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STL

Standard Template Library

A fundamental principle of software desing is that all problems can be simplified by introducing an extra levle of indirection.

Bruce Eckel





STL history

- In the late 70s Alexander Stepanov first observed that some algorithms do not depend on some particular implementation of a data structure but only on a few fundamental semantic properties of the structure
- The Standard Template Library (STL) was developed by Alex Stepanov, originally implemented for Ada (80's - 90's)
- In 1997, STL was accepted by the ANSI/ISO C++ Standards Committee as part of the standard C++ library
- Adopting STL also affected strongly various language features of C++, especially the features offered by templates



What is STL ?

- It's a general-purpose library of generic algorithms and data structures; supports basic data types such as vectors, lists, associative containers (maps, sets), and algorithms such as sorting, searching...
- Efficient, and compatible with C/C++ computation model
- Not object-oriented: many operations (algorithms) are defined as stand-alone functions
- Uses templates for reusability



Basic principles of STL

- STL containers (collections) are type-parameterized templates, rather than classes with inheritance and dynamic binding
 - there is no common base class for all of the containers
 - no virtual functions and late binding
 - however, containers implement a (somewhat) uniform container interface with similar operations
- The standard string was define independently but later extended to cover STL-like interfaces and services

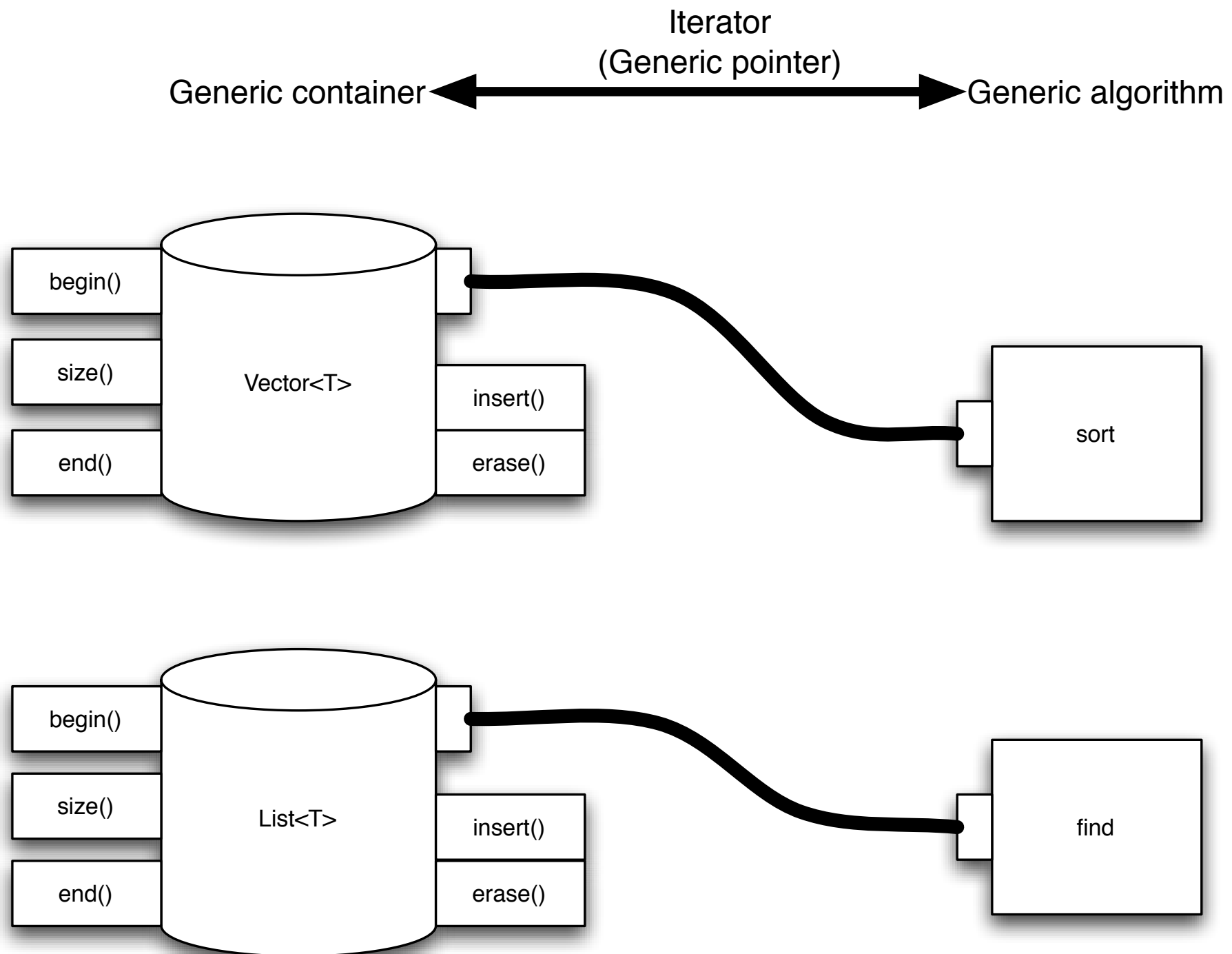


What's in STL

- STL (Standard Template Library) provides three basic components to support the ADTs:
 1. containers, for holding and owning homogeneous collections of values; a container itself manages the memory for its elements
 2. iterators are syntactically and semantically similar to C-like pointers; different containers provide different iterators (but with similar interfaces)
 3. algorithms operate on various containers via iterators; algorithms take different kinds of iterators as (generic) parameters; to execute an algorithm on a container, the algorithm and the container must support compatible iterators



What's in STL - cont.





STL example

```
#include <vector>           // get std::vector
#include <algorithm>        // get std::reverse, std::sort, etc.
//...
int main () {
    std::vector<double> v;   // vector (STL container) for input data
    double d;
    while (std::cin >> d)   // read elements using IO stream
        v.push_back(d);    // method to append data to the vector
    if (!std::cin.eof ()) { // check how input failed
        std::cerr << "format error\n"; // IO stream used for error messages
        return 1;          // error return
    }
    std::cout << "read " << v.size() << " elements\n"; // get size of container
    std::reverse( v.begin(), v.end() ); // STL algorithm (with two STL iterators)
    std::cout << "elements in reverse order:\n";
    for (int i = 0; i < v.size (); ++i)
        std::cout << v [i] << '\n';
}
```




Basic concepts of STL

- Containers are parameterized class templates; they try to make minimal assumptions about the type of elements that they hold - they need some operations, e.g., for copying elements, adding/removing elements...
- Iterators are abstractions, compatible to pointers, that provide access to elements within a particular container
- Iterators are used for either reading or modifying the elements of the container - there are different types of iterators, with different capabilities
- Algorithms are parameterized function templates; they do not know the actual type of the containers they operate on
- Algorithms are purposely decoupled from the containers, and they always use the iterators to access elements in the container



Basic concepts of STL - cont.

- STL algorithms have an associated time complexity, implemented for efficiency (constant, linear, logarithmic)
- they are function templates, parameterized by iterators to access the containers they operate on:

```
std::vector<int> v;  
.. // initialize v  
std::sort( v.begin(), v.end() ); // instantiate  
std::deque<double> d; // double-ended queue  
.. // initialize d  
std::sort( d.begin(), d.end() ); // again
```

- if a general algorithm, such as sorting, is not available for a specific container (iterators are not compatible), then it is provided as a member operation (e.g., for `std::list`)



Containers

- a container is a class whose objects hold a homogeneous collection of values.
- `Container<T> c; // initially empty`
- when you insert an object into a container, you actually insert a value copy of this object
- `c.push_back(value); // grows dynamically`
- the element type `T` must support a copy constructor (that performs a correct, sufficiently deep copying of object data)



Containers - cont.

- Heterogeneous collections are represented as containers storing pointers to a base class
 - this requires to handle all pointer/memory management problems (e.g. when clearing a container, deep copying, etc.)
- STL containers actually use two data-type parameters.
 - Data type for the items in the containers.
 - Allocator, manage memory allocation for a container.
- Default allocator (an object of class allocator that uses `new` and `delete`) is sufficient for most uses, and will be omitted in the following.



Containers - cont.

- Sequence containers, each element is placed in a certain relative position: as first, second, etc.:
- `vector<T>` vectors, sequences of varying length
- `deque<T>` deques, double-ended queue (with operations at either end)
- `list<T>` doubly-linked lists



Containers - cont.

- Associative containers, used to search elements using a key
- `set <KeyType>` sets with unique keys
- `map <KeyType, ValueType>` maps with unique keys
- `multiset <KeyType>` sets with duplicate keys
- `multimap <KeyType, ValueType>` maps with duplicate keys

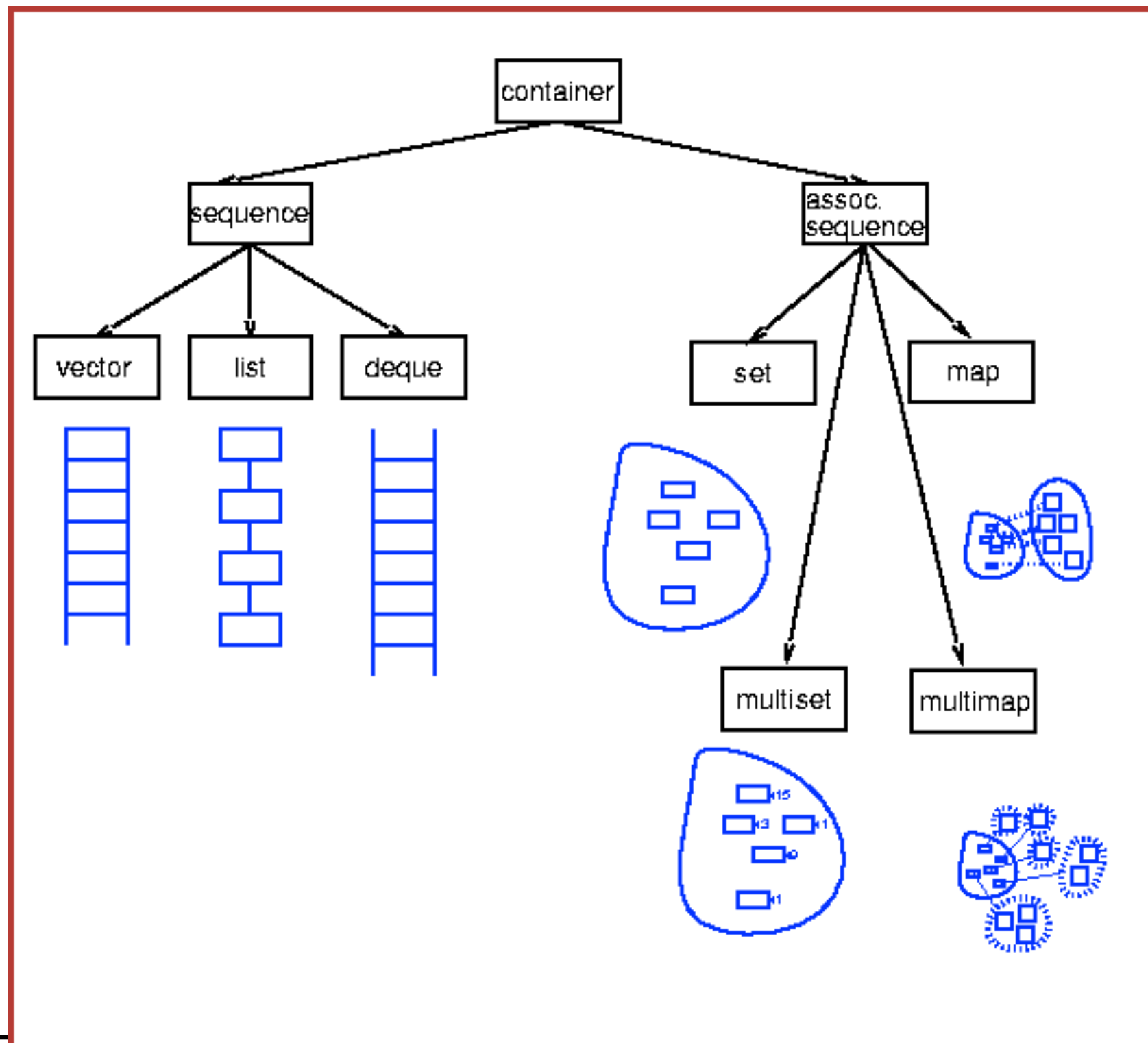


Containers - cont.

- Container adaptors, are used to adapt containers for the use of specific interfaces, for example; the following are adapters of sequences:
- Stack LIFO (last in first out)
- Queue FIFO (first in first out)
- priority_queue items with higher priority



Containers taxonomy





Restrictions on contained types

- Types in STL containers must have an accessible (defaults OK where applicable)
 - default constructor
 - destructor
 - assignment operator
 - copy constructor
 - Some things require inequality/equality operators
-



Iterators

- Each template (container) defines a public type name called iterator which can be used for iterations of objects in the container.
- In the STL, an iterator is a generalization of a pointer (generic pointer).
- Think of an iterator as a “pointer” to any object in the container at a given time. The * operator (dereference) is defined to return the actual element currently being “pointed at”.
- Decouples element access from structure



Iterators - cont.

- For unidirectional iterators, `++` is defined to advance to the next element. For bidirectional iterators, `--` is also defined to back up to the previous element.
- Any container has member functions named `begin()` and `end()` which point at the first element and one past the last element, respectively.

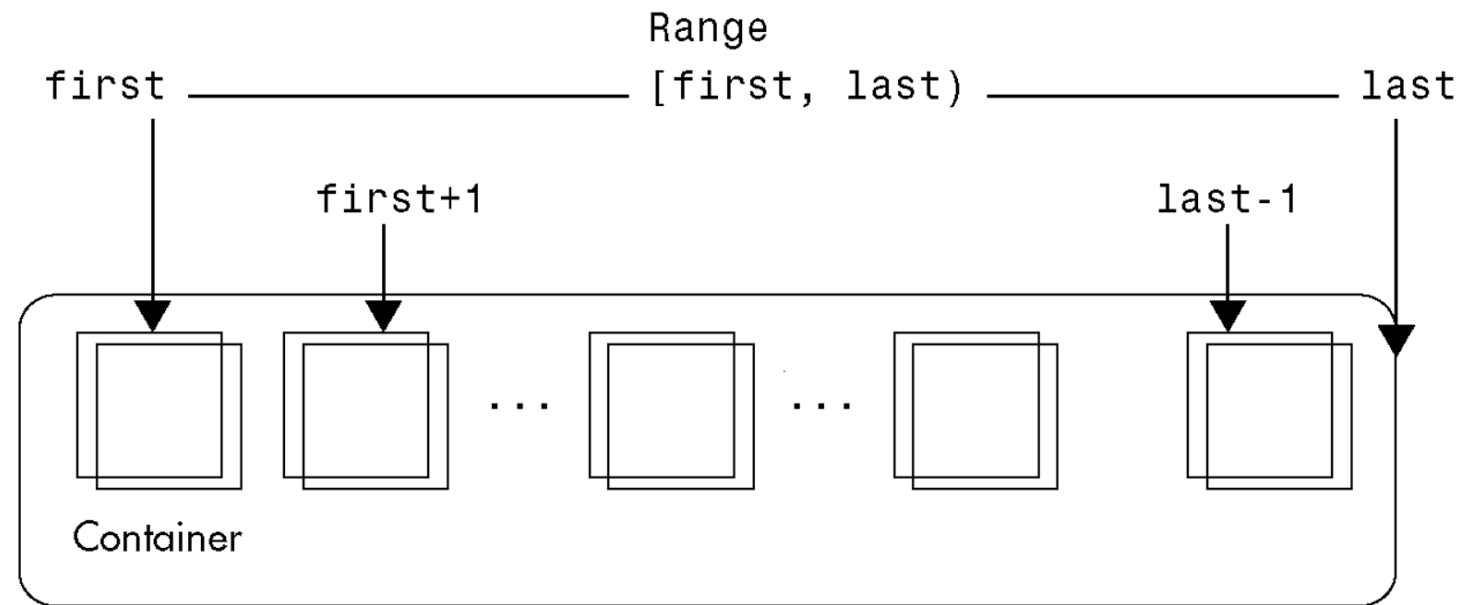


Iterators - cont.

- An iterator provides access to objects stored in a container (points to an element); every iterator it has to support:
- `*it it->` to access the element pointed to by the iterator
- `++it` to move to the next element of the container
- `it == it1` to compare two iterators for pointer equality
- `it != it1` to compare two iterators for pointer inequality
- Every container type provides one or more iterators in a uniform way as standardized type names:
- `std::vector<std::string>::iterator` // typedef
- `std::vector<std::string>::const_iterator`
- `begin()` returns an iterator pointing to the first element
- `end()` returns an iterator pointing past the end; this serves as a sentinel, i.e., end marker.



Iterators - cont.



- `C::iterator first = c.begin(), last = c.end();`
- A container is a discrete set of values, of type `value_type`
- An iterator may either point to an element of this container, or just beyond it, using the special past-the-end value `c.end()`
- It can be dereferenced by using the operator `*` (e.g., `*it`), and the operator `->` (e.g., `it->op()`).



Iterators - cont.

- A sequence of consecutive values in the container is determined by an iterator range, defined by two iterators, i.e.: `[first, last)`
- `last` is assumed reachable from `first` by using the `++` operator, and all iterators, including `first` but excluding `last` can be dereferenced
- Two iterators can be compared for equality and inequality
- They are considered equal if they point to the same element of the container (or both just beyond the last value)
- The compiler does not check the validity of ranges, e.g., that iterators really refer to the same container



Iterators - cont.

- the iterator operations are sufficient to access a Container:

```
Container c; ...  
Container::iterator it;  
for ( it = c.begin(); it != c.end (); it++) {  
    .. it->op (); .. std::cout << *it; ..  
}
```
- for statement can be replaced by `for_each` algorithm
- non-const iterators support overwrite semantics: modify/overwrite the elements already stored in the container
- there are iterator adapters that support insertion semantics (i.e., adding new elements at some point)



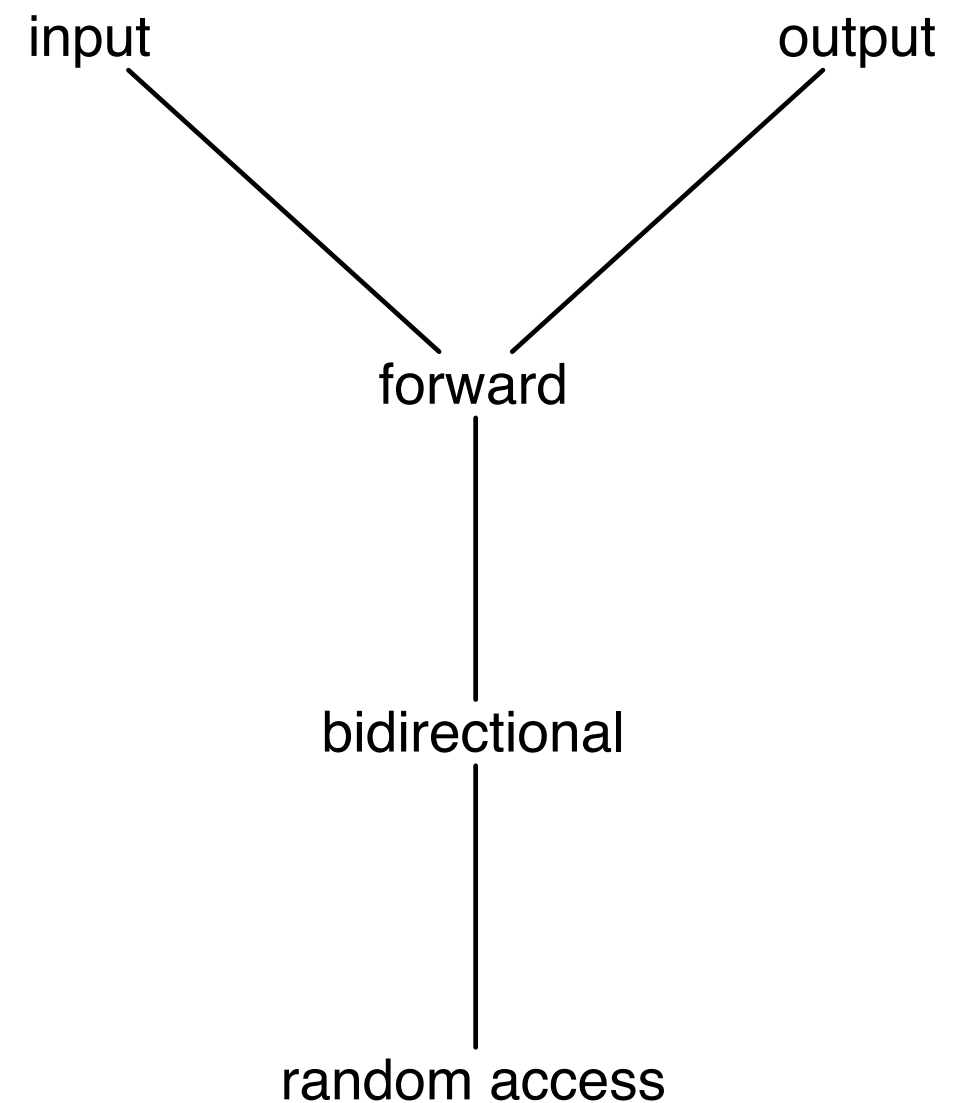
Iterators - cont.

- validity of iterators/pointers is not guaranteed (as usual in C/C++)
- especially, modifying the organization of a container often invalidates all the iterators and references (depends on the kind of container and the kind of modification)
- for array-like structures, iterators are (usually) implemented as native (C-style) pointers to elements of the array (e.g., vector)
 - very efficient: uses pointer arithmetics
 - have the same security problems as other native pointers
 - some libraries can provide special checked iterators
- Random access iterators (available for vectors and deque) operations: $it+=i$, $it-=i$, $it+i$, $it-i$, $it[i]$ (access element at $it+i$), $<$, $<=$, $>$, $>=$



Iterators - cont.

- The functionalities of iterators can be represented by a hierarchy (it's NOT a class hierarchy). Moving down the iterators add the functionalities (bottom iterators are more powerful)
- Input Iterator: `..=*it ++`
Output Iterator: `*it=.. ++`
- Forward Iterator: `multipass`
- Bidirectional Iterator: `--`
- Random Access Iterator: `[] it+i it-i`





Algorithms

- STL also has some common algorithms (~70 operations) to: insert, get, search, sort, other math operations (e.g. permutate)
- Generic w.r.t. data types and also w.r.t. containers (in reality they are generic w.r.t. the iterator types)
- Based on overload (use same name but different parameters)
- Don't require inheritance relationships
 - Types substituted need not have a common base class
 - Need only to be models of the algorithm's concept



Algorithms - cont.

- Implementations in C++:
 - Rely on templates, interface-based polymorphism
 - Algorithms are implemented as function templates
 - Use types that model iterator concepts
 - Iterators in turn give access to containers



Algorithms - cont.

- The `<algorithm>` header file contains:
 - Non-modifying sequence operations:
 - Do some calculation but don't change sequence itself
 - Examples include `count`, `count_if`
 - Mutating sequence operations:
 - Modify the order or values of the sequence elements
 - Examples include `copy`, `random_shuffle`
 - Sorting and related operations
 - Modify the order in which elements appear in a sequence
 - Examples include `sort`, `next_permutation`
- The `<numeric>` header file contains
 - General numeric operations
 - Scalar and matrix algebra, especially used with `vector<T>`
 - Examples include `accumulate`, `inner_product`



Algorithms example

```
#include <algorithm>
sort( v.begin(), v.end() ); /* sort all of v */
vector<int>::iterator it;
it = find( v.begin(), v.end(), 14 );
/* it is an iterator with elements == 14 in v */
```

- ① Notice that sort & find take iterators
 - ② Iterator = (Container + position)
 - ③ ... exactly the info sort/find need
 - ④ Iterators provide a very generic interface



Function objects



Function objects

- A Function Object, or Functor (the two terms are synonymous) is simply any object that can be called as if it is a function.
- An ordinary function is a function object, and so is a function pointer; more generally, so is an object of a class that defines `operator()`.
- Many generic algorithms (and some containers) may require a functor



Why function objects ?

- Can be developed inline
- May use attributes of the object, to store a status (instead of using static variables in a function)
- May use a constructor to set the associated data (attributes)



Functor example

```
class IntGreater {  
public:  
    bool operator()(int x, int y) const {  
        return x>y;  
    }  
};
```

```
IntGreater intGreater;  
int i,j;  
//...  
bool result = intGreater( i, j );  
//... container and iterators...  
sort( itrBegin, itrEnd, intGreater() );
```



Functor example

```
template<class T>
class Summatory {
public:
    Summatory(T sum=0) : _sum(sum) {}
    void operator()(T arg) { _sum += arg; }
    T getSum() const { return _sum; }
private:
    T _sum;
};
```

```
list<int> li;
Summatory<int> s;
for_each( li.begin(), li.end(), s() );
cout << s.getSum() << endl;
```



Lambda expressions

- The C++0x standard has introduced *lambda expressions*: like function objects they maintain a state (it's the class that maintains the state in a functor...), but their compact syntax removes the need for a class definition.
- A lambda expression is a programming technique that is related to anonymous functions. An anonymous function is a function that has a body, but does not have a name. A lambda expression implicitly defines a function object class and constructs a function object of that class type. You can think of a lambda expression as an anonymous function that maintains state and that can access the variables that are available to the enclosing scope.
- Lambda expressions enable you to write code that is less cumbersome and less prone to errors than an equivalent function object.



Lambda expression: an example

```
// even_lambda.cpp
#include <algorithm>
#include <iostream>
#include <vector>
using namespace std;
int main() {
    // Create a vector object that contains 10 elements.
    vector<int> v;
    for (int i = 0; i < 10; ++i) {
        v.push_back(i);
    }
    // Count the number of even numbers in the vector by
    // using the for_each function and a lambda expression.
    int evenCount = 0;
    for_each(v.begin(), v.end(), [&evenCount] (int n) {
        cout << n;
        if (n % 2 == 0) {
            cout << " is even " << endl;
            // Increment the counter.
            evenCount++;
        } else {
            cout << " is odd " << endl;
        }
    });
    cout << "There are " << evenCount
        << " even numbers in the vector." << endl;
}
```

```
// even_functor.cpp
#include <algorithm>
#include <iostream>
#include <vector>
using namespace std;
class Functor {
public:
    // The constructor.
    explicit Functor(int& evenCount) : _evenCount(evenCount)
    { }
    // The function-call operator prints whether the number
    is
    // even or odd. If the number is even, this method
    updates the counter.
    void operator()(int n) {
        cout << n;
        if (n % 2 == 0) {
            cout << " is even " << endl;
            // Increment the counter.
            _evenCount++;
        } else {
            cout << " is odd " << endl;
        }
    }
private:
    int& _evenCount; // the number of even variables in the
    vector
};
int main() {
    // Create a vector object that contains 10 elements.
    vector<int> v;
    for (int i = 0; i < 10; ++i) {
        v.push_back(i);
    }
    // Count the number of even numbers in the vector by
    // using the for_each function and a function object.
    int evenCount = 0;
    for_each(v.begin(), v.end(), Functor(evenCount));
    cout << "There are " << evenCount
        << " even numbers in the vector." << endl;
}
```



Sequences

Vector, List, Deque



Sequences

- STL containers provide several kinds of sequences:
- vectors when
 - there are random access operations
 - most insertions and removals are at the end of the container
- deques when
 - there are frequent insertions and deletions at either end
 - there are random access operations
- lists when
 - there are frequent insertions and deletions at positions other than at the end
 - there are few random access operations (provide only sequential access)
 - want to guarantee iterators are valid after structural modifications



Sequences example

```
std::deque <double> d(10, 1.0); // deque with 10 values  
(1.0)  
std::vector<Integer> v(10); // vector with 10 Integers;  
each with default value  
std::list<Integer> s1; // empty list  
  
// store some elements:  
s1.push_front( Integer(6) );  
s1.insert( s1.end(), Integer(13) ); ..  
// create list s2 that is a copy of s1  
std::list<Integer> s2( s1.begin(), s1.end() );  
// reinitialize all elements to Integer(2)  
s2.assign( s2.size() - 2, Integer(2) ); // two fewer
```



Sequences: some methods

Constructor (copy): `Sequence(size_type n, const T& v = T())`

create n copies of v. If the type T does not have a no-arg constructor, then use explicit call to the constructor

Re-construction: `assign(first, last)`

copy the range defined by input iterators first and last, dropping all the elements contained in the vector before the call and replacing them by those specified by the parameters

`assign(size_type n, const T& v = T())`

assign n copies of v

Access: reference `front()`

first element. A reference type depends on the container; usually it is T&.

reference `back()`

last element

Insertions and deletions: `iterator insert(iterator p, T t)`

insert a copy of t before the element pointed to by p and return the iterator pointing to the inserted copy

`void insert(iterator p, size_type n, T t)`

insert n copies of t before p

`void insert(iterator p, InputIterator i, InputIterator j)`

insert copies of elements from the range [i,j) before p

`iterator erase(iterator p)`

remove the element pointed to by p, return the iterator pointing to the next element if it exists; `end()` otherwise

`iterator erase(iterator i, iterator j)` remove the range [i,j), return the iterator pointing to the next element if it exists; `end()` otherwise

`clear()`

remove all elements



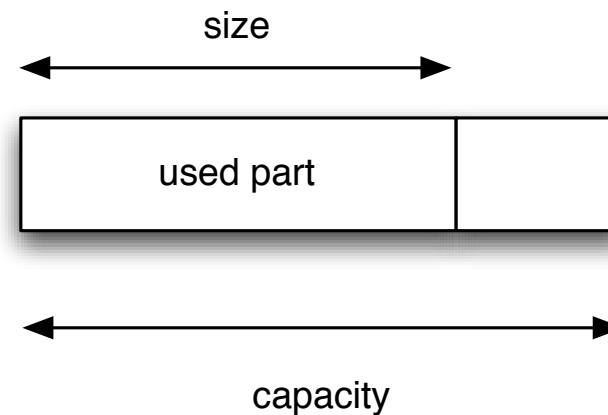
Vectors

- A sequence that supports random access to elements
- Elements can be inserted and removed at the beginning, the end and the middle
- Constant time random access
- Commonly used operations:
 - `begin()`, `end()`, `size()`, `[], push_back(...)`, `pop_back()`, `insert(...)`, `empty()`



Vectors - cont.

- The vector template class represents a resizable (flexible) array
- capacity is the maximum number of elements it may get without a reallocation and copying elements (allocated by `reserve ()`)
- size is the current number of elements actually stored in the vector (always less than or equal to the capacity)



- when inserting a new element, and there is no more room, i.e., size already equals capacity, then the vector is reallocated
- insertions at the end of a vector are amortized constant time (while an individual insertion might be linear in the current size)
- on reallocation, any iterators or references are invalidated
- note that overwriting operations do not reallocate vectors, so the programmer must prevent any overflow/memory corruption



Vectors: some methods

Capacity

capacity()

current capacity

reserve(n)

allocate space for n elements

resize(n, t = T())

If $n > \text{size}$ then add new n-size elements; otherwise decrease the size

Accessors

reference operator[]

reference at() throw(out_of_range)

checked access

Modifiers

push_back()

Insert a new element at the end; expand vector if needed

pop_back()

remove the last element; undefined if vector is empty



Vector example

```
// Instantiate a vector
vector<int> V;
V.reserve(100); // allocate space for 100 int
// Insert elements
V.push_back(2); // v[0] == 2, constant
time!
// after insert: V[0] == 3, V[1] == 2
V.insert( V.begin(), 3 ); // linear time!
// Random access
V[0] = 5; // V[0] == 5
cout << V[1] << endl;
// Test the size
int size = V.size(); // size == 2
vector<int> Vcopy(V); // use copy constructor
```



Vector and iterator example

```
// the iterator type is inside vector<int> !  
vector<int>::iterator it = myVect.begin();  
while (it != myVect.end()) {  
    int x = *it;  
    cout << "Current thing is " << x << endl;  
    it++;  
}
```



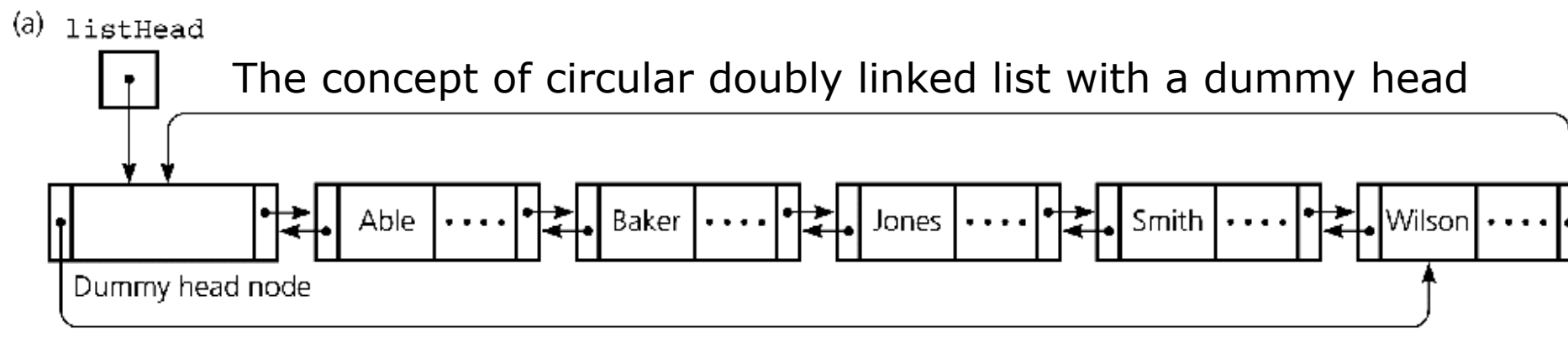
Deque

- deques are similar to vectors
 - deque iterators are random access
 - additionally two operations to insert/remove elements in front:
 - `push_front()` add new first element
 - `pop_front()` remove the first element
 - deques do not have `operations capacity()` and `reserve()`
-



Lists

- The STL class list is typically implemented as a circular doubly linked list.
- With a dummy head node.
- The `begin()` returns an iterator to the first item in the list.
- The `end()` returns an iterator to the dummy head node in the list.





Lists: some methods

Modifiers

`push_front(t)`
insert at back
`pop_front()`
delete from front

Auxiliary (specialized for lists)

`sort()`
to sort the list
`sort(cmp)`
to sort the list using the comparison object function `cmp`
`reverse()`
to reverse a list
`remove(const T& value)`
uses `==` to remove all elements equal to `v`
`remove_if(pred)`
uses the predicate `pred`
`unique()`
remove consecutive duplicates using `==`
`unique(binpred)`
remove consecutive duplicates using the binary predicate `binpred`
`head.splice(i_head, head1)`
move the contents of `head1` before iterator `i_head`, which must point to a position in `head`, and empty the list `head1`
`head.merge(list& head1)`
merge two sorted lists into `head`, empty the list `head1`.



List example

```
list <char> s; // empty list
s.insert ( s.end(), 'a');
s.insert ( s.end(), 'b'); // s has (a, b)
list <char> s1; // empty list
// copy s to s1:
s1.insert ( s1.end(), s.begin(), s.end() );
s.clear ();
assert( s1.front() == 'a' );
s1.erase ( s1.begin() ); // remove first
element
assert( s1.front () == 'b' );
```



Associative containers

Set, Multiset, Map, Multimap



Overview

- Associative containers are a generalization of sequences. Sequences are indexed by integers; associative containers can be indexed by any type.
- The most common type to use as a key is a string; you can have a set of strings, or a map from strings to employees, and so forth.
- It is often useful to have other types as keys; for example, if I want to keep track of the names of all the Widgets in an application, I could use a map from Widgets to Strings.
- Sets allow to add and delete elements, query for membership, and iterate through the set.
- Multisets are just like sets, except that it's possible to have several copies of the same element (these are often called bags).
- Maps represent a mapping from one type (the key type) to another type (the value type). It's possible to associate a value with a key, or find the value associated with a key, very efficiently; can iterate through all the keys.
- Multimaps are just like maps except that a key can be associated with several values.



Sets

- The elements contained in the set are ordered based on a object function Compare (default $<$ operator)
- No random access, only forward and reverse
- The class provides insertion/deletion/search/count methods
- Use STL algorithms for union/intersection/difference...



Sets example

```
set<int> s;  
int a[]={0,1,2,3,4,5,6,7,8,9};  
s.insert( a, a+10 );  
cout << s.count(5); // number of elements ==  
5  
// search the first element >= 5  
cout << s.lower_bound(5);
```



Maps

- The primary concept here is that a map allows the management of a key-value pair.
- Its declaration, therefore, allows you to specify types for the “key” and the “value”
- Unique keys are mapped values
- A value is retrieve using its unique key
- Can specify a comparison function for the keys (the elements are order using the function)



Maps example

```
#include <map>
```

```
map<string, int> mp;
```

```
mp["Jan"] = 1;
```

```
mp["Feb"] = 2;
```

```
mp["Mar"] = 3;
```

```
//...
```

```
cout << "Mar is month " << mp["Mar"] <<  
endl;
```



Maps example 2

```
map<string, int> m;
m.insert( make_pair("Wallace", 9999) );
m.insert( make_pair("Gromit", 3343) );
map<string, int>::iterator p;
p = m.find("Wallace");
if( p != m.end() )
    cout << "Wallace's extension is: " p->second <<
endl;
else
    cout << "Key not found." << endl;
m["Wallace"] = 1679;
cout << "New value is: " << m["Wallace"] << endl;
```




Cleaning up containers of pointers

From “Thinking in C++” - Bruce Eckel



Motivation

- Be careful to clean a container of pointers: must call the appropriate destructors to release memory and avoid leaks
- Use the template functions suggested by Bruce Eckel to purge containers
- be careful if an object pointer is sorted in two containers to avoid double deletion



```
/*
 *   Thinking in C++ 2nd Ed.
 *   Bruce Eckel, chap. 15
 *
 */
#ifndef __PURGE_H__
#define __PURGE_H__
#include <algorithm>
using namespace std;
template<class Seq> void purge(Seq& c) {
    typename Seq::iterator i; // typename keyword says that Seq::iterator is a
type
    for (i = c.begin(); i != c.end(); i++ ) {
        delete *i;
        *i = 0; // a double purge will do no harm: delete 0 is OK
    }
}

template<class InpIt> void purge(InpIt begin, InpIt end) {
    while (begin != end) {
        delete *begin;
        *begin = 0; // a double purge will do no harm: delete 0 is OK
        begin++;
    }
}
#endif
```



The typename keyword

- Use the keyword `typename` if you have a qualified name that refers to a type and depends on a template parameter. Only use the keyword `typename` in template declarations and definitions. The following example illustrates the use of the keyword `typename`:
- ```
template<class T> class A {
 typedef char C;
 A::C d; // WRONG: use typename A::C d;
}
```
- The statement `A::C d;` is ill-formed. The class `A` also refers to `A<T>` and thus depends on a template parameter. You must add the keyword `typename` to the beginning of this declaration.
- Use the keyword `typename` to tell the compiler that the next identifier is a type and NOT a class member.



# Algorithms

A few examples



# Non modifying algorithm

- count algorithm
- Moves through iterator range
- Checks each position for equality
- Increases count if equal

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

using namespace std;

int main (int, char * [])
{
 vector<int> v;
 v.push_back(1); v.push_back(2);
 v.push_back(3); v.push_back(2);

 int i = 7;
 cout << i << " appears "
 << count(v.begin(), v.end(), i)
 << " times in v" << endl;

 i = 2;
 cout << i << " appears "
 << count(v.begin(), v.end(), i)
 << " times in v" << endl;

 return 0;
}
```



## Using function object

- `count_if` algorithm
  - Generalizes the `count` algorithm
  - Instead of comparing for equality to a value
  - Applies a given predicate function object (functor)
  - If functor's result is true, increases count

```
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;

template <typename T>
struct odd {
 bool operator() (T t) const
 {
 return (t % 2) != 0;
 }
};

int main (int, char * []) {

 vector<int> v;
 v.push_back(1);
 v.push_back(2);
 v.push_back(3);
 v.push_back(2);

 cout << "there are "
 << count_if(v.begin(), v.end(),
 odd<int>())
 << " odd numbers in v" << endl;

 return 0;
}
```



# Using sorting algorithm

- `sort` algorithm
  - Reorders a given range
  - Can also plug in a functor to change the ordering function
- `next_permutation` algorithm
  - Generates a specific kind of reordering, called a “permutation”
  - Can use to generate all possible orders of a given sequence

```
#include <iostream>
#include <string>
#include <algorithm>

using namespace std;

int main (int, char * []) {

 string s = "asdf";
 cout << "original: " << s << endl;

 sort (s.begin(), s.end());
 cout << "sorted: " << s << endl;

 string t(s);
 cout << "permutations:" << endl;

 do {
 next_permutation (s.begin(), s.end());
 cout << s << " ";
 } while (s != t);

 cout << endl;

 return 0;
}
```





# Using numeric algorithms

- accumulate algorithm
  - Sums up elements in a range (based on a starting sum value)
- inner\_product algorithm
  - Computes the inner (also known as “dot”) product of two vectors: sum of the products of their respective elements

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

using namespace std;

int main (int, char * []) {

 vector<int> v;
 v.push_back(1);
 v.push_back(2);
 v.push_back(3);
 v.push_back(2);

 cout << "v contains ";
 for (size_t s = 0; s < v.size(); ++s) {
 cout << v[s] << " ";
 }
 cout << endl;
 cout << "the sum of the elements in v is "
 << accumulate (v.begin(), v.end(), 0)
 << endl;
 cout << "the inner product of v and itself is "
 << inner_product (v.begin(), v.end(),
 v.begin(), 0)
 << endl;

 return 0;
}
```



# Credits

- These slides are (heavily) based on the material of:
  - Dr. Juha Vihavainen, Univ of Helsinki
  - Dr. Chien Chin Chen, National Taiwan University
  - Dr. Andrew Hilton, University of Pennsylvania
  - Fred Kuhns, Washington University