Function Pointers and Abstract Data Types

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COS 217

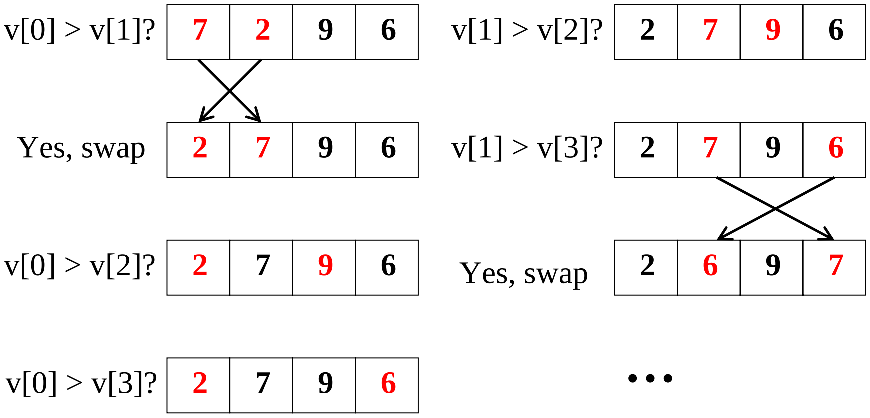
Goals of Today's Lecture

- Function pointers
  - Sorting an array of integers
  - Sorting an array of strings
  - Sorting an array of *any* type
    - Void pointers and casting
    - Pointers to functions
- Abstract Data Types
  - Making "array" an ADT

Sorting an Array of Integers

- Example problem
  - Input: array **v** of **n** integers
  - Output: array in sorted order, from smallest to largest
- Many ways to sort, but three common aspects
  - Comparison between any two elements
  - Exchange to reverse the order of two elements
  - Algorithm that makes comparisons and exchanges till done
- Simple approach
  - Go one by one through the **n** array elements
  - By the end of step **i**, get **i**th smallest value in element **i**
    - Compare element **i** with all elements after it
    - Swap values if the **i**th element is larger

Integer Sorting Example



Integer Sorting Function

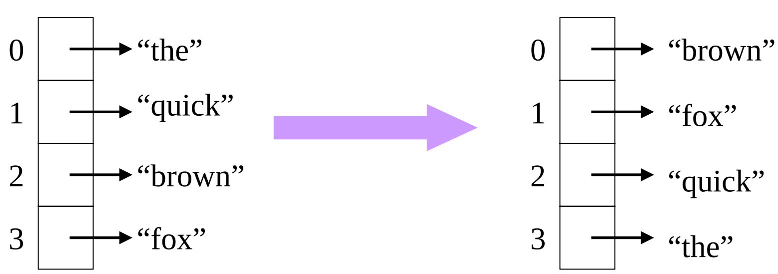
```
void sort(int *v, int n)
{
    int i, j;

    for (i = 0; i < n; i++) {
        for (j = i+1; j < n; j++) {
            if (v[i] > v[j]) {
                int swap = v[i];
                v[i] = v[j];
                v[j] = swap;
            }
        }
    }
}
```

comparison: `if (v[i] > v[j])`

swap: `int swap = v[i]; v[i] = v[j]; v[j] = swap;`

Sorting an Array of Strings

- Data types are different
  - Array elements are **char***
  - Swap variable is **char***
- Comparison operator is different
  - The greater-than (“**>**”) sign does not work
  - Need to use **strcmp()** function instead



String Sorting Function

```
void sort(char *v[], int n)
{
    int i, j;

    for (i = 0; i < n; i++) {
        for (j = i+1; j < n; j++) {
            if (strcmp(v[i], v[j]) > 0) {
                char* swap = v[i];
                v[i] = v[j];
                v[j] = swap;
            }
        }
    }
}
```

comparison

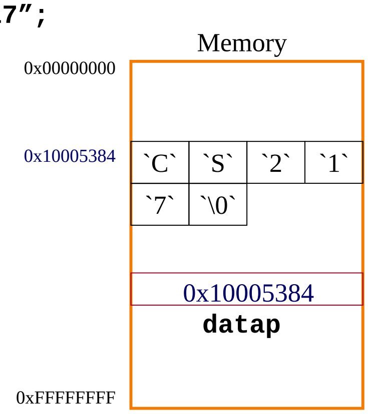
swap

Creating a Generic Function

- Generic function
  - A single **sort()** function that works for all data types
- C's notion of data types is getting in our way
  - We need to accept parameters in any type
    - **sort(int *v, int n)** is only good for integer arrays
    - **sort(char *v[], int n)** is only good for string arrays
  - We need to have local variables of any type
    - **int swap** is only good for swapping integers
    - **char* swap** is only good for swapping strings
- Different types need different comparison operators
  - Greater-than sign ("**>**") is only good for numerical types
  - **strcmp()** is only good for strings
  - We need to be able to tell **sort()** what comparison function to use

Generalizing: Void Pointers

- Generic pointers are the same as any other pointer
  - Except they point to a variable with no specific type
  - Example: **void *datap = "CS217";**
- Difference:
  - Regular pointers: compilers "know" what they point to
  - void pointers: compilers "don't know" what they point to
- Common Uses:
  - Abstract data types supporting *polymorphism**
  - Pass pointer to function that could be any of several types



* Allowing the same definitions to be used with different types of data

Void Pointers in Sort

- Function parameters
  - Input: array of pointers to some unknown type

```
void sort(void *v[], int n)
```

- Local swap variable
  - Pointer to some unknown type

```
void *swap = v[i];
v[i] = v[j];
v[j] = swap;
```

- But, what about the comparison step?
  - Need to be able to pass a *function* to sort

Casting: Explicit Type Conversions

- Casting
  - As if the expression were assigned to a variable of the specified type
  - E.g., **int *intp1** cast into void pointer by **(void *) intp1**
- C does many implicit conversions
  - E.g., function **double sqrt(double)**
    - Can be called as **sqrt(2);**
    - Which is treated as **sqrt((double) 2);**
- Sometimes useful to make conversion explicit
  - Documentation: making implicit type conversions explicit
    - E.g., getting the integer part of a floating-point number
    - Done by **int_part = (int) float_number;**
  - Control: overrule the compile by forcing conversions we want
    - E.g., getting the fractional part of a floating-point number
    - Done by frac_part = f – (int) f;

Generic Sort Function

```
void sort(void *v[], int n,
          int (*compare)(void *datap1, void *datap2))
{
    int i, j;

    for (i = 0; i < n; i++) {
        for (j = i+1; j < n; j++) {
            if ((*compare)(v[i], v[j]) > 0) {
                void *swap = v[i];
                v[i] = v[j];
                v[j] = swap;
            }
        }
    }
}
```

compare is a pointer to a function that has two **void*** arguments and returns an **int**, and **(*compare)** is the function.

Using Generic Sort With String

```
#include <stdio.h>
#include <string.h>
#include "sort.h"

int main(void) {
    char* w[4] = {"the", "quick", "brown", "fox"};

    sort((void **) w, 4, (int (*)(void*,void*)) strcmp);
    …
}
```

pointer to a function

Using Generic Sort With Integers

```
#include <stdio.h>
#include "sort.h"

int CompareInts(void *datap1, void *datap2) {
    int *intp1 = (int *) datap1;
    int *intp2 = (int *) datap2;
    return (*intp1 - *intp2);
}

int main(void) {
    int* w[4];

    w[0] = malloc(sizeof(int));
    *(w[0]) = 7;
    …
    sort((void **) w, 4, (int (*)(void*,void*))CompareInts);
    …
}
```

pointer to a function

Making "Array" an ADT

- Arrays in C are error prone
  - Access elements before the array starts (e.g., **v[-1]**)
  - Access elements past the end of array (e.g., **v[n]**)
  - Modify the variable that keeps track of size (e.g., **n**)
- Protect programmers with an array ADT
  - Create and delete an array
  - Get the current length
  - Read an array element
  - Append, replace, remove
  - Sort

Array ADT: Interface

array.h

client does not know implementation

```
typedef struct Array *Array_T;

Array_T Array_new(void);
void Array_free(Array_T array);

int Array_getLength(Array_T array);
void *Array_getData(Array_T array, int index);

void Array_append(Array_T array, void *datap);
void Array_replace(Array_T array, int index, void *datap);
void Array_remove(Array_T array, int index);

void Array_sort(Array_T array,
                int (*compare)(void *datap1, void *datap2));
```


Client Using Array ADT: Strings

```
#include “array.h”
#include <stdio.h>

int main(void) {
    Array_T array;
    int i;

    array = Array_new();

    Array_append(array, (void *) “COS217”);
    Array_append(array, (void *) “IS”);
    Array_append(array, (void *) “FUN”);

    for (i = 0; i < Array_getLength(array); i++) {
        char *str = (char *) Array_getData(array, i);
        printf(str);
    }

    Array_free(array);

    return 0;
}
```


Client Using Array ADT: Integers

```
#include “array.h”
#include <stdio.h>

int main(void) {
    Array_T array;
    int one=1, two=2, three=3;
    int i;

    array = Array_new();

    Array_append(array, (void *) &one);
    Array_append(array, (void *) &two);
    Array_append(array, (void *) &three);

    for (i = 0; i < Array_getLength(array); i++) {
        int *datap = (int *) Array_getData(array, i);
        printf(“%d “, *datap);
    }

    Array_free(array);

    return 0;
}
```

Array ADT Implementation

```
#include "array.h"

enum {MAX_ELEMENTS = 128};

struct Array {
    void *elements[MAX_ELEMENTS];
    int num_elements;
};


Array_T Array_new(void) {
    Array_T array = malloc(sizeof(struct Array));
    array->num_elements = 0;
    return array;
}


void Array_free(Array_T array) {
    free(array);
}
```


Array ADT Implementation (Cont)

```
int Array_getLength(Array_T array) {
    return array->num_elements;
}

void *Array_getData(Array_T array, int index) {
    return array->elements[index];
}

void Array_append(Array_T array, void *datap) {
    int index = array->num_elements;
    array->elements[index] = datap;
    array->num_elements++;
}

void Array_replace(Array_T array, int index, void *datap) {
    array->elements[index] = datap;
}
```


Array ADT Implementation (Cont.)

```
void Array_insert(Array_T array, int index, void *datap) {
    int i;

    /* Shift elements to the right to make room for new entry */
    for (i = array->num_elements; i > index; i--)
        array->elements[i] = array->elements[i-1];

    /* Add the new element in the now-free location */
    array->elements[index] = str;
    array->num_elements++;
}


void Array_remove(Array_T array, int index) {
    int i;

    /* Shift elements to the left to overwrite freed spot */
    for (i = index+1; i < array->num_elements; i++)
        array->elements[i-1] = array->elements[i];

    array->num_elements--;
}
```

Array ADT Implementation (Cont.)

```
void Array_sort(Array_T array,
                int (*compare)(void *datap1, void *datap2))
{
    int i, j;

    for (i = 0; i < array->num_elements; i++) {
        for (j = i+1; j < array->num_elements; j++) {
            if ((*compare)(array->elements[i], array->elements[j]) > 0) {
                void *swap = array->elements[i];
                array->elements[i] = array->elements[j];
                array->elements[j] = swap;
            }
        }
    }
}
```


Stupid Programmer Tricks

- qsort takes int (*compare)(const void *, const void *)
  - Comparison function returns integer greater than, equal, less than zero if first argument is greater than, equal, less than second
- Common approach:

```
int ItemCompare(const void *pA, const void *pB) {
    Item *a = pA, *b = pB;
    return(a->field - b->field);
}
```

- Bad idea when field is float or “long long” (64 bit)

Summary

- Module supporting operations on single data structure
  - Interface declares operations, not data structure
  - Interface provides access to simple, complete set of operations
  - Interface provides flexibility and extensibility
- Trick is providing functionality AND generality
  - Take advantage of features of programming language
    - void pointers
    - function pointers
- Advantages
  - Provide complete set of commonly used functions (re-use)
  - Implementation is hidden from client (encapsulation)
  - Can use for multiple types (polymorphism)