**STL Function Objects (Functors)**

Function is actually an object of a template class that has a single member function: the overloaded ( ) operator.

Function objects (also called functors) are an STL feature that you may not employ immediately when you start using the STL. They are, however, very useful in many situations and an STL facility with which you should become acquainted. They give the STL a flexibility that it would not otherwise have, and also contribute to STL efficiency. The most common uses for function objects are for generating data, for testing data, and for applying operations to data.

A function object (or functor) is simply any object of a class that provides at least one definition for operator() What this means is that if you then declare an object f of the class in which this operator() is defined you can subsequently use that object f just like you would use an "ordinary" function. For example, you could have an assignment statement like

someValue = f(arg1, arg2);

which is the same as

someValue = f.operator()(arg1, arg2);

so long as operator() for the given class had been defined to do the following two things:

It must take two parameters (par1 and par2, say, of whatever type(s)), with arg1 and arg2 in the above assignment statement being actual parameters of the corresponding type(s). It must return a value of the type of the variable someValue

If you were only going to use a functor as illustrated in the assignment statement example or the sample program given above, you might as well use an ordinary function. In the STL, algorithms often take a parameter which is a function (or functor) telling the algorithm how to perform some part of its task, and functors are generally more versatile and hence more useful for this purpose. In particular, the built-in functors are objects of template classes, and so the same computations performed by a given functor can be applied to different types.

#### Arithmetic binary functors

**plus<T> f;**

f(arg1, arg2) returns the value arg1 + arg2.

**minus<T> f;**

f(arg1, arg2) returns the value arg1 - arg2.

**multiplies<T> f;**

f(arg1, arg2) returns the value arg1 \* arg2.

**divides<T> f;**

f(arg1, arg2) returns the value arg1 / arg2.

**modulus<T> f;**

f(arg1, arg2) returns the value arg1 % arg2.

#### Relational binary functors

**equal\_to<T> f;**

f(arg1, arg2) returns the value arg1 == arg2.

**not\_equal\_to<T> f;**

f(arg1, arg2) returns the value arg1 != arg2.

**greater<T> f;**

f(arg1, arg2) returns the value arg1 > arg2.

**greater\_equal<T> f;**

f(arg1, arg2) returns the value arg1 >= arg2.

**less<T> f;**

f(arg1, arg2) returns the value arg1 < arg2.

**less\_equal<T> f;**

f(arg1, arg2) returns the value arg1 <= arg2.

#### Logical binary functors

**logical\_and<T> f;**

f(arg1, arg2) returns the value arg1 && arg2.

**logical\_or<T> f;**

f(arg1, arg2) returns the value arg1 || arg2.

// sortemp.cpp

// sorts array of doubles in backwards order,

// uses greater<>() function object

#include <iostream>

#include <algorithm> //for sort()

#include <functional> //for greater<>

using namespace std;

// array of doubles

double fdata[] = { 19.2, 87.4, 33.6, 55.0, 11.5, 42.2 };

int main()

{ // sort the doubles

sort(fdata, fdata + 6, greater<double>());

for (int j = 0; j<6; j++) // display sorted doubles

cout << fdata[j] << ' ';

cout << endl;

return 0;

}

87.4 55 42.2 33.6 19.2 11.5

**Writing your own function objects**

// sorts person objects stored by pointer

#include <iostream>

#include <vector>

#include <algorithm>

#include <string>

using namespace std;

class person

{

private:

string lastName;

string firstName;

long phoneNumber;

public:

person() : // default constructor

lastName("blank"), firstName("blank"), phoneNumber(0L)

{ }

// 3-arg constructor

person(string lana, string fina, long pho) :

lastName(lana), firstName(fina), phoneNumber(pho)

{ }

friend bool operator<(const person&, const person&);

friend bool operator==(const person&, const person&);

void display() const // display person's data

{

cout << endl << lastName << ",\t" << firstName

<< "\t\tPhone: " << phoneNumber;

}

long get\_phone() const // return phone number

{ return phoneNumber; }

}; //end class person

//--------------------------------------------------------------

// overloaded < for person class

bool operator<(const person& p1, const person& p2)

{

if(p1.lastName == p2.lastName)

return (p1.firstName < p2.firstName) ? true : false;

return (p1.lastName < p2.lastName) ? true : false;

}

//--------------------------------------------------------------

// overloaded == for person class

bool operator==(const person& p1, const person& p2)

{

return (p1.lastName == p2.lastName &&

p1.firstName == p2.firstName ) ? true : false;

}

//--------------------------------------------------------------

// function object to compare persons using pointers

class comparePersons

{

public:

bool operator() (const person\* ptrP1,

const person\* ptrP2) const

{ return \*ptrP1 < \*ptrP2; }

};

//--------------------------------------------------------------

//function object to display a person, using a pointer

class displayPerson

{

public:

void operator() (const person\* ptrP) const

{ ptrP->display(); }

};

////////////////////////////////////////////////////////////////

int main()

{ // a vector of ptrs to persons

vector<person\*> vectPtrsPers;

//make persons

person\* ptrP1 = new person("KuangThu", "Bruce", 4157300);

person\* ptrP2 = new person("Deauville", "William", 8435150);

person\* ptrP3 = new person("Wellington", "John", 9207404);

person\* ptrP4 = new person("Bartoski", "Peter", 6946473);

person\* ptrP5 = new person("Fredericks", "Roger", 7049982);

person\* ptrP6 = new person("McDonald", "Stacey", 7764987);

vectPtrsPers.push\_back(ptrP1); //put persons in set

vectPtrsPers.push\_back(ptrP2);

vectPtrsPers.push\_back(ptrP3);

vectPtrsPers.push\_back(ptrP4);

vectPtrsPers.push\_back(ptrP5);

vectPtrsPers.push\_back(ptrP6);

for\_each(vectPtrsPers.begin(), //display vector

vectPtrsPers.end(), displayPerson() );

//sort pointers

sort( vectPtrsPers.begin(), vectPtrsPers.end() );

cout << "\n\nSorted pointers";

for\_each(vectPtrsPers.begin(), //display vector

vectPtrsPers.end(), displayPerson() );

sort( vectPtrsPers.begin(), //sort persons

vectPtrsPers.end(), comparePersons() );

cout << "\n\nSorted persons";

for\_each(vectPtrsPers.begin(), //display vector

vectPtrsPers.end(), displayPerson() );

while( !vectPtrsPers.empty() )

{

delete vectPtrsPers.back(); //delete person

vectPtrsPers.pop\_back(); //pop pointer

}

cout << endl;

return 0;

} // end main()

KuangThu, Bruce Phone: 4157300

Deauville, William Phone: 8435150

Wellington, John Phone: 9207404

Bartoski, Peter Phone: 6946473

Fredericks, Roger Phone: 7049982

McDonald, Stacey Phone: 7764987

Sorted pointers

KuangThu, Bruce Phone: 4157300

Deauville, William Phone: 8435150

Wellington, John Phone: 9207404

Bartoski, Peter Phone: 6946473

Fredericks, Roger Phone: 7049982

McDonald, Stacey Phone: 7764987

Sorted persons

Bartoski, Peter Phone: 6946473

Deauville, William Phone: 8435150

Fredericks, Roger Phone: 7049982

KuangThu, Bruce Phone: 4157300

McDonald, Stacey Phone: 7764987

Wellington, John Phone: 9207404

//plusair.cpp

//uses accumulate() algorithm and plus() function object

#include <iostream>

#include <list>

#include <numeric> //for accumulate()

using namespace std;

////////////////////////////////////////////////////////////////

class airtime

{

private:

int hours; //0 to 23

int minutes; //0 to 59

public:

//default constructor

airtime() : hours(0), minutes(0)

{ }

//2-arg constructor

airtime(int h, int m) : hours(h), minutes(m)

{ }

void display() const //output to screen

{ cout << hours << ':' << minutes; }

void get() //input from user

{

char dummy;

cout << "\nEnter airtime (format 12:59): ";

cin >> hours >> dummy >> minutes;

}

//overloaded + operator

**airtime operator + (const airtime right) const**

**{ //add members**

**int temph = hours + right.hours;**

**int tempm = minutes + right.minutes;**

**if(tempm >= 60) //check for carry**

**{ temph++; tempm -= 60; }**

**return airtime(temph, tempm); //return sum**

**}**

//overloaded == operator

bool operator == (const airtime& at2) const

{ return (hours == at2.hours) &&

(minutes == at2.minutes); }

//overloaded < operator

bool operator < (const airtime& at2) const

{ return (hours < at2.hours) ||

(hours == at2.hours && minutes < at2.minutes); }

//overloaded != operator

bool operator != (const airtime& at2) const

{ return !(\*this==at2); }

//overloaded > operator

bool operator > (const airtime& at2) const

{ return !(\*this<at2) && !(\*this==at2); }

}; //end class airtime

////////////////////////////////////////////////////////////////

int main()

{

char answer;

airtime temp, sum;

list<airtime> airlist; //list of airtimes

do { //get airtimes from user

temp.get();

airlist.push\_back(temp);

cout << "Enter another (y/n)? ";

cin >> answer;

} while (answer != 'n');

//sum all the airtimes

**sum = accumulate( airlist.begin(), airlist.end(),**

**airtime(0, 0), plus<airtime>() );**

cout << "\nsum = ";

sum.display(); //display sum

cout << endl;

return 0;

}