Class

```
bool IntQueue::insert(int value) {
    if (nWaiting == 100) { cout << "Q Full!" << endl; return false; }
    else {
        elements[(front + nWaiting)%100] = value; nWaiting++; return true;
    }
}

bool IntQueue::remove(int &value) {
    if (nWaiting == 0) { cout << "Q Empty!" << endl; return false; }
    else {
        value = elements[front]; front = (front + 1)%100; nWaiting--; return true;
    }
}
```

Motivating Template Class: Queue of 3-D Vectors



```
class V3Queue {  
    private: int front, nWaiting;  
            V3 elements[100];  
    public:  
            V3Queue() { front = 0; nWaiting = 0; return; }  
            ~V3Queue() {return;}  
            bool insert (V3 value);  
            bool remove (V3 &value);  
};
```

Motivating Template Class: Queue of 3-D Vectors



```
bool V3Queue::insert(V3 value) {  
    if (nWaiting == 100) { cout << "Q Full!" << endl; return false; }  
    else {  
        elements[(front + nWaiting)%100] = value; nWaiting++; return true;  
    }  
}  
  
bool V3Queue::remove(V3 &value) {  
    if (nWaiting == 0) { cout << "Q Empty!" << endl; return false; }  
    else {  
        value = elements[front]; front = (front + 1)%100; nWaiting--; return true;  
    }  
}
```

Motivating Template Class



- Differences between IntQueue and V3Queue only with respect to data types of some members
- Wouldn't it be nice to be able to define a template for a Queue class with a generic data type T?
- The template can then be instantiated by specifying T to give Queue classes for different data types.

C++ provides a mechanism to do this: Template Class

Template Classes



- Foundation of **generic programming**
 - Programming independent of specific types
- Template is a schema for creating several classes that differ only in data types of members and some parameters
 - Abstract definition of a class (complete with data members and member functions) with generic data types of members

Template Class

```
template <class T> class Queue {  
    private: int front, nWaiting;  
             T elements[100];  
    public:  
             Queue() { front = 0; nWaiting = 0; return; }  
             ~Queue() {return;}  
             bool insert (T value);  
             bool remove (T &value);  
};
```

Template Member Function

```
template <class T> bool Queue<T>::insert(T value) {  
    if (nWaiting == 100) {  
        cout << "Q Full!" << endl; return false;  
    }  
    else {  
        elements[(front + nWaiting)%100] = value;  
        nWaiting++; return true;  
    }  
}
```

Template Member Function

```
template <class T> bool Queue<T>::remove(T &value) {  
    if (nWaiting == 0) {  
        cout << "Q Empty!" << endl;  
        return false;  
    }  
    else {  
        value = elements[front];  
        front = (front + 1)%100; nWaiting--; return true;  
    }  
}
```

Instantiating Template Classes

```
Queue<int> myIntQueueObject;  
Queue<V3> myV3QueueObject;
```

- Helps reduce repetition of code
- Facilitates generic programming, thinking at an abstract level
- Crucial in C++ Standard Library ... to be studied next

Concluding Note About Template Class



Template class definition allows using more than one generic data type and other parameters using a comma-separated list

Class definition:

```
template <class T, int QueueSize> class Queue {  
    private: int front, nWaiting;  
             T elements[QueueSize];  
    public: ...  
};
```

Instantiation: `Queue<V3, 10> myV3QueueObject;`
`Queue<int, 100> myIntQueueObject;`

Summary



- Inline and non-inline member functions of C++ classes
- Use of scope resolution operator in defining non-inline member functions
- Template classes and functions