Programmazione

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A fundamental principle of software design is that all problems can be simplified by introducing an extra level 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.

Generic container

Iterator
(Generic pointer)

Generic algorithm

Vector<T>

begin()

size()

end()

insert()

erase()

List<T>

begin()

size()

end()

insert()

erase()

sort

find
```cpp
#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:

```cpp
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.
• **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 \[\text{LIFO (last in first out)}\]
  - Queue \[\text{FIFO (first in first out)}\]
  - priority_queue \[\text{items with higher priority}\]
Containers - C++11

- The new standard has added some new containers; the most interesting are the associative ones:
  - unordered_set / unordered_multiset
  - unordered_map / unordered_multimap
- They implement search using hash tables
Containers taxonomy
Restrictions on contained types

- Types in STL containers must have the following accessible methods (defaults are OK where applicable):
  - default constructor
  - destructor
  - assignment operator
  - copy constructor
- Some things require inequality/equality operators
Before C++11, initializing an STL container required to use explicit calls to methods used to push in values. With C++11 it’s possible to use a new initializer list:

```cpp
std::vector<int> v = { 1, 5, 6, 0, 9 };`
Uniform Initialization and Initializer Lists

• Benefits of the new C++11 style for initialization of objects and lists:
  • use the same style for almost any initialization
  • avoids type narrowing (e.g., float to int)
  • avoids accidental declaration of functions
Uniform Initialization and Initializer Lists

// C++98
rectangle w( origin(),
    extents() ); // oops, declares
    // a function, if origin
    // and extents are types

complex<double> c( 2.71828,
    3.14159 );

int a[] = { 1, 2, 3, 4 };

vector<int> v;
for( int i = 1; i <= 4; ++i )
    v.push_back(i);

X::X( /*...*/ ) : mem1(init1),
    mem2(init2, init3) { /*...*/ }

draw_rect(rectangle(myobj.origin,
    selection.extents ) );

// C++11
rectangle w{ origin(),
    extents() };

complex<double> c{ 2.71828,
    3.14159 };

int a[] { 1, 2, 3, 4 };

vector<int> v { 1, 2, 3, 4 };

X::X( /*...*/ ) : mem1{init1},
    mem2{init2, init3} { /*...*/ }

draw_rect({myobj.origin,
    selection.extents } );
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.: \([\text{first}, \text{last})\).

- \(\text{last}\) is assumed reachable from \(\text{first}\) by using the ++ operator, and all iterators, including \(\text{first}\) but excluding \(\text{last}\) 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:
  
  ```cpp
  Container c; ...
  Container::iterator it;
  for (it = c.begin(); it != c.end(); it++) {
      .. it->op (); .. std::cout << *it; ..
  }
  ```

- The `for` statement can be replaced by the `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 deques) 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
**auto - C++11**

- Declarations of STL objects may become quite convoluted, e.g.:
  
  ```cpp
  std::vector<std::map<int, std::string>>::const_iterator it;
  ```

  C++11 has introduced a new use of the `auto` keyword: it allows skipping type declaration explicitly. The compiler determines the type based on the type of expression is initialized.

  - it’s NOT related to STL - you can use whenever you want!
auto - C++11

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• It’s NOT related to STL - you can use whenever you want!

C++11 bonus: there’s no more need to put a space between > and >.

The new standard does not mistake it for a bit shift.
auto - 2 - C++11

// c++03

std::vector<std::map<int, std::string>> container;
for (std::vector<std::map<int, std::string>>::const_iterator it = container.begin(); it != container.end(); ++it)
{
    // do something
}

// c++11

std::vector<std::map<int, std::string>> container;
for (auto it = container.begin(); it != container.end(); ++it)
{
    // do something
}
Instead of writing explicitly for cycle with iterators it's possible to use a new C++11 syntax (possibly combined with auto):

```cpp
std::vector<std::pair<int, std::string>> container;

// ...

for (const auto& i : container)
    std::cout << i.second << std::endl;
```
Instead of writing explicitly for cycle with iterators it’s possible to use a new C++11 syntax (possibly combined with `auto`):

```cpp
std::vector<std::pair<int, std::string>> container;
// ... 
for (const auto& i : container)
    std::cout << i.second << std::endl;
```

Java programmers use the for each syntax, the concept is the same...
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
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`
#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 */

- Notice that sort & find take iterators
  - Iterator = (Container + position)
  - ... exactly the info sort/find need
  - Iterators provide a very generic interface
Nonmember begin and end - C++11

• begin(x) and end(x) are extensible and can be adapted to work with all container types – even arrays – not just containers that follow the STL style of providing x.begin() and x.end() member functions.

• Benefit: write the same code to handle all containers... even C-style arrays in C++11!

```cpp
vector<int> v;
int a[100];

// C++98
sort( v.begin(), v.end() ); // STL x.begin() and x.end()
sort( &a[0], &a[0] + sizeof(a)/sizeof(a[0]) ); // old C-style array

// C++11
sort( begin(v), end(v) );
sort( begin(a), end(a) );
```
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)
class IntGreater {
public:
    bool operator()(int x, int y) const {
        return x > y;
    }
};

IntGreater intGreater;
int i, j;
std::vector<int> vec;
//...
bool result = intGreater( i, j );
//... container and iterators...
sort( std::begin(vec), std::end(vec), intGreater() );
template<class T>
class Summatory {
public:
    Summatory(T s=0) : sum(s) {}
    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 - C++11

- The C++11 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. They are becoming widespread in many languages.
Lambda expressions - C++11

- **Syntax:**
  
  \[
  \text{[captures]}(\text{arg1, arg2}) \rightarrow \text{result\_type} \{ \text{ /* code */ } \}
  \]

- `arg1, arg2` are arguments, i.e. parameters passed by the algorithm to the functor(lambda)

- `result_type` is a type of return value. If lambda consists only of the return operator, the type might not be specified.

- `captures` define the environment variables that should be available within the lambda as data members. These variables can be captured by value or by reference.
Lambda expressions - C++11

```cpp
int max = 4;

// by value
std::sort(vec.begin(), vec.end(), [max](int lhs, int rhs) {
    return lhs < max;
});

// by reference
// by reference
std::sort(vec.begin(), vec.end(), [&max](int lhs, int rhs) {
    return lhs < max;
});

// to capture all variables use [=] for value and [&) for reference

// assign lambda to variables, similarly to functors
auto square = [](int x) { return x * x; };
std::cout << square(16) << std::endl;
```
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

```cpp
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()
• 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 > 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<int>::iterator it = myVect.begin();
while (it != myVect.end()) {
    int x = *it;
    cout << "Current thing is " << x << endl;
    it++;
}
Deques

• 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

```cpp
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

```cpp
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)
Keys and Comparators

- The Key class should provide an operator< or alternatively you should create a functor with operator():

- `multimap<Date, TodoItem> agenda;`

- `multimap<Date, TodoItem, DateComparer> agenda;`
Keys and Comparators

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  - `multimap<Date, TodoItem> agenda;`
  - `multimap<Date, TodoItem, DateComparer> agenda;`

1) Date provides operator<
Keys and Comparators

- The Key class should provide an operator\(<\) or alternatively you should create a functor with operator():
  - `multimap<Date, TodoItem> agenda;`
  - `multimap<Date, TodoItem, DateComparer> agenda;`

1) Date provides `operator<`

2) Date has no `operator<`, then provide a functor
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
```cpp
#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
```
/*
   * Thinking in C++ 2nd Ed.
   * Bruce Eckel, chap. 15
   * 
   */
#endif

#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

Seq must be an STL container... e.g. std::vector
#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

typename Seq::iterator i; means that Seq::iterator is a type and not that iterator is a member of Seq.
typename is used to clarify the meaning of the syntax.
Algorithms
A few examples
Non modifying algorithm

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

```cpp
#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

```cpp
#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

```cpp
#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

```cpp
#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;
}
```
Reading material

• Thinking in C++, 2nd ed. Volume 2, cap. 4
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
  • Herb Sutter, Microsoft