

# COMP2004 Programming Practice 2002 Summer School

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## C++ STL library

- Basic concepts:
  - Assignable
    - Read and write value
  - Default Constructable
    - No args needed to construct
  - Equality Comparable
    - `operator==(())` and `operator!=(())`
  - LessThan Comparable
    - `operator<()` and `operator>()`

## Iterators

- Restricted pointers
- Input / Output Iterator
  - Equality Comparable, Assignable, Dereference read / write, Increment
- Forward Iterator
  - Input and Output, no alternating
- Bidirectional Iterator
  - Forward, Decrement
- Random Access Iterator
  - Bidirectional, random access

## Iterator Ranges

- `begin` and `end` iterators
- Range is `[begin, end)`
  - includes `begin`
  - but not `end`

## Common output iterators

- `ostream_iterator<T>(cout)`
  - Outputs to ostream
- `istream_iterator<T>(cin)`
  - Inputs from istream
- `istream_iterator<T>()`
  - End-of-input iterator
- `back_inserter(c)`, `front_inserter(c)`
  - Requires Front / Back Insertion Sequence

## Containers

- Container
  - One Input Iterator, `begin()`, `end()`
- Forward Container = Container + Forward Iterators
- Reversible Container = Forward Container + Bidirectional Iterators, `rbegin()`, `rend()`
- Random Access Container = Reversible Container + Random Access Iterators

## STL Container definitions

- Typedefs:
  - `value_type`
  - `reference`, `const_reference`
  - `pointer`, `const_pointer`
  - `iterator`, `const_iterator`
  - `difference_type`, `size_type`
- Methods:
  - `a.size()`, `a.max_size()`
  - `a.empty()`, `a.swap(b)`
  - `a.begin()`, `a.end()`

## Container abstractions

- Sequence
  - Forward container, no reordering, add / delete anywhere
  - Front Insertion Sequence
    - `push_front()`, `pop_front()`, insert / access front quickly
  - Back Insertion Sequence
    - `push_back()`, `pop_back()`, insert / access last element quickly

## Sequence types

- `vector`
  - Random Access Container
  - Back Insertion Sequence
  - Insertion can invalidate iterators
- `list`
  - Reversible Container
  - Front and Back Insertion Sequence
- `deque`
  - Random Access Container
  - Front and Back Insertion Sequence

## Container abstractions

- Associative Container
  - Elements add / delete / access via keys
  - Unique vs Multiple
  - Simple vs Pair
  - Sorted vs Hashed

## Associative Container types

- For all, deletion invalidates only deleted
- `set`
  - Unique, Simple, Sorted
- `multiset`
  - Multiple, Simple, Sorted
- `map`
  - Unique, Pair, Sorted
- `multimap`
  - Multiple, Pair, Sorted

## Adapter containers

- `stack`
  - LIFO: only use top element
  - Use Back Insertion Sequence
- `queue`
  - FIFO: push back, pop front
  - Use Front and Back Insertion Seq
- `priority_queue`
  - Access top (largest) element
  - Use Random Access Container
  - Use LessThan Comparable elems

## Function Objects

- Can be called like a function
  - Class overloads `operator()`
- **Generator**: 0 args
- **Unary Function**: 1 arg
- **Unary Predicate**: 1 arg, return bool
- **Binary Function**: 2 args
- **Binary Predicate**: 2 args, return bool
- **Strict Weak Ordering**: eg. less than

## STL Function Objects

- Binary functions: `plus`, `minus`, ...
- Binary predicates: `logical_and`, `logical_or`, `less`, `greater`, `equal_to`, ...
- Unary predicates: `logical_not`, ...
- Unary functions: `negate`, ...

## Adapter Function Objects

- Convert function objects, uses helpers
- `bind1st()`, `bind2nd()`
  - Convert binary function to unary
  - Allow constant value for one arg
- `not1()`, `not2()`
  - Logical not unary / binary predicate
- `compose1()`, `compose2()`
  - Composes unary / binary functions
- `mem_fun_ref()`, `mem_fun()`
  - Uses member function

## Algorithms

- `find` - linear search for value
- `find_if` - linear search using predicate
- `adjacent_find` - linear search for adj
- `find_first_of` - first of possible values
- `search` - linear search for subrange
- `find_end` - like search but backwards
- `search_n` - first consecutive n of value
- `count` - counts occurrences of value
- `count_if` - counts matches

## Algorithms

- `for_each` - apply unary function
- `accumulate` - sum values
- `equal` - compare two ranges
- `mismatch` - find first difference
- `lexicographical_compare` -
- `max_element` - finds largest element
- `min_element` - finds smallest element

## Mutating Algorithms

- Ranges are fixed
- Variants `_copy`, `_if` where appropriate
- Notables:
  - `copy`
  - `transform`
    - like `for_each()`, saves return values
  - `replace`
  - `remove`, `unique`
    - only rearranges, returns new end iter
    - use `c.erase()` to actually remove

## Mutating Algorithms

- Notables:
  - reverse
  - random\_shuffle
  - sort, partial\_sort, is\_sorted, merge

## Exam information

- **Location:** MacLaurin Hall,  
Main Quadrangle
- **Duration:** 2 hrs (10 mins reading)
- **Date:** Friday 15 February 2002
- **Time:** 9:20am to 11:30am
- **Format:** Closed book
  
- **Clash** => see or email me ASAP
  
- Good luck!