## STL Components

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Sequential Access Containers

These templates provide data structures supporting sequentially-organized storage. Sequential access is supported, and in some cases, random access as well.

- **vector<T>**  random access, varying length, constant time insert/delete at end
- **deque<T>**  random access, varying length, constant time insert/delete at either end
- **list<T>**  linear time access, varying length, constant time insert/delete anywhere in list
The STL `vector` mimics the behavior of a dynamically allocated array and also supports automatic resizing at runtime.

**vector declarations:**

```cpp
vector<int> iVector;
vector<int> jVector(100);
cin >> Size;
vector<int> kVector(Size);
```

**vector element access:**

```cpp
jVector[23] = 71;
int temp = jVector[41];
cout << jVector.at(23) << endl;
int jFront = jVector.front();
int jBack  = jVector.back();
```

**vector reporters:**

```cpp
cout << jVector.size();
cout << jVector.capacity();
cout << jVector.max_capacity();
if ( jVector.empty() ) . . .
```
Vector Constructors

The `vector` template provides several constructors:

```cpp
vector<T> V;            //empty vector
vector<T> V(n, value);  //vector with n copies of value
vector<T> V(n);         //vector with n copies of default for T
```

The `vector` template also provides a suitable deep copy constructor and assignment overload.
#include <iostream>
#include <iomanip>
#include <vector>   // for vector template definition
using namespace std;

void main() {

    int MaxCount = 100;
    vector<int> iVector(MaxCount);

    for (int Count = 0; Count < MaxCount; Count++) {
        iVector[Count] = Count;
    }
}

Specify initial vector size.

Can access like an array…

Warning: the capacity of this `vector` will NOT automatically increase as needed if access is performed using the `[]` operator. See the discussion of member functions `insert()` and `push_back()`. 
In the simplest case, a `vector` object may be used as a simple dynamically allocated array:

```cpp
int MaxCount = 100;
vector<int> iVector(MaxCount);

for (int Count = 0; Count < 2*MaxCount; Count++) {
    cout << iVector[Count];
}
```

However, the usage above provides neither runtime checking of the vector index bounds, or dynamic growth. If the loop counter exceeded the capacity of the `vector` object, an access violation would occur.

```cpp
int MaxCount = 100;
vector<int> iVector(MaxCount);

for (int Count = 0; Count < 2*MaxCount; Count++) {
    cout << iVector.at(Count);
}
```

Use of the `at()` member function cause an exception in the same situation.
STL Iterators

**iterator** an object that keeps track of a location within an associated STL container object, providing support for traversal (increment/decrement), dereferencing, and container bounds detection. (See Stroustrup 3.8.1 – 3.8.4)

An iterator is declared with an association to a particular container type and its implementation is both dependent upon that type and of no particular importance to the user.

Iterators are fundamental to many of the STL algorithms and are a necessary tool for making good use of the STL container library.

Each STL container type includes member functions `begin()` and `end()` which effectively specify iterator values for the first element and the "first-past-last" element.
string DigitString = "45658228458720501289";
vector<int> BigInt;

for (int i = 0; i < DigitString.length(); i++) {
    BigInt.push_back(DigitString.at(i) - '0');
}

vector<int> Copy;
vector<int>::iterator It =BigInt.begin();

while ( It != BigInt.end() ) {
    Copy.push_back(*It);
    It++;
}

Inserting with the push_back() member, BigInt will grow to hold as many digits as necessary.

Obtain reference to target of iterator.

Advance iterator to next element.

This could also be written using a for loop, or by using the assignment operator.
STL Iterator Operations

Each STL iterator provides certain facilities via a standard interface:

```cpp
string DigitString = "45658228458720501289";
vector<int> BigInt;

for (int i = 0; i < DigitString.length(); i++) {
    BigInt.push_back(DigitString.at(i) - '0');
}

vector<int>::iterator It;
It = BigInt.begin();
int FirstElement = *It;
It++;
It = BigInt.end();
It--;  
int LastElement = *It;
```

Create an iterator for `vector<int>` objects.

Target the first element of `BigInt` and copy it.

Step to the second element of `BigInt`.

Now `It` targets a non-element of `BigInt`. Dereference will yield a garbage value.

Back `It` up to the last element of `BigInt`.  

OO Software Design and Construction
Insertion into Vector Objects

Insertion at the end of the vector (using `push_back()`) is most efficient.

Inserting elsewhere requires shifting data.

A `vector` object is potentially like an array that can increase size. The capacity of a `vector` (at least) doubles in size if insertion is performed when `vector` is “full”.

Insertion invalidates any iterators that target elements following the insertion point.

Reallocation (enlargement) invalidates any iterators that are associated with the `vector` object.

You can set the minimum size of a `vector` object `V` with `V.reserve(n)`.
Insert() Member Function

An element may be inserted at an arbitrary position in a vector by using an iterator and the insert() member function:

```cpp
vector<int> Y;
for (int m = 0; m < 100; m++) {
    Y.insert(Y.begin(), m);
    cout << setw(3) << m << setw(5) << Y.capacity() << endl;
}
```

This is the worst case; insertion is always at the beginning of the sequence and that maximizes the amount of shifting.

There are overloads of insert() for inserting an arbitrary number of copies of a data value and for inserting a sequence from another vector object.
Deletion from Vector Objects

As with insertion, deletion requires shifting (except for the special case of the last element.

Member for deletion of last element: V.pop_back()

Member for deletion of specific element, given an iterator It: V.erase(It)

Invalidates iterators that target elements following the point of deletion, so

\[
\begin{align*}
    j &= V\text{.begin}(); \\
    \text{while (} j \neq V\text{.end}() \text{)} \\
    &\quad V\text{.erase}(j++);
\end{align*}
\]

doesn’t work.

Member for deletion of a range of values: V.erase(Iter1, Iter2)
Range Deletion Example

```cpp
string DigitString = "00000028458720501289";
vector<char> BigChar;

for (int i = 0; i < DigitString.length(); i++) {
    BigChar.push_back(DigitString.at(i));
}

vector<char> Trimmed = BigChar;

vector<char>::iterator Stop = Trimmed.begin();
while (*Stop == '0') Stop++;

Trimmed.erase(Trimmed.begin(), Stop);
```

Note: be careful not to mix iterators for different objects; the results are usually not good…
Const Iterators

Constant iterator must be used when object is const – typically for parameters.

Type is defined by container class:  \( \text{vector<T>::const
d_iterator} \)

```cpp
void ivecPrint(const vector<int> V, ostream& Out) {
    vector<int>::const_iterator It; // MUST be const
    for (It = V.begin(); It != V.end(); It++) {
        cout << *It;
    }
    cout << endl;
}
```
Two containers of the same type are equal if:
  - they have same size
  - elements in corresponding positions are equal

The element type in the container must have equality operator.

For other comparisons element type must have appropriate operator (\(<\), \(\rangle\), . . .).

All containers supply a deep assignment operator.

Also have \(\text{V.assign(fst, lst)}\) to assign a range to \(\text{v}\).
Relational Comparison Example

```c++
#include <iostream>
#include <vector>

void ivecPrint(const std::vector<int> &V, std::ostream& Out);
void StringToVector(std::vector<int>& V, std::string Source);

void main() {
    std::string s1 = "413098", s2 = "413177";
    std::vector<int> V1, V2;
    StringToVector(V1, s1);
    StringToVector(V2, s2);
    ivecPrint(V1, std::cout);
    if (V1 < V2) {
        std::cout << " < " ;
    }
    else if (V1 > V2) {
        std::cout << " > " ;
    }
    else {
        std::cout << " = " ;
    }
    ivecPrint(V2, std::cout);
    std::cout << std::endl;
}

void StringToVector(std::vector<int>& V, std::string Source) {
    int i;
    for (i = 0; i < Source.length(); i++)
        V.push_back(Source.at(i) - '0');
}
```

STL Deque Container

deque:  double-ended queue

Provides efficient insert/delete from either end.

Also allows insert/delete at other locations via iterators.

Adds `push_front()` and `pop_front()` methods to those provided for `vector`.

Otherwise, most methods and constructors the same as for `vector`.

Requires header file `<deque>`.
STL List Container

Essentially a doubly linked list.

Not random access, but constant time insert and delete at current iterator position.

Some differences in methods from vector and deque (e.g., no operator[])

Insertions and deletions do not invalidate iterators.
Other STL Containers

The STL also provides two standard variants of the linear list:

```cpp
stack<T>

queue<T>
```

Generally these conform to the usual expectations for stack and queue implementations, although the standard operation names are not used.
Associative Containers

A standard array is indexed by values of a numeric type:
- \( A[0],...,A[\text{Size}] \)
- dense indexing

An associative array would be indexed by any type:
- \( A[\text{"alfred"}], A[\text{"judy"}] \)
- sparse indexing

Associative data structures support direct lookup ("indexing") via complex key values.

The STL provides templates for a number of associative structures.
Sorted Associative Containers

The values (objects) stored in the container are maintained in sorted order with respect to a key type (e.g., a Name field in an Employee object)

The STL provides:

- `set<Key>`: collection of unique Key values
- `multiset<Key>`: possibly duplicate Keys
- `map<Key, T>`: collection of T values indexed by unique Key values
- `multimap<Key, T>`: possibly duplicate Keys

But of course the objects cannot be maintained this way unless there is some well-defined sense of ordering for such objects…
Strict Orderings

STL makes assumptions about orders in sort functions and sorted associative containers.

Logically we have a set S of potential key values.

Ideally, we want a strict total ordering on S:
   For every x in S, x = x.
   For every x, y, z in S, if x < y and y < z then x < z
   For every x and y in S, then precisely one of x < y, y < x, and x = y is true.

Actually, can get by with a weaker notion of order:

Given a relation R on S, define relation E on S by:
   x E y iff both x R y and y R x are false

Then a relation R is a strict weak ordering on S if R is transitive and asymmetric, and E is an equivalence relation on S.
Example Order

```cpp
class Name {
public:
    string LName;
    string FName;
};

class LastNameLess {
public:
    bool operator()(const Name& N1, const Name& N2) {
        return (N1.LName < N2.LName);
    }
};
```

Using LastNameLess,

Zephram Alonzo < Alfred Zimbalist
Alonzo Church is equivalent to Bob Church

Notice that equivalence defined this way is **not** the same as operator==.
Special Function Objects

If there is an `operator<` for a class `T` then you can use the special template `less<T>` (implicitly) to build order function objects.

When an ordering is required, the default STL implementation is built around the `less<T>` functional, so you don't have to do anything special…
Both `set` and `multiset` templates store key values, which must have a defined ordering.

`set` only allows distinct objects (by order) whereas `multiset` allows duplicate objects.

```cpp
set<int> iSet; // fine, built-in type has < operator
set<Employee> Payroll; // class Employee did not implement a < operator
```

However, a suitable operator can be provided:

```cpp
bool Employee::operator<(const Employee& Other) const {
    return (ID < Other.ID);
}
```
Both `set` and `multiset` templates store key values, which must have a defined ordering.

`set` only allows distinct objects (by order) whereas `multiset` allows duplicate objects.

```cpp
set<int> iSet; // fine, built-in type has < operator
set<Employee> Payroll; // class Employee did not
// implement a < operator
```

However, a suitable operator can be provided:

```cpp
bool Employee::operator<(const Employee& Other) const {
    return (ID < Other.ID);
}
```
Set Example

```cpp
#include <functional>
#include <set>
using namespace std;
#include "Employee.h"

void EmpsetPrint(const set<Employee> S, ostream& Out);
void PrintEmployee(Employee toPrint, ostream& Out);

void main() {
    Employee Ben("Ben", "Keller", "000-00-0000");
    Employee Bill("Bill", "McQuain", "111-11-1111");
    Employee Dwight("Dwight", "Barnette", "888-88-8888");

    set<Employee> S;
    S.insert(Bill);
    S.insert(Dwight);
    S.insert(Ben);

    EmpsetPrint(S, cout);
}
```
void EmpsetPrint(const set<Employee> S, ostream& Out) {

    int Count;
    set<Employee>::const_iterator It;

    for (It = S.begin(), Count = 0; It != S.end();
        It++, Count++)
        PrintEmployee(*It, cout);
}

Hm...

<table>
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<tbody>
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</tr>
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<td>Bill McQuain</td>
</tr>
<tr>
<td>888-88-8888</td>
<td>Dwight Barnette</td>
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</tbody>
</table>
```cpp
void main() {
    list<char> L = lst("dogs love food");
    // copy list to multiset
    multiset<char> M;
    list<char>::iterator i = L.begin();
    while (i != L.end()) M.insert(*i++);
    // copy multiset to list
    list<char> L2;
    multiset<char>::iterator k = M.begin();
    while (k != M.end()) L2.push_back(*k++);
    cmultisetPrint(M, cout);
}
```
Set/Multiset Member Functions

Insert and Erase
by value:
\[ S\text{.erase}(k); \quad \text{// } k \text{ is a Key variable} \]
\[ M\text{.erase}(k); \quad \text{// erase all copies of value} \]
at iterator:
\[ S\text{.erase}(i); \quad \text{// } i \text{ an iterator} \]
\[ M\text{.erase}(i); \quad \text{// erase only value } *i \]

Accessors

\textbf{find(Key)} - returns iterator to an element with given value, equals \text{end}() if not found
\textbf{lower\_bound(k)} - returns iterator to first position where \( k \) could be inserted and maintain sorted order
\textbf{upper\_bound(k)} - iterator is to last such position
Maps and Multimaps

Associative "arrays" indexed on a given Key type.

map requires unique Keys (by def of order)
multimap allows duplicate Keys

A map is somewhat like a set that holds key-value pairs, which are only ordered on the keys.

A map element can be addressed with the usual array syntax: \[ \text{map1[k] = v} \]

However: the semantics are different!
Values in Maps

An elements of a map is a `pair` of items: `pair<const Key, T>`

Once a pair has been inserted, you can only change the `T` value.

The `pair` class has public member fields `first` and `second`.

To create a `pair` object to insert into a `map` use `pair` constructor:

```cpp
HourlyEmployee Homer("Homer", "Simpson", "000-00-0001");

pair<const string, Employee>(Homer.getID(), Homer)
```
Inserting in Maps and Multimaps

Insert value (can also insert using iterator):

```cpp
map<string, Employee> Payroll;
Payroll.insert(pair<const string, Employee>
    Homer.getID(), Homer));
```

A `multimap` allows duplicate keys:

```cpp
multimap<string, string> mp1;
mp1.insert(pair<const string, string>("blue", "Jenny");
mp1.insert(pair<const string, string>("blue", "John");
```
#include <iostream>
#include <fstream>
#include <iomanip>
#include <string>
#include <functional>
#include <map>
using namespace std;
#include "Employee.h"

void EmpmapPrint(const map<const string, Employee*> &S, ostream& Out);
void PrintEmployee(Employee toPrint, ostream& Out);

void main() {
    Employee Ben("Ben", "Keller", "000-00-0000");
    Employee Bill("Bill", "McQuain", "111-11-1111");
    Employee Dwight("Dwight", "Barnette", "888-88-8888");

    map<const string, Employee*> S;
    // . . . continues . . .
Map Example

```
// ... continued ...
S.insert(pair<const string, Employee>
    (Bill.getID(), &Bill));
S.insert(pair<const string, Employee>
    (Dwight.getID(), &Dwight));
S.insert(pair<const string, Employee>
    (Ben.getID(), &Ben));

EmpmapPrint(S, cout);
```

// ... continues ...

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Finding Data in Map

Use `find(Key)` function to find entry by key:

```cpp
map<string,string> mp;
... //insert some values
map<string,string>::iterator m_i;
m_i = mp.find("222-22-2222");
if (m_i != mp.end()) //do something with entry
```

Can manipulate the data entry, but not the key value:

```cpp
(*m_i).first //get key value, cannot be changed (const)
(*m_i).second //data value, may be changed
```
Map Example

```cpp
// ... continued ...
map<const string, Employee>::const_iterator It;
It = S.find("111-11-1111");
cout << (*It).second.getName() << endl;

// ... continues ...
```

Of course, the value of the iterator is not checked before dereferencing, so if the specified key value isn't found (so the iterator equals S.end()), the subsequent dereference will blow up...
Finding Data in a Multimap

The `find()` method is only guaranteed to find a value with the specified key.

`lower_bound()` method finds first pair with the specified key
`upper_bound()` method finds last pair with the specified key

Use an iterator to look at each of duplicate values.
Subscripting in Maps

The `map` template allows use of a subscript:

\[
\text{mp}[k] = t
\]

(even if the key value isn't integral).

If no pair exists in the `map` with the key \( k \), then the pair \((k, t)\) is inserted.

If pair \((k, t_0)\) exists, then \( t_0 \) is replaced in that pair with \( t \).

If no pair with key \( k \) exists in \( \text{mp} \) the expression \( \text{mp}[k] \) will insert a pair \((k, T())\).

This ensures that \( \text{mp}[k] \) always defined.

Subscripting is not defined for multimaps.
Map Example

// ... continued ...
Employee Fred("Fred", "Flintstone", "888-88-8888");
Employee Homer("Homer", "Simpson", "123-45-6789");

S[Fred.getID()] = &Fred;
S[Homer.getID()] = &Homer;
EmpmapPrint(S, cout);

// ... continues ...

000-00-0000    Ben Keller
111-11-1111    Bill McQuain
123-45-6789    Homer Simpson
888-88-8888    Fred Flintstone
It = S.find("000-00-0000");
if (It != S.end())
    cout << (*It).second->getName() << endl;

It = S.find("000-00-0001");
if (It != S.end())
    cout << (*It).second->getName() << endl;
}

This prints nothing. No record in the map matches the specified key value, so find() has returned the end marker of the map.
More on Iterators

There are several kinds of iterators, which correspond to various assumptions made by generic algorithms.

The properties of an iterator correspond to properties of the “container” for which it is defined.

Input iterators:
Operations: equality, inequality, next (\texttt{++j}, \texttt{j++}), dereference (\texttt{*j})
No guarantee you can assign to \texttt{*j}: \texttt{istream\_iterator\textless \texttt{char}\textgreater}

Output interators
Operations: dereference for assignment: \texttt{*j = t}, next (\texttt{++j}, \texttt{j++})
May not have equality, inequality
\texttt{ostream\_iterator\textless \texttt{int}\textgreater}
Other Iterators

Forward Iterators
  Operations of both input and output iterator
  Iterator value can be stored and used to traverse container

Bidirectional Iterators
  Operations of forward iterators
  Previous: \(-- j, j--\)

Random Access Iterators
  Bidirectional operators
  Addition, subtraction by integers: \(r + n, r - n\)
  Jump by integer \(n\): \(r += n, r -= n\)
  Iterator subtraction \(r - s\) yields integer
Reverse Iterators

Adapted from iterators of container classes.

Containers define the types:

- reverse_iterator
- const_reverse_iterator

Containers provide supporting member functions:

- rbegin()
- rend()
Choosing a Container

A vector may used in place of a dynamically allocated array.

A list allows dynamically changing size for linear access.

A set may be used when there is a need to keep data sorted and random access is unimportant.

A map should be used when data needs to be indexed by a unique non-integral key.

Use multiset or multimap when a set or map would be appropriate except that key values are not unique.