Subject: about some class equivalent to BOOST Posted by forlano on Tue, 10 Oct 2017 17:24:37 GMT

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Hello.

I am trying to use the Gnu Scientific Library. I have found an example to apply what I need but they use even use the BOOST library.

I wonder if we U++ lovers have something equivalent to perform the same job.

The code that I want to replace is this

```
f_params &params= *reinterpret_cast<f_params *>(p);
inside the function f.
Many thanks,
Luigi
PS: Here is the full code
#include <cmath>
#include <iostream>
#include <boost/shared_ptr.hpp>
#include <gsl/gsl_integration.h>
struct f params {
 double a;
 double phi;
};
double f(double x, void *p)
 f_params &params= *reinterpret_cast<f_params *>(p);
 return sin(params.a*x+params.phi);
}
void dointeg(void)
 f_params params;
 params.a=1.0;
 params.phi=0.0;
 gsl_function F;
 F.function = &f:
 F.params = reinterpret cast<void *>(&params);
```

```
double result, error;
size_t neval;

const double xlow=0;
const double xhigh=10;
const double epsabs=1e-4;
const double epsrel=1e-4;

int code=gsl_integration_qng (&F, xlow, xhigh, epsabs, epsrel, &result, &error, &neval);
}

int main(void)
{
    dointeg();
}
```

Subject: Re: about some class equivalent to BOOST Posted by mirek on Wed, 11 Oct 2017 21:18:01 GMT

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forlano wrote on Tue, 10 October 2017 19:24Hello,

I am trying to use the Gnu Scientific Library. I have found an example to apply what I need but they use even use the BOOST library.

I wonder if we U++ lovers have something equivalent to perform the same job.

The code that I want to replace is this

f_params ¶ms= *reinterpret_cast<f_params *>(p);

inside the function f.

I am confused. 'reinterpret_cast' is C++ core language feature...

Mirek

Subject: Re: about some class equivalent to BOOST Posted by forlano on Thu, 12 Oct 2017 17:29:31 GMT

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mirek wrote on Wed, 11 October 2017 23:18

I am confused. 'reinterpret_cast' is C++ core language feature...

Mirek

I am confused too ... :blush:

I saw it for the first time and I believed was part of the boost library.

Thanks, Luigi