C and C++
7. Exceptions — Templates

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Exceptions

- Some code (e.g. a library module) may detect an error but not know what to do about it; other code (e.g. a user module) may know how to handle it.
- C++ provides exceptions to allow an error to be communicated.
- In C++ terminology, one portion of code throws an exception; another portion catches it.
- If an exception is thrown, the call stack is unwound until a function is found which catches the exception.
- If an exception is not caught, the program terminates.
Throwing exceptions

- Exceptions in C++ are just normal values, matched by type
- A class is often used to define a particular error type:
  ```
  class MyError {
  }
  ```
- An instance of this can then be thrown, caught and possibly re-thrown:
  ```
  void f() { ... throw MyError(); ... }
  ...
  try {
      f();
  }
  catch (MyError) {
      //handle error
      throw; //re-throw error
  }
  ```
Conveying information

The “thrown” type can carry information:

```cpp
struct MyError {
    int errorcode;
    MyError(i):errorcode(i) {}$
};

void f() { ... throw MyError(5); ... }

try {
    f();
} catch (MyError x) {
    //handle error (x.errorcode has the value 5)
    ...;
}
```
Handling multiple errors

► Multiple catch blocks can be used to catch different errors:

```java
try {
    ...
}
catch (MyError x) {
    //handle MyError
}
catch (YourError x) {
    //handle YourError
}
```

► Every exception will be caught with `catch(...)`

► Class hierarchies can be used to express exceptions:
#include <iostream>

struct SomeError {virtual void print() = 0;};
struct ThisError : public SomeError {
  virtual void print() {
    std::cout << "This Error" << std::endl;
  }
};
struct ThatError : public SomeError {
  virtual void print() {
    std::cout << "That Error" << std::endl;
  }
};

int main() {
  try { throw ThisError(); } catch (SomeError& e) { //reference, not value
    e.print();
  }
  return 0;
}
Exceptions and local variables

- When an exception is thrown, the stack is unwound
- The destructors of any local variables are called as this process continues
- Therefore it is good C++ design practice to wrap any locks, open file handles, heap memory etc., inside stack-allocated object(s), with constructors doing allocation and destructors doing deallocation. This design pattern is analogous to Java’s try-finally, and is often referred to as “RAII: Resource Allocation is Initialisation”.
Templates

- Templates support meta-programming, where code can be evaluated at compile-time rather than run-time.
- Templates support generic programming by allowing types to be parameters in a program.
- Generic programming means we can write one set of algorithms and one set of data structures to work with objects of any type.
- We can achieve some of this flexibility in C, by casting everything to `void *` (e.g. sort routine presented earlier).
- The C++ Standard Template Library (STL) makes extensive use of templates.
An example: a stack

- The stack data structure is a useful data abstraction concept for objects of many different types.
- In one program, we might like to store a stack of \texttt{ints}.
- In another, a stack of \texttt{NetworkHeader} objects.
- Templates allow us to write a single generic stack implementation for an unspecified type \( T \).
- What functionality would we like a stack to have?
  - \texttt{bool isEmpty();}
  - \texttt{void push(T item);}
  - \texttt{T pop();}
  - \ldots
- Many of these operations depend on the type \( T \).
Creating a stack template

- A class template is defined as:

```cpp
1 template<class T> class Stack {
2    ...
3 }
```

- Where `class T` can be any C++ type (e.g. `int`)
- When we wish to create an instance of a `Stack` (say to store `ints`) then we must specify the type of `T` in the declaration and definition of the object: `Stack<int> intstack;`
- We can then use the object as normal: `intstack.push(3);`
- So, how do we implement `Stack`?
  - Write `T` whenever you would normally use a concrete type
template<class T> class Stack {

struct Item { //class with all public members
    T val;
    Item* next;
    Item(T v) : val(v), next(0) {} //
};

Item* head;

Stack(const Stack& s) {} //private
Stack& operator=(const Stack& s) {} //

public:
    Stack() : head(0) {} //
    ~Stack() // should generally be virtual
    T pop();
    void push(T val);
    void append(T val);
};
```cpp
#include "example16.hh"

template<class T> void Stack<T>::append(T val) {
    Item **pp = &head;
    while(*pp) {pp = &((*pp)->next);}
    *pp = new Item(val);
}

//Complete these as an exercise
template<class T> void Stack<T>::push(T) {/* ... */}
template<class T> T Stack<T>::pop() {/* ... */}
template<class T> Stack<T>::~Stack() {/* ... */}

int main() {
    Stack<char> s;
    s.push('a'), s.append('b'), s.pop();
    }
```
A template parameter can take an integer value instead of a type:
```cpp
template<int i> class Buf { int b[i]; ... };
```

A template can take several parameters:
```cpp
template<class T, int i> class Buf { T b[i]; ... };
```

A template can even use one template parameter in the definition of a subsequent parameter:
```cpp
template<class T, T val> class A { ... };
```

A templated class is not type checked until the template is instantiated:
```cpp
template<class T> class B {const static T a=3;};
```

```cpp
B<int> b; is fine, but what about B<B<int> > bi;?
```

Template definitions often need to go in a header file, since the compiler needs the source to instantiate an object
Default parameters

- Template parameters may be given default values

```cpp
template <class T, int i=128> struct Buffer{
    T buf[i];
};

int main() {
    Buffer<int> B;  // i=128
    Buffer<int, 256> C;
}
```
Specialisation

- The class $T$ template parameter will accept any type $T$
- We can define a specialisation for a particular type as well (effectively type comparison at compile-time)

```cpp
#include <iostream>
class A {};

template<class T> struct B {
    void print() { std::cout << "General" << std::endl; }
};
template<> struct B<A> {
    void print() { std::cout << "Special" << std::endl; }
};

int main() {
    B<A> b1;
    B<int> b2;
    b1.print(); //Special
    b2.print(); //General
}
```
Templated functions

- A function definition can also be specified as a template; for example:

  ```c++
  template<class T> void sort(T a[],
                              const unsigned int& len);
  ```

- The type of the template is inferred from the argument types:
  ```c++
  int a[] = {2,1,3}; sort(a,3); \Rightarrow T \text{ is an } \text{int}
  ```

- The type can also be expressed explicitly:
  ```c++
  sort<int>(a,3)
  ```

- There is no such type inference for templated classes

- Using templates in this way enables:
  - better type checking than using `void` *
  - potentially faster code (no function pointers in vtables)
  - larger binaries if `sort()` is used with data of many different types
```cpp
#include <iostream>

template<class T> void sort(T a[], const unsigned int& len) {
    T tmp;
    for(unsigned int i=0;i<len-1;i++)
        for(unsigned int j=0;j<len-1-i;j++)
            if (a[j] > a[j+1]) //type T must support "operator>"
                tmp = a[j], a[j] = a[j+1], a[j+1] = tmp;
}

int main() {
    const unsigned int len = 5;
    int a[len] = {1,4,3,2,5};
    float f[len] = {3.14,2.72,2.54,1.62,1.41};

    sort(a,len), sort(f,len);
    for(unsigned int i=0; i<len; i++)
        std::cout << a[i] << "\t" << f[i] << std::endl;
}
Overloading templated functions

- Templated functions can be overloaded with templated and non-templated functions
- Resolving an overloaded function call uses the “most specialised” function call
- If this is ambiguous, then an error is given, and the programmer must fix by:
  - being explicit with template parameters (e.g. `sort<int>(...)`)
  - re-writing definitions of overloaded functions
- Overloading templated functions enables meta-programming:
Templates are a Turing-complete compile-time programming language.
1. Provide an implementation for:
   \[
   \text{template}<\text{class } T> \ T \ \text{Stack}<T>::\text{pop}(); \quad \text{and} \\
   \text{template}<\text{class } T> \ \text{Stack}<T>::\text{~Stack}();
   \]

2. Provide an implementation for:
   \[
   \text{Stack(const } \text{Stack} & s); \quad \text{and} \\
   \text{Stack} & \ \text{operator=}=(\text{const } \text{Stack} & s);
   \]

3. Using meta programming, write a templated class \text{prime}, which evaluates whether a literal integer constant (e.g. 7) is prime or not at compile time.

4. How can you be sure that your implementation of class \text{prime} has been evaluated at compile time?