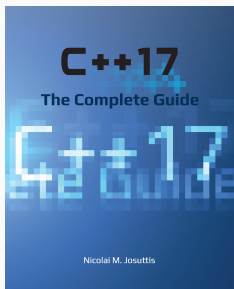


Fun with Structured Bindings

Tim van Deurzen

November 15, 2019

Freelance Software Engineer at Eolas Engineering



Step 1 - Define the number of values

```
namespace std {  
    template <>  
    struct tuple_size<MyDecomposableType> :  
        std::integral_constant<std::size_t, 2> {};  
}
```

Step 2 - Define the types of those values

```
namespace std {  
    template <std::size_t N>  
    struct tuple_element<N, MyDecomposableType> {  
        using type = decltype(  
            std::declval<MyDecomposableType>().template get<N>()  
        );  
    };  
}
```

Step 3 - Get or compute each value

```
struct MyDecomposableType {  
    template <std::size_t N>  
    auto get() const noexcept {  
        return 42;  
    }  
};
```

Using your new structured bindings

```
int main() {  
    auto [a, b] = MyDecomposableType{};  
}
```

Becomes:

```
// from cppinsights.io:  
int main() {  
    MyDecomposableType __24 = MyDecomposableType{};  
    std::tuple_element<0, MyDecomposableType>::type a =  
        __24.get<0>();  
    std::tuple_element<1, MyDecomposableType>::type b =  
        __24.get<1>();  
}
```

Some Ideas for Experiments

- Decompose an integral value into its separate bytes.
- Access the components of an IEEE float or decompose NaN-boxed values into type and value.
- Golang-like error handling:

```
auto silly_function() -> std::expected<T, E> { /* ... */}
// ...
void test() {
    // ...
    if (auto [value, error] = silly_function(); !error) {
        // ...
    }
}
```

BytesOf - Example

```
void test {  
    auto [a, b, c, d] = BytesOf(0x04030201);  
    // a = 0x01  
    // b = 0x02  
    // c = 0x03  
    // d = 0x04  
}
```

BytesOf - Implementation

```
template <typename T>
struct BytesOf {
    T m_value;

    BytesOf(T value) : m_value{value} {}

    template <std::size_t N>
    uint8_t get() const noexcept {
        return (m_value >> (N * bits_per_byte) & 0xff);
    }
};
```

BytesOf - Implementation

```
namespace std {
    template <typename T>
    struct tuple_size<BytesOf<T>> :
        std::integral_constant<std::size_t, sizeof(T)> {};

    template <typename T, std::size_t N>
    struct tuple_element<N, BytesOf<T>> {
        using type = decltype(
            std::declval<BytesOf<T>&>().template get<N>()
        );
    };
}
```

Thank you!