

# Other C++11/14/17 features

- C++11
  - Auto, decltype
  - Range for
  - Enum class
  - Initializer list
  - Default and delete functions
  - User defined literals
- C++17
  - Structured binding
  - Nested namespaces
  - Compile-time static if
  - Attributes

# Auto, decltype

```
void f(T&& t)
{
    auto a = t;           // type deduction
    const auto& car = t; // type deduction + modifiers
    auto&& pf = t;        // universal reference
    auto i = 1;          // int
    decltype(auto) j = i; // int      decltype(i)
    decltype(auto) k = (i); // int&    decltype((i))
}

void g()
{
    auto i = 1 , d = 3.14; // error, deduced types must match
    auto i = 1 , *p = &i; // ok, deduced type is int
}

template <typename F, typename... Args> // perfect forwarding requires decltype(auto)
decltype(auto) forwarding( F fun, Args&&... args)
{
    return fun(std::forward<Args>(args)... );
}

template <auto n> // since C++17
auto f() -> std::pair<decltype(n), decltype(n)> // auto can't deduce from { init-list }
{
    return { n, n};
}
```

# Range for

```
void f(const vector<double>& v)
{
    for (auto x : v) cout << x << '\n';
    for (auto& x : v) ++x; // using reference allows us to change value
}
```

// You can read that as "for all x in v" going through starting with  
// v.begin() and iterating to v.end(). Another example:

```
for (const auto x : { 1, 2, 3, 5, 8, 13, 21, 34 }) cout << x << '\n';
```

// The begin() (and end()) can be a member to be called v.begin()  
// or a free-standing function to be called begin(v).

# Enum classes (C++11)

```
enum Alert { green, yellow, election, red }; // traditional enum

enum class Color { red, blue }; // scoped and strongly typed enum
                                // no export of enumerator names into enclosing scope
                                // no implicit conversion to int

enum class TrafficLight { red, yellow, green };

Alert a = 7; // error (as ever in C++)
Alert a1 = static_cast<Alert>(i); // ok, if i in 0..3
Color c = 7; // error: no int->Color conversion
Color c1 = Color::blue; // ok
int i2 = red; // ok: Alert->int conversion
int i3 = Alert::red; // error in C++98; ok in C++0x
int i4 = blue; // error: blue not in scope
int i5 = Color::blue; // error: not Color->int conversion
int i6 = static_cast<int>(Color::blue) // ok, 1

enum class Color : char { red, blue, }; // compact representation, C++11 allows extra ,

enum struct TrafficLight { red, yellow, green }; // by default, the underlying type is int
enum E { E1 = 1, E2 = 2, Ebig = 0xFFFFFFFF0U }; // how big is an E?

enum class EE : unsigned long { EE1 = 1, EE2 = 2, EEbig = 0xFFFFFFFF0U }; // we are specific

enum class Color_code : char; // (forward) declaration
void foobar(Color_code* p); // use of forward declaration

enum class Color_code : char { red, yellow, green, blue }; // definition
```

# Initializer list

- Lightweight proxy accessing a temporary `const T[]` maybe in read only memory
- Created when brace-list: list-initialize, assignment, function call, auto, range for
- `Initializer_list` applies shallow copy

```
vector<double> v = { 1, 2, 3.456, 99.99 };
list<pair<string, string>> languages = {
    {"Nygaard", "Simula"},
    {"Richards", "BCPL"},
    {"Ritchie", "C"}
};
map<vector<string>, vector<int>> years = {
    { {"Maurice", "Vincent", "Wilkes"}, {1913, 1945, 1951, 1967, 2000} },
    { {"Martin", "Ritchards"}, {1982, 2003, 2007} },
    { {"David", "John", "Wheeler"}, {1927, 1947, 1951, 2004} }
};
```

```
auto x1 = 5; // deduced type is int
auto x2(5); // deduced type is int
auto x3{ 5 }; // deduced type is int since C++17
auto x4 = { 5 }; // deduced type is std::initializer_list
```

# Default and delete functions

```
struct X
{
    // ...
    X& operator=(const X&) = delete;           // disallow copying
    X(const X&) = delete; // delete must be at the first declaration
};
```

// Conversely, we can also say explicitly that  
// we want to default copy behavior:

```
struct Y
{
    // ...
    Y& operator=(const Y&&) = default;        // default move semantics
    Y(const Y&&) = default;
};
```

```
const char *func()
{
    // static const char __fun__ = "func";
    return __fun__;
}
```

# User defined literals

```
void f()
{
    int i = 12, j = 014, k = 0xC, l = 0b1100; // literals
    complex<double> cd = 2 + 3i; // looking for operator"" i
    auto dur = 3h+5min+25s+567ms+765us+10ns; // chrono duration
    "Hello"s // basic_string, since C++14
    "Hello"sv // string_view, since C++17
}

// identifiers not starting with underscore are reserved for std::
constexpr complex<double> operator "" i(long double d) // imaginary literal
{
    return {0,d}; // complex is a literal type
}

long double operator "" _w(long double);
std::string operator "" _w(const char16_t*, size_t);
unsigned int operator "" _w(const char*);

void g()
{
    1.2_w // operator"" _w(1.2)
    u"one"_w // operator"" _w(u"one", 3)
    12_w // operator"" _w("12")
}
```

# Using (C++11)

- Typedef won't work well with templates
- Using introduce type alias

```
using myint = int;
template <class T> using ptr_t = T*;

void f(int) { }
// void f(myint) { }    syntax error: redeclaration of f(int)

// make mystring one parameter template
template <class CharT> using mystring =
    std::basic_string<CharT, std::char_traits<CharT>>;
```



# Structured bindings (C++17)

```
#include <tuple> // C++11 tuple

auto get() // C++14 return type deduction
{
    return std::make_tuple("hello", 42);
}

int f1()
{
    auto t = get(); // t is a tuple
    std::cout << std::get<1>(t); // 42
}

int f2()
{
    std::string s;
    int i;

    std::tie(s, i) = get(); // C++11
    std::cout << s << i;
}
```

# Structured bindings

- Structured binding helps

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 };

    if (auto [s,it] = std::pair{ v.size(),v.begin() }; s > 0 && s < *it) {
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

# Structured bindings

```
#include <tuple> // C++11 tuple

auto get() // C++14 return type deduction
{
    return std::make_tuple("hello", 42);
}

int f1()
{
    auto t = get(); // t is a tuple
    std::cout << std::get<1>(t); // 42
}

int f2()
{
    std::string s;
    int i;

    std::tie(s, i) = get(); // C++11
    std::cout << s << i;
}
```

# Structured bindings

- Binds the specified names to subobjects or members
  - Array-like
  - Tuple-like
  - Member

```
#include <iostream>
```

```
int main()  
{  
    int arr[] = { 1, 2 };  
    auto [x,y] = arr;  
  
    std::cout << x << y << arr[0] << arr[1] << '\n';  
    return 0;  
}
```

```
1212
```

# Structured bindings

- Array like

```
#include <iostream>

int main()
{
    int arr[] = { 1, 2 };
    auto [x,y] = arr;
    --x;
    std::cout << x << y << arr[0] << arr[1] << '\n';
    return 0;
}

0212
```

# Structured bindings

- Introduces tmp is a 'uniquely named' variable
- If no reference initialization

```
#include <iostream>
```

```
int main()  
{  
    int arr[] = { 1, 2 };  
    auto [x,y] = arr; // creates int tmp[2];int &x=tmp[1];int &y=tmp[2]  
    --x;  
    std::cout << x << y << arr[0] << arr[1] << '\n';  
    return 0;  
}
```

```
0212
```

# Structured bindings

- If reference initialization happens, names bind to the initialization object

```
#include <iostream>
```

```
int main()  
{  
    int arr[] = { 1, 2 };  
    auto& [x,y] = arr; // creates int &x=arr[1]; int &y=arr[2]  
    --x;  
    std::cout << x << y << arr[0] << arr[1] << '\n';  
    return 0;  
}
```

# Structured bindings

- If reference initialization happens, names bind to the initialization object

```
#include <iostream>
```

```
int main()
{
    int arr[] = { 1, 2 };
    auto& [x,y] = arr; // creates int &x=arr[1]; int &y=arr[2]
    --x;
    std::cout << x << y << arr[0] << arr[1] << '\n';
    return 0;
}
```

```
0202
```



# Structured bindings

- Works with `std::array` too

```
#include <array>
#include <iostream>

int main()
{
    std::array<int,2> arr = { 1, 2 };
    auto& [x,y] = arr;
    --x;
    std::cout << x << y << arr[0] << arr[1] << '\n';
    return 0;
}

0202
```

# Structured bindings

- Tuple-like
  - `Std::tuple_size<Tmp>::value` should be the number of ids

```
#include <iostream>
#include <tuple>

int main()
{
    int    a = 1;
    double b = 3.14;
    long   c = 2L;

    std::tuple<int, double&, long&&> tpl{a,b,std::move(c)};
    auto [x,y,z] = tpl;

    std::cout << x << ", " << y << ", " << z << '\n';
}
```

# Structured bindings

- Tuple-like
  - `Std::tuple_size<Tmp>::value` should be the number of ids

```
#include <iostream>
#include <tuple>

int main()
{
    int    a = 1;
    double b = 3.14;
    long   c = 2L;

    std::tuple<int, double&, long&&> tpl{a,b,std::move(c)};
    auto [x,y,z] = tpl;

    std::cout << x << ", " << y << ", " << z << '\n';
}
```

error: tuple is not copyable

# Structured bindings

- Tuple-like
  - `Std::tuple_size<Tmp>::value` should be the number of ids

```
#include <iostream>
#include <tuple>

int main()
{
    int    a = 1;
    double b = 3.14;
    long   c = 2L;

    std::tuple<int, double&, long&&> tpl{a,b,std::move(c)};
    auto& [x,y,z] = tpl;

    std::cout << x << ", " << y << ", " << z << '\n';
}

1, 3.14, 2
```

# Structured bindings

- Tuple-like
  - `Std::tuple_size<Tmp>::value` should be the number of ids

```
#include <iostream>
#include <tuple>

int main()
{
    int    a = 1;
    double b = 3.14;
    long   c = 2L;

    std::tuple<int, double&, long&&> tpl{a,b,std::move(c)};
    auto& [x,y,z] = tpl;

    std::cout << x << ", " << y << ", " << z << '\n';
}

1, 3.14, 2
```

# Structured bindings

- Members
  - May not have anonymous union
  - Number of ids should be the same as non-static members

```
#include <iostream>
```

```
struct C
```

```
{  
    int    a = 1;
```

```
    double b = 3.14;  
};
```

```
int main()
```

```
{  
    C obj;  
    auto [x,y] = obj;  
  
    std::cout << x << ", " << y << '\n';  
}
```

```
1, 3.14
```

# Structured bindings

- Members
  - May not have anonymous union
  - Number of ids should be the same as non-static members

```
#include <iostream>

struct C
{
    int    a = 1;
    static const int xx = 99;    // static members are not considered
    double b = 3.14;
};
```

```
int main()
{
    C obj;
    auto [x,y] = obj;

    std::cout << x << ", " << y << '\n';
}
```

1, 3.14

# Structured bindings

```
#include <utility>
#include <map>

auto divide_reminder(int a, int b)
{
    return std::pair{ a/b, a%b };
}

void f()
{
    auto [fraction, reminder] = divide_reminder(16,3);
    std::cout << "16/3 == " << fraction << ", reminder is " << reminder;

    std::map<std::string, std::string> phone_book {
        {"abel", "+36 30 123 4567"},
        {"bela", "+36 30 234 5678"}
    };

    for ( const auto &[person, phone] : phone_book) {
        std::cout << "person " << person << ", phone " << phone << '\n';
    }
}
```



# Nested namespace

```
#include <iostream>

namespace A {
    namespace B {

        struct C { void f(); };
    }
}

void A::B::C::f() { std::cerr << "f()\n"; }

int main()
{
    A::B::C c;
    c.f();
    return 0;
}
```

# Nested namespace

```
#include <iostream>

namespace A::B {

    struct C { void f(); };

}

void A::B::C::f() { std::cerr << "f()\n"; }

int main()
{
    A::B::C c;
    c.f();
    return 0;
}
```

# Attributes (C++11)

- Extra information helping the compiler or static analysis tools or others
  - Like OpenMP
- Earlier non standard, compiler dependent
- Compiler ignores unknown attributes (since C++17)

```
#pragma once
```

```
void fatal() __attribute__((noreturn));
```

```
struct S  
{  
    char t[3];  
} __attribute__((aligned (8)));
```

```
#if COMPILING_DLL  
    #define DLLEXPORT __declspec(dllexport)  
#else  
    #define DLLEXPORT __declspec(dllimport)  
#endif
```

# Attributes

- From C++11
- Almost everything can be annotated
  - Type
  - Function
  - Enum
  - ...

```
[[attr]]  
[[namespace::attr]]
```

```
// C++11  
[[noreturn]] void terminate() noexcept;  
[[carries_dependency]]
```

```
// C++14  
[[deprecated]]  
[[deprecated("reason")]]
```

# Attributes in C++17

```
switch(c)
{
case 'a':
    f();
    [[fallthrough]];
case 'A':
    g();
}

[[nodiscard]] int foo();
void bar()
{
    foo(); // warning, return value of [[nodiscard]] function discarded
}
[[nodiscard]] struct NoDiscard { ... };
NoDiscard f();
void bar()
{
    f(); // warning, return value of [[nodiscard]] type discarded
}
void f()
{
    [[maybe_unused]] int y = 42; // Do not warn on unused y
}
```

# Selection statements with initializers

- ISO/IEC JTC1 SC22 WG21 P0305R1 (Thomas Köppe)

# Selection statements with initializers

```
/* C language, before C99 */
{
    int i;
    for ( i = 0; i < 10; ++i) {
        /* use i here */
    }
    /* i still visible here */
}
```

```
/* C++ language, C since C99 */
{
    for ( int i = 0; i < 10; ++i) {
        /* use i here */
    }
    /* i is not visible here */
}
```

# Selection statements with initializers

- ```
/* C++, since the beginning */
{
    if ( const char *path = std::getenv("PATH") ) {
        /* use path here */
    }
    else {
        /* path is also available here, nullptr */
    }
    /* path not available here */
}

{
    if ( auto sp = wp.lock() ) { /* shared_ptr from weak_ptr */
        /* use sp here */
    }
    /* sp is destructed here */
}
```



# Selection statements with initializers

- Not works well, when
  - it is not the declared variable we depend on
  - the success/fail is not usual int/bool/ptr != 0

```
std::set<int> s;
```

```
auto p = s.insert(42);  
if ( p.second ) {  
    std::cerr << "insert ok" << '\n';  
}  
else {  
    std::cerr << "insert failed" << '\n';  
}
```

```
std::mutex mut1, mut2, mut3;
```

```
int ret = std::try_lock( mut1, mut2, mut3 ); // many OS functions  
if ( -1 == ret ) {  
    std::cerr << "locks done" << '\n';  
}
```

# Selection statements with initializers

- Declaration is allowed in if and switch statements
  - The scope of declared variable is not “leaking” out
  - More flexibility for the condition

```
std::set<int> s;
```

```
// auto p = s.insert(42);  
if ( auto p = s.insert(42); p.second ) {  
    std::cerr << "insert ok" << '\n';  
}  
else {  
    std::cerr << "insert failed" << '\n';  
}
```

```
std::mutex mut1, mut2, mut3;
```

```
// int ret = std::try_lock( mu1t, mut2, mut3 );  
if ( int ret = std::try_lock( mu1t, mut2, mut3 ); -1 == ret ) {  
    std::cerr << "locks done" << '\n';  
}
```

# Selection statements with initializers

- Declaration is allowed in if and switch statements
  - The scope of declared variable is not “leaking” out
  - More flexibility for the condition

```
std::set<int> s;
```

```
// auto p = s.insert(42);  
if ( auto p = s.insert(42); p.second ) {  
    std::cerr << "insert ok" << '\n';  
}  
else {  
    std::cerr << "insert failed" << '\n';  
}
```

```
std::mutex mut1, mut2, mut3;
```

```
// int ret = std::try_lock( mu1t, mut2, mut3 );  
if ( int ret = std::try_lock( mu1t, mut2, mut3 ); -1 == ret ) {  
    std::cerr << "locks done" << '\n';  
} // unlock????
```

# Selection statements with initializers

- Use `lock_guard`, `unique_lock`, `scoped_lock`, ...

```
std::mutex      mut;  
std::deque<int> data;
```

```
// producer
```

```
{  
    std::lock_guard sl(mut);  
    data.push_back(i);  
}
```

```
// consumer
```

```
if ( std::lock_guard sl(mut); !data.empty() ) {  
    int i = data.front();  
    data.pop_front();  
}
```

# Selection statements with initializers

- Don't trick yourself!!!

```
std::mutex      mut;  
std::deque<int> data;
```

```
// producer  
{  
    std::lock_guard sl(mut);  
    data.push_back(i);  
}
```

```
// consumer  
if ( std::lock_guard(mut); !data.empty() ) { // bad!!!  
    int i = data.front();  
    data.pop_front();  
}
```

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( argc )
    {
        case 1: std::cout << "1" << '\n'; break;
        case 2: std::cout << "2" << '\n'; break;
        default: std::cout << "d" << '\n'; break;
    }
    return 0;
}
```

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( argc )
    {
        int x;

        case 1: std::cout << "1" << x << '\n'; break;
        case 2: std::cout << "2" << x << '\n'; break;
        default: std::cout << "d" << x << '\n'; break;
    }
    return 0;
}
```

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( argc )
    {
        int x;

        case 1: std::cout << "1" << x << '\n'; break; // undefined beh.
        case 2: std::cout << "2" << x << '\n'; break;
        default: std::cout << "d" << x << '\n'; break;
    }
    return 0;
}
```



# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( argc )
    {
        int x = argc;

        case 1: std::cout << "1" << x << '\n'; break;
        case 2: std::cout << "2" << x << '\n'; break;
        default: std::cout << "d" << x << '\n'; break;
    }
    return 0;
}
```

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( argc )
    {
        int x = argc;

        case 1: std::cout << "1" << x << '\n'; break;
        case 2: std::cout << "2" << x << '\n'; break;
        default: std::cout << "d" << x << '\n'; break;
    }
    return 0;
}
```

error: jump to **case** label XXX crosses initialization of **int** x

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( int x = argc )
    {
        // works even in "old" C++

        case 1: std::cout << "1" << x << '\n'; break;
        case 2: std::cout << "2" << x << '\n'; break;
        default: std::cout << "d" << x << '\n'; break;
    }
    return 0;
}
```

# Selection statements with initializers

- Switch is more interesting than you think.

```
#include <iostream>

int main(int argc, char *argv[])
{
    switch ( int x = argc; ++x )
    {
        // works since C++17

        case 1: std::cout << "1" << x << '\n';    break;
        case 2: std::cout << "2" << x << '\n';    break;
        default: std::cout << "d" << x << '\n';    break;
    }
    return 0;
}
```

# Selection statements with initializers

- Declaration list is allowed

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 }; // CTAD, C++17

    if (int s = v.size(), c = v.capacity(); s < c ) {
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

# Selection statements with initializers

- A bit more interesting case

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 }; // CTAD, C++17

    if (int s = v.size(), it = v.begin(); s > 0 && s < *it ) {
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

error: v.begin() is not convertible to int

# Selection statements with initializers

- Auto deduction must be consistent

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 }; // CTAD, C++17

    if (auto s = v.size(), it = v.begin(); s > 0 && s < *it ) {
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

error: inconsistent deduction for 'auto'

# Selection statements with initializers

- Structured binding helps

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 }; // CTAD, C++17

    if (auto [s,it] = std::pair{ v.size(),v.begin()}; s > 0 && s < *it){
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

works fine



# Selection statements with initializers

- Ideally, we should allow multiple statements

```
#include <iostream>
#include <vector>

int main()
{
    std::vector v = { 1, 2, 3 }; // CTAD, C++17

    if (auto s = v.size(); auto it = v.begin(); s > 0 && s < *it){
        std::cerr << "s < c" << '\n';
    }
    else {
        std::cerr << "s == c" << '\n';
    }
    return 0;
}
```

error: parse error

# Filesystem (C++17)

- Path object
- Directory\_entry
- Directory iterators
- Support functions
  - Info from path
  - File manipulation: copy, move, symlink, ...
  - Space, filesize, last write time, ...
  - Permissions
  - ...

# Examples

```
#include <filesystem>
#include <iostream>
```

```
namespace fs = std::filesystem;
```

```
int main()
```

```
{
```

```
    fs::path pathToShow("/home/gsd/ftp/file/file.cpp");
```

```
    std::cout << "exists() = " << fs::exists(pathToShow) << "\n"
               << "root_name() = " << pathToShow.root_name() << "\n"
               << "root_path() = " << pathToShow.root_path() << "\n"
               << "relative_path() = " << pathToShow.relative_path() << "\n"
               << "parent_path() = " << pathToShow.parent_path() << "\n"
               << "filename() = " << pathToShow.filename() << "\n"
               << "stem() = " << pathToShow.stem() << "\n"
               << "extension() = " << pathToShow.extension() << "\n";
```

```
}
```

```
$ g++ -std=c++17
```

# Examples

```
#include <experimental/filesystem>
#include <iostream>
```

```
namespace fs = std::experimental::filesystem;
```

```
int main()
{
    fs::path pathToShow("/home/gsd/ftp/file/file.cpp");

    std::cout << "exists() = " << fs::exists(pathToShow) << "\n"
               << "root_name() = " << pathToShow.root_name() << "\n"
               << "root_path() = " << pathToShow.root_path() << "\n"
               << "relative_path() = " << pathToShow.relative_path() << "\n"
               << "parent_path() = " << pathToShow.parent_path() << "\n"
               << "filename() = " << pathToShow.filename() << "\n"
               << "stem() = " << pathToShow.stem() << "\n"
               << "extension() = " << pathToShow.extension() << "\n";
}
```

```
$ g++ -std=c++17 -lstdc++fs
```

```
$ ./a.out
```

```
exists() = 1
root_name() = ""
root_path() = "/"
relative_path() = "home/gsd/ftp/file/file.cpp"
parent_path() = "/home/gsd/ftp/file"
filename() = "file.cpp"
stem() = "file"
extension() = ".cpp"
```

# Create filename

```
#include <experimental/filesystem>
#include <iostream>

namespace fs = std::experimental::filesystem;

int main( int argc, char *argv[])
{
    fs::path pathToShow("/home/gsd/ftp/file/file.cpp");

    fs::path myPath{ argc > 1 ? argv[1] : fs::current_path() };

    myPath /= "subdir1";
    myPath /= "subdir2";
    myPath /= "file";
    myPath += ".cpp";

    std::cout << "myPath = " << myPath << "\n";
    std::cout << "filename() = " << myPath.filename() << "\n";
}

$ g++ -std=c++17 -lstdc++fs
$ ./a.out
myPath = "/home/gsd/ftp/file/subdir1/subdir2/file.cpp"
filename() = "file.cpp"
```

# Recursive directory listing (1)

```
#include <string>
#include <iostream>
#include <sstream>
#include <experimental/filesystem>

using namespace std;
namespace fs = std::experimental::filesystem;

std::uintmax_t ComputeFileSize(const fs::path& pathToCheck)
{
    if (fs::exists(pathToCheck) && fs::is_regular_file(pathToCheck))
    {
        auto err = std::error_code{};
        auto filesize = fs::file_size(pathToCheck, err);
        if (filesize != static_cast<uintmax_t>(-1))
            return filesize;
    }
    return static_cast<uintmax_t>(-1);
}

void DisplayFileInfo(const std::experimental::filesystem::v1::directory_entry & entry,
                    std::string &lead, std::experimental::filesystem::v1::path &filename)
{
    time_t cftime = chrono::system_clock::to_time_t(fs::last_write_time(entry));
    cout << lead << " " << filename << ", " << ComputeFileSize(entry)
         << ", time: " << std::asctime(std::localtime(&cftime));
}
```

# Recursive directory listing (2)

```
void DisplayDirTree(const fs::path& pathToShow, int level)
{
    if (fs::exists(pathToShow) && fs::is_directory(pathToShow))
    {
        auto lead = std::string(level * 3, ' ');
        for (const auto& entry : fs::directory_iterator(pathToShow))
        {
            auto filename = entry.path().filename();
            if (fs::is_directory(entry.status()))
            {
                cout << lead << "[+] " << filename << "\n";
                DisplayDirTree(entry, level + 1);
                cout << "\n";
            }
            else if (fs::is_regular_file(entry.status()))
                DisplayFileInfo(entry, lead, filename);
            else
                cout << lead << "[?]" << filename << "\n";
        }
    }
}

int main(int argc, char* argv[])
{
    const fs::path pathToShow{ argc >= 2 ? argv[1] : fs::current_path() };
    DisplayDirTree(pathToShow, 0);
}
```

# Any (C++17)

- Type-safe container for a single value of any type
- Namespace function `any_cast` provides access
- `type()` returns `type_info` ( or `typeid(void)` )
- Small object optimization is possible
  - But only when move constructor is nothrow



# Type safe access of Any

- `any_cast` checks the content run-time
- May throw `std::bad_any_cast`

```
std::any a = 3.14;
std::cout << a.type().name() << ' ' << std::any_cast<double>(a) << '\n';
a = 42;
std::cout << a.type().name() << ' ' << std::any_cast<int>(a) << '\n';
std::cout << sizeof(a) << ' ' << sizeof(int) << '\n';
```

```
try
{
    std::cout << std::any_cast<double>(a) << '\n';
}
catch( std::bad_any_cast& e)
{
    std::cerr << e.what() << '\n';
}
```

```
d: 3.14
i: 42
i: bad_any_cast
```

# Works with user types

```
struct MyStruct
{
    int i;
    double d;
};

std::ostream& operator<<(std::ostream& os, const MyStruct& s)
{
    os << "[ " << s.i << ", " << s.d << " ]";
    return os;
}

void f()
try
{
    MyStruct s{1, 3.14};
    a = s;
    std::cout << a.type().name() << ": " << std::any_cast<MyStruct>(a) << '\n';
    std::cout << sizeof(a) << " " << sizeof(s) << '\n';
}
catch (std::bad_any_cast& e)
{
    std::cout << e.what() << '\n';
}
```

```
8MyStruct: [ 1, 3.14 ]
```

```
16 16
```

# Works with user types

```
struct MyStruct
{
    int i;
    double d;
    char t[100];
};
std::ostream& operator<<(std::ostream& os, const MyStruct& s)
{
    os << "[ " << s.i << ", " << s.d << " ]";
    return os;
}
void f()
try
{
    MyStruct s{1, 3.14};
    a = s;
    std::cout << a.type().name() << ": " << std::any_cast<MyStruct>(a) << '\n';
    std::cout << sizeof(a) << " " << sizeof(s) << '\n';
}
catch (std::bad_any_cast& e)
{
    std::cout << e.what() << '\n';
}
```

```
8MyStruct: [ 1, 3.14 ]
16 120
```

# any\_cast has multiple specializations

```
void f()
{
    std::any a = 42;

    if ( a.has_value() )
    {
        std::cout << a.type().name() << '\n';

        int *ip = std::any_cast<int>(&a);    // not any_cast<int*> !!!
        std::cout << *ip << '\n';
    }
    a.reset();

    If ( ! a.has_value() )
        std::cout << a.type().name() << '\n';
}

1
v
```

Possible implementation without RTTI (LLVM Any): [https://llvm.org/doxygen/Any\\_8h.html](https://llvm.org/doxygen/Any_8h.html)

# any\_cast has multiple specializations

```
void f()
{
    std::any a = 42;

    if ( a.has_value() )
    {
        std::cout << a.type().name() << '\n';

        int *ip = std::any_cast<int*>(&a);    // ERROR
        std::cout << *ip << '\n';
    }
    a.reset();

    If ( ! a.has_value() )
        std::cout << a.type().name() << '\n';
}
```

37: error: cannot convert `int**` to `int*` in initialization

# Optional (C++17)

- Maybe monad implementation
- Replaces return types like `std::pair<T,bool>`
- Optional contains value
  - Initialized/assigned with value of T
  - Initialized/assigned with `optional<T>` which contains value
- Optional does not contain value
  - Default initialized or initialized with value of `std::nullopt_t`
  - Initialized/assigned with `optional<T>` which does not contain value
- If `optional<T>` contains a value, than it is allocated as T
  - Not a pointer based heap storage
- Convertible to bool: true if contains value
- No optional reference

# std::optional

```
std::optional<double> convert( const std::string& s)
try
{
    return std::stod(s); // C++11
}
catch (std::invalid_argument e)
{
    return {};
}
catch (std::out_of_range e)
{
    return {};
}

int main()
{
    double d = convert("-3.14e-5").value_or(0.0);
}
```

# Use of optional

```
void f(bool b1)
{
    std::optional<int> opt1;
    std::cout << opt1.value_or(-1) << '\n';
    try
    {
        std::cout << opt1.value() << '\n';
    }
    catch( std::bad_optional_access& e)
    {
        std::cerr << e.what() << '\n';
    }
    opt1 = b1 ? std::optional<int>(42) : std::nullopt;

    std::cout << opt1.value_or(-1) << '\n';
    if ( opt1 )
    {
        std::cout << opt1.value() << '\n';
        *opt1 = 2;    // access contained data, also -> exists
        int i = opt1.value();
        std::cout << i << '\n';
    }
}
```

-1

bad optional access

42

42

2



# Use of pointers

```
void f(bool b1)
{
    std::optional<std::string> opt2;
    *opt2 = "Hello";

    std::cout << *opt2 << '\n';
    std::cout << std::boolalpha << opt2.has_value() << '\n';

    std::cout << opt2.value_or("no value") << '\n';
    std::string s = *std::move(opt2);

    std::cout << s << ", " << opt2->size() << '\n';
}
```

```
Hello
false
no value
Hello, 0
```

# Variant (C++17)

- Type-safe union with automatic discriminant
- Holds one of the alternative types or no value
  - No value state is hard to achieve
- Variant is not allowed to allocate dynamic memory
  - The contained object representation is inside the variant object
- Can hold the same type more than once
  - Can hold the type with different cv qualifier
- Default initialized variant hold the first alternative ( `index() == 0` )
  - If it is unambiguous
- Not allowed to hold a reference or an array

# std::variant

```
std::variant<int, std::string, double> v;  
  
v = 55;  
  
try  
{  
    std::cout << std::get<double>(v);  
}  
catch (std::bad_variant_access e)  
{  
    std::err << "not a double";  
}  
  
// also supports non-POD types (unions does not)
```

# std::variant

```
void f()
{
    std::variant<int, float> v, w;
    v = 42; // v contains int
    int i = std::get<int>(v);
    std::cout << i << '\n';
    std::cout << std::get<0>(v) << '\n';
    w = std::get<0>(v); // same effect as the previous line
    w = v;             // same effect as the previous line

    // std::get<double>(v); // error: no double in [int, float]
    // std::get<3>(v);      // error: valid index values are 0 and 1

    try
    {
        std::get<float>(w); // w contains int, not float: will throw
    }
    catch (std::bad_variant_access& e)
    {
        std::cerr << e.what() << '\n';
    }
}
```

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42

Unexpected index

Zoltán Porkoláb: C++17

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# std::variant

```
void f()
{
    std::variant<int, float> v, w;
    v = 42; // v contains int
    int i = std::get<int>(v);
    std::cout << i << '\n';
    std::cout << std::get<0>(v) << '\n';
    w = std::get<0>(v); // same effect as the previous line
    w = v;             // same effect as the previous line

    if ( auto pval = std::get_if<int>(&v) ) // pointer to variant!
    {
        std::cout << *pval << '\n';
    }
    else
    {
        std::cerr << "Other type" << '\n';
    }
}
```

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Unexpected index

# std::variant

```
void f()
{
    std::variant<std::string, double> s1("Hello"); // conversion works
    std::variant<std::string const char*> s2("Hello"); // choose const char *

    s1 = "Hallo"; // conversion when non-ambiguous

    std::cout << std::boolalpha
              << "variant holds double? "
              << std::holds_alternative<double>(s1) << '\n'
              << "variant holds string? "
              << std::holds_alternative<std::string>(s1) << '\n';
    // << std::holds_alternative<int>(s1) << '\n'; // compile error
}

variant holds double? false
variant holds string? true
```

# std::visit

```
// vis is a callable  
// The return type is deduced from the returned expression as if by decltype
```

```
template <class R, class Visitor, class... Variants>  
constexpr R visit(Visitor&&, Variants&&...); // since C++20
```

Applies the vis visitor to the variants vars:

```
std::invoke(std::forward<Visitor>(vis), std::get<is>(std::forward<Variants>(vars))...)
```

# std::visit

```
using var_t = std::variant<int, long, double, std::string>; // the variant to visit
template<class T> struct always_false : std::false_type {}; // helper type for the visitor

int main()
{
    std::vector<var_t> vec = {10, 15l, 1.5, "hello"};
    for(auto& v: vec)
    {
        // 1. void visitor, only called for side-effects (here, for I/O)
        std::visit([](auto&& arg){std::cout << arg;}, v);

        // 2. value-returning visitor, demonstrates the idiom of returning another variant
        var_t w = std::visit([](auto&& arg) -> var_t {return arg + arg;}, v);

        // 3. type-matching visitor: a lambda that handles each type differently
        std::cout << ". After doubling, variant holds ";
        std::visit([](auto&& arg) {
            using T = std::decay_t<decltype(arg)>;
            if constexpr (std::is_same_v<T, int>)
                std::cout << "int with value " << arg << '\n';
            else if constexpr (std::is_same_v<T, long>)
                std::cout << "long with value " << arg << '\n';
            else if constexpr (std::is_same_v<T, double>)
                std::cout << "double with value " << arg << '\n';
            else if constexpr (std::is_same_v<T, std::string>)
                std::cout << "std::string with value " << std::quoted(arg) << '\n';
            else
                static_assert(always_false<T>::value, "non-exhaustive visitor!");
        }, w);
    }
}
```



# std::visit

```
using var_t = std::variant<int, long, double, std::string>; // the variant to visit

// helper type for the visitor
template<class... Ts> struct overloaded : Ts... { using Ts::operator()...; };
template<class... Ts> overloaded(Ts...) -> overloaded<Ts...>;

int main()
{
    std::vector<var_t> vec = {10, 15L, 1.5, "hello"};

    for (auto& v: vec)
    {
        // type-matching visitor: a class with 3 overloaded operator()'s
        std::visit(overloaded {
            [](auto arg) { std::cout << arg << ' '; },
            [](double arg) { std::cout << std::fixed << arg << ' '; },
            [](const std::string& arg) { std::cout << std::quoted(arg) << ' '; },
        }, v);
    }
}
```

```
10 15 1.500000 "hello"
```

# string\_view (C++17)

- `basic_string_view<char>`
- Can refer a constant contiguous char-like sequence
- Therefore iterator and `const_iterator` are the same types
- Typical implementation is

```
struct string_view
{
    CharT *ptr;
    size_t len;
};
```

# String\_view example

```
#include <iostream>
#include <string_view>

int main()
{
    std::string s = "Hello world";
    std::string_view sv = s;
    std::string_view sv1(s.data(), 5);
    std::cout << sv1 << '\n';
    sv = sv.substr(6);
    std::cout << sv << '\n';
    std::cout << sv[2] << '\n';
    // sv[2] = 'R'; // ERROR, cannot modify characters
    std::string_view sv2 = sv.substr(1);
    std::cout << sv2 << '\n';
    std::string_view sv3 = sv.substr(-1);
}
```

```
Hello
world
r
orld
```

```
terminate called after throwing an instance of 'std::out_of_range'
```

```
  what(): basic_string_view::substr: __pos (which is 18446744073709551615) > this->size()
(which is 5)
```

```
Aborted (core dumped)
```

# String\_view is not owner

```
#include <iostream>
#include <string_view>

int main()
{
    std::string_view sv5;
    {
        sv5 = std::string{"Hello world"};
        std::string_view sv6 = "Hello world"s;
        std::cout << sv6[3] << '\n';
    }
    std::cout << sv5[3] << '\n';
}
```