
Creative Software Programming

7 – Standard Template Library

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Midterm Exam

- Time: **19:00~21:00, October 21 (Mon)**
- Place: **IT.BT 508**
 - http://cs.hanyang.ac.kr/board/info_board.php?ptype=view&idx=28642&page=1&code=notice
- Scope
 - Lecture 2, 3, 4, 5, 6, 7, Lab 1
 - Assignments of this scope might be used as exam problems
- **You cannot leave until 30 minutes after the start of the exam even if you finish the exam earlier.**
- **That means, you cannot enter the room after 30 minutes from the start of the exam (do not be late, never too late!).**

Questions from Last Lecture

- Can I define member function(not an inline function) in the header file with no compile/runtime error?

– Let's say main.cpp and test.cpp include one of the following header files:

```
#include <string>

class Student {
private:
    std::string name_;
public:
    std::string getName();
};

std::string Student::getName()
{
    return name_;
}
```

link error: multiple definition of
Student::getName()

```
#include <string>

class Student {
private:
    std::string name_;
public:
    std::string getName();
};

inline std::string Student::getName()
{
    return name_;
}
```

Ok

→ Functions defined in header must be inline, otherwise you'll get multiple definitions error

Questions from Last Lecture

- `void setValues(int width){this->width = width;} would work?`

```
class Rect
{
public:
    int width, height;
    Rect():width(1), height(2) {}
    void setValues(int width, int y)
    {
        this->width = width;
        height = y;
    }
};
int main()
{
    Rect rt;
    rt.setValues(10, 20);
    cout << rt.width << endl; // 10
    return 0;
}
```

```
class Rect
{
public:
    int width, height;
    Rect():width(1), height(2) {}
    void setValues(int width, int y)
    {
        width = width;
        height = y;
    }
};
int main()
{
    Rect rt;
    rt.setValues(10, 20);
    cout << rt.width << endl; // 1 ?
    return 0;
}
```

This is okay.

But it's easy to make mistakes like the code in the right box, so I don't recommend it.

Today's Topics

- Intro to Template (briefly)
- STL (Standard Template Library)
- Containers
 - `std::vector`, `std::list`
 - `std::stack`, `std::queue`
 - `std::set`, `std::map`
- Iterator
- `std::string`

Template

- Templates provide parameterized types.
- Functions and classes can be templated.

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

class CintPoint{
private:
    int x, y;
public:
    CintPoint(int a, int b){ x = a; y = b;}
    void move(int a, int b){ x +=a; y += b;}
    void print(){ cout << x << " " << y << endl;}
};

class CdoublePoint{
private:
    double x, y;
public:
    CdoublePoint(double a, double b){ x = a; y = b;}
    void move(double a, double b){ x +=a; y += b;}
    void print(){ cout << x << " " << y << endl;}
};

int main(){

    CintPoint P1(1,2);
    CdoublePoint P2(1.1, 2.1);
    P1.print();
    P2.print();
}
```



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

template <typename T>
class Point{
private:
    T x, y;
public:
    Point(T a, T b){ x = a; y = b;}
    void move(T a, T b){ x +=a; y += b;}
    void print(){ cout << x << " " << y << endl;}
};

int main(){

    Point<int> P1(1,2);
    Point<double> P2(1.1, 2.1);
    P1.print();
    P2.print();
}
```

An example of class template

Standard Template Library (STL)

- STL defines powerful, template-based, reusable components.
- STL uses generic programming based on templates
- A collection of useful template for handling various kinds of data structure and algorithms
 - Containers: data structures that store objects of any type
 - Iterators: used to manipulate container elements
 - Algorithms: operations on containers for searching, sorting and many others

Containers

- Sequence
 - Elements are accessed by their position in the sequence.
 - **vectors**: fast insertion at end, random access
 - **list**: fast insertion anywhere, sequential access
 - **deque** (double-ended queue): fast insertion at either end, random access
- Container adapter
 - “Adapting” the interface of underlying container to provide the desired behavior.
 - **stack**: Last In First Out
 - **queue**: First In First Out

Containers

- Associative container
 - Elements are referenced by their key and not by their absolute position in the container, and maintained in sorted key order.
 - **set**: add or delete elements, query for membership...
 - **map**: a mapping from one type (key) to another type (value)
 - **multimaps**: maps that associate a key with several values

std::vector - a resizable array

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

int main(void){

    vector<int> intVec(10);

    for(int i=0; i< 10; i++){
        cout << "input!";
        cin >> intVec[i];
    }

    for(int i=0; i< 10; i++){
        cout << intVec[i] << " " ;
    }
    cout << endl;
    return 0;
}
```

std::vector - a resizable array

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

int main(void){

    vector<int> intVec;
    int temp;

    for(int i=0; i < 3; i++){
        cout << "input!";
        cin >> temp;
        intVec.push_back(temp);
    }
    for(int i=0; i < (int)intVec.size(); i++){
        cout << intVec[i] << " ";
    }
    cout << endl;
    cout << "size" << intVec.size() << endl;
    intVec.resize(intVec.size()+3);
    cout << "size" << intVec.size() << endl;
    for(int i=(int)intVec.size()-3; i < (int)intVec.size(); i++){
        intVec[i] = i;
    }
    for(int i=0; i < (int)intVec.size(); i++){
        cout << intVec[i] << " ";
    }
    cout << endl;

    return 0;
}
```

std::vector - a resizable array

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

int main(void){

    vector<int> intVec;
    intVec.push_back(10);
    intVec.push_back(20);
    if (intVec.empty() == true){
        cout << "size of Vector is " << intVec.size();
    }
    cout << intVec.front() << endl;
    cout << intVec.back() << endl;
    intVec.pop_back();
    cout << intVec.back() << endl;
    intVec.clear();
}
```

std::vector - a resizable array

- You can make a vector of strings or other classes.

```
#include <string>
#include <vector>
using namespace std;

struct Complex { double real, imag; /* ... */ };

// ...
vector<string> vs;
for (int i = 0; i < 10; ++i) cin >> vs[i];
// vector(size, initial_value)
vector<string> vs2(5, "hello world");

vector<Complex> v1(10);
vector<Complex> v2(10, Complex(1.0, 0.0));
Complex c(0.0, 0.0);
v2.push_back(c);
for (int i = 0; i < v2.size(); ++i) {
    cout << v2[i].real << "+" << v2[i].imag << "i" << endl;
}
```

std::vector - a resizable array

- Sometimes you may want to use a vector of pointers.

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

class Student;

vector<Student*> vp(10, NULL);
for (int i = 0; i < vp.size(); ++i) {
    vp[i] = new Student;
}

// After using vp, all elements need to be deleted.

for (int i = 0; i < vp.size(); ++i) delete vp[i];
vp.clear();
```

std::vector

- Element are stored in contiguous storage.
- Random access: Fast access to any element
- Fast addition/removal of elements at the **end** of the sequence.

References for STL

- `std::vector`
 - <http://www.cplusplus.com/reference/vector/vector/>
- STL containers
 - <http://www.cplusplus.com/reference/stl/>
- You can find documents for any other STL features in the links in the above pages.

Iterator

- Iterator: a pointer-like object **pointing to** some element in a container.
- Iterators provide **a generalized way** to traverse and access elements stored in a container.
 - can be `++` or `--` (move to next or prev element)
 - dereferenced with `*`
 - compared against another iterator with `==` or `!=`
- Iterators are generated by STL container member functions, such as `begin()` and `end()`.

std::vector with iterator

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

void printVec(vector<int> intV, string name){

    vector<int>::iterator iter;
    cout << name << " ";
    for (iter=intV.begin(); iter != intV.end(); iter++)
        cout << *iter << " ";
    cout << endl;
}

int main(void){

    vector<int> intVec(5);
    vector<int>::iterator iter = intVec.begin();

    for(int i=0; i < 5; i++){
        *iter = i;
        iter++;
    }

    printVec(intVec, "intVec");
    intVec.insert(intVec.begin()+2, 100);
    printVec(intVec, "intVec");
    intVec.erase(intVec.begin()+2);
    printVec(intVec, "intVec");
}
```

std::vector with iterator

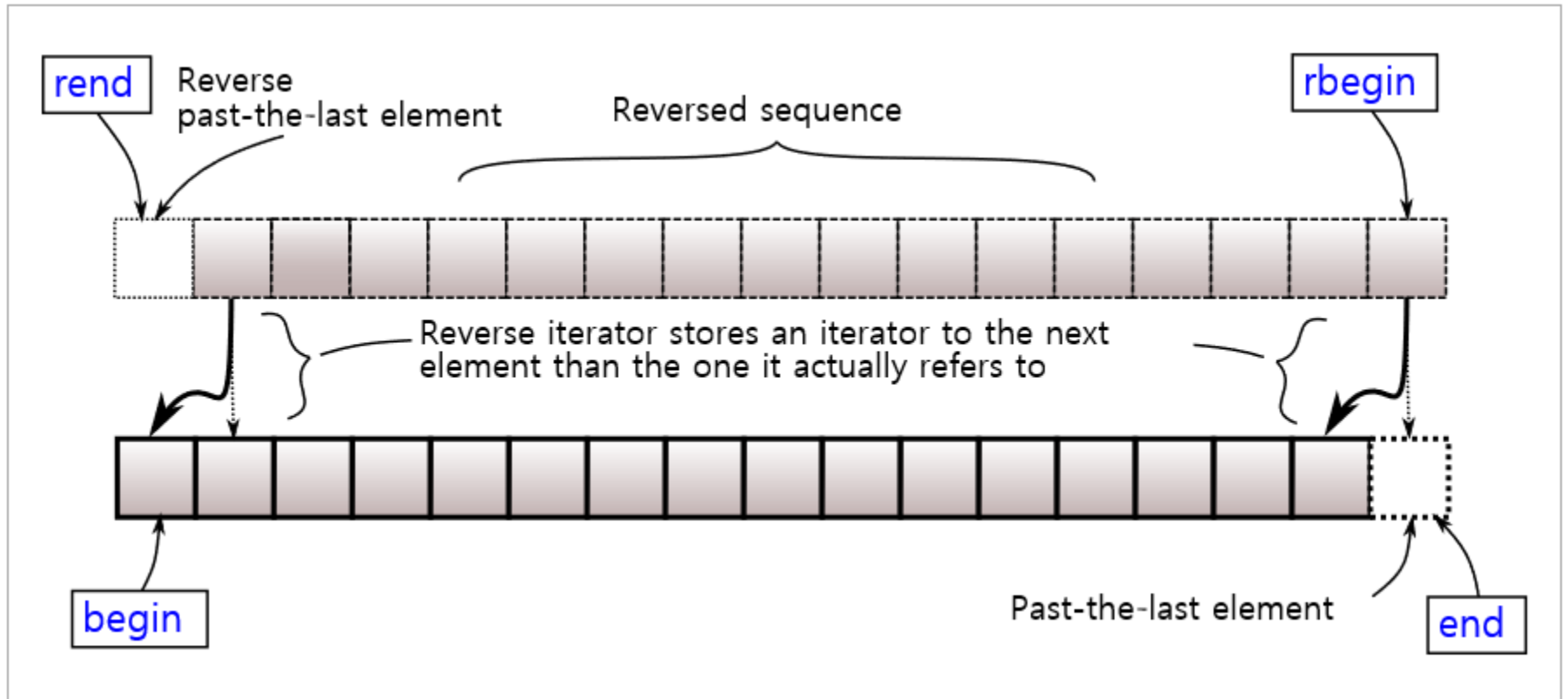
```
#include <vector>
#include <iostream>
using namespace std;

int main(void) {
    // vector(sz)
    vector<int> v(10);
    for (int i = 0; i < v.size(); ++i) v[i] = i;

    // begin(), end()
    for (vector<int>::iterator it = v.begin(); it != v.end(); ++it) {
        cout << " " << *it;
    }
    // Output:  0 1 2 3 4 5 6 7 8 9

    // rbegin(), rend()
    for (vector<int>::reverse_iterator it = v.rbegin(); it != v.rend(); ++it) {
        cout << " " << *it;
    }
    // Output:  9 8 7 6 5 4 3 2 1 0
}
```

Meaning of begin(), end(), rbegin(), rend()



Quiz #1

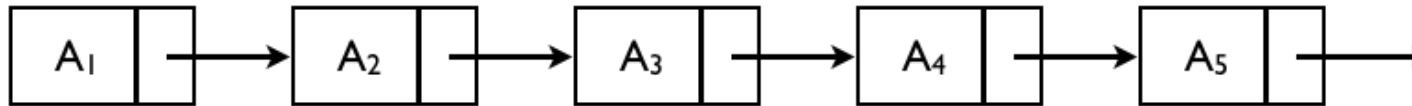
- Go to <https://www.slido.com/>
- Join #csp-hyu
- Click "Polls"

- Submit your answer in the following format:
 - **Student ID: Your answer**
 - e.g. **2017123456: 4)**

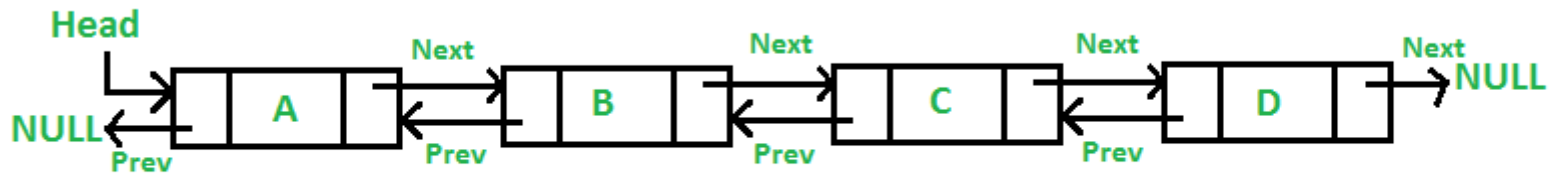
- Note that you must submit all quiz answers in the above format to be checked as "attendance".

Concept of Linked List

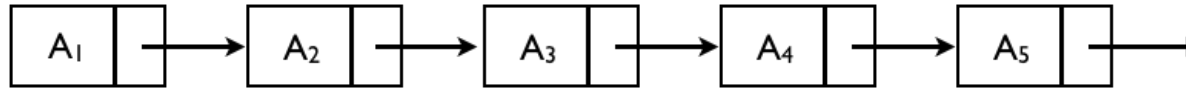
- Singly linked list: A node consists of the data and a link to the next node.



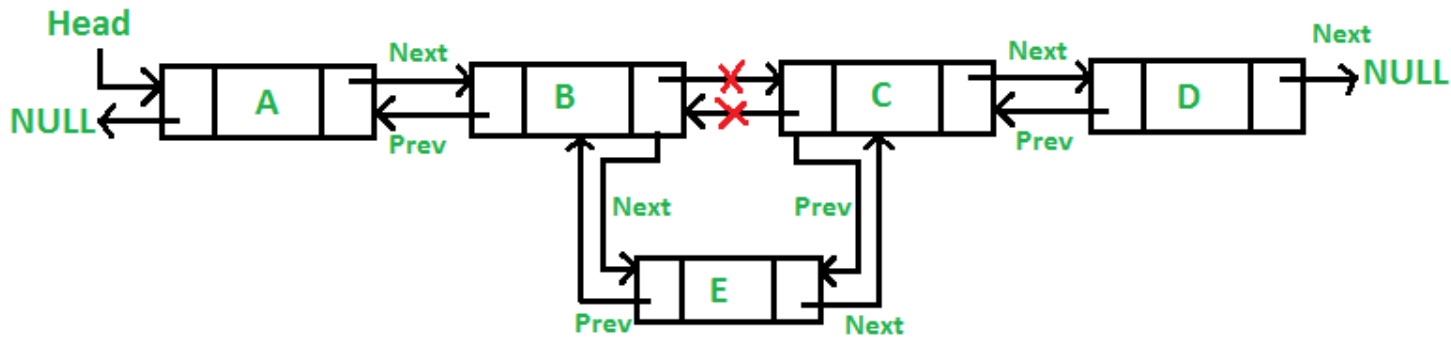
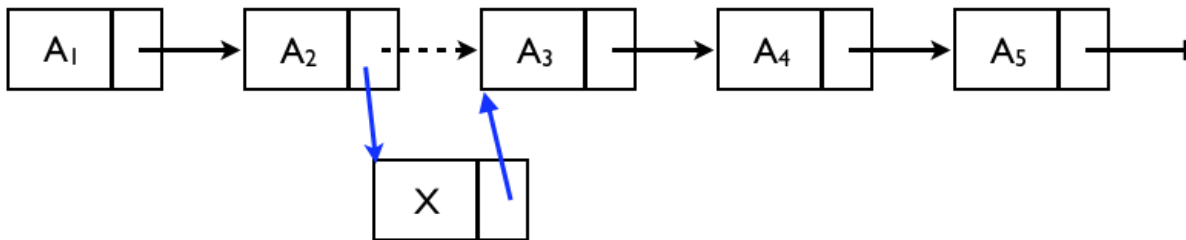
- Doubly linked list: with links to prev. & next node.



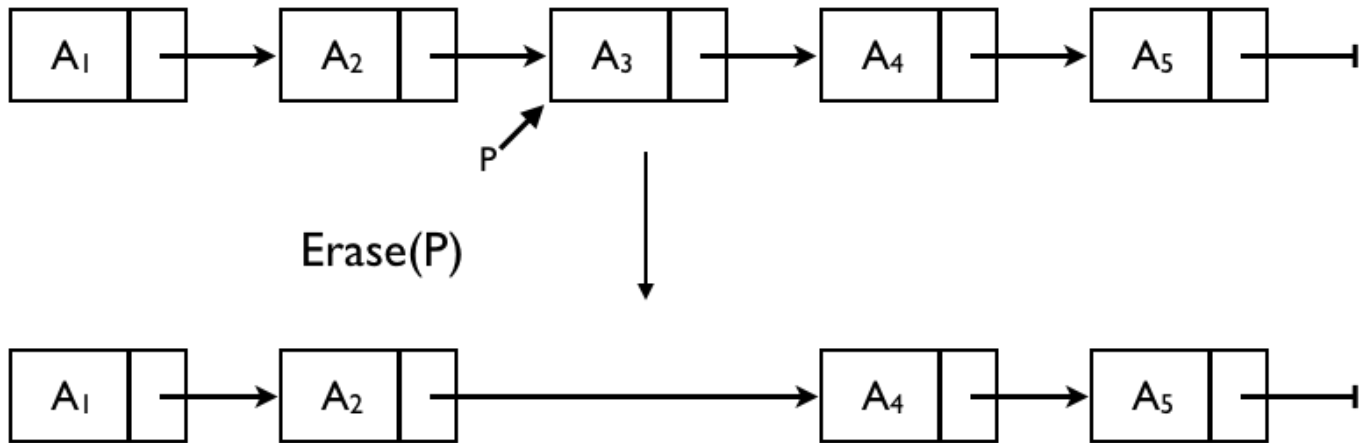
Concept of Linked List: insert



Insert(P, X)



Concept of Linked List: erase



std::list

- Implemented as a doubly-linked list.
 - Non-contiguous storage.
- Sequential access
 - One should iterate from a known position (like begin() or end()) to access to some element.
- Fast addition/removal of elements **anywhere** of the sequence.

std::list – an insert and erase example

```
void printList(list<int> intV){
    list<int>::iterator iter;
    for (iter = intV.begin(); iter != intV.end(); iter++){
        cout << *iter << " ";
    }
    cout << endl;
}

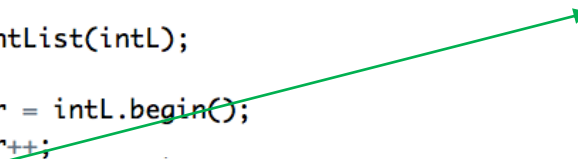
int main(){
    list<int> intL(5);
    list<int>::iterator iter = intL.begin() ;
    for (int i=0; i < 5; i++){
        *iter = i;
        iter++;
    }
    printList(intL);

    iter = intL.begin();
    iter++;
    iter = intL.insert(iter, 100);
    printList(intL);

    iter++; iter++;
    cout << *iter << endl;
    intL.erase(iter);
    printList(intL);

    return 0;
}
```

An iterator that points to the first of the newly inserted elements.



0	1	2	3	4	
0	100	1	2	3	4
2					
0	100	1	3	4	

std::list – a remove example

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

int main(){

    list<int> lt;
    lt.push_back(10);
    lt.push_back(20);
    lt.push_back(30);
    lt.push_back(40);

    list<int>::iterator iter;
    for(iter=lt.begin(); iter != lt.end(); iter++)
        cout << *iter << ' ';
    cout << endl;

    iter = lt.begin();
    iter++;
    iter++;
    cout << *iter << endl;

    list<int>::iterator iter2 = lt.erase(iter);
    cout << *iter2 << endl;

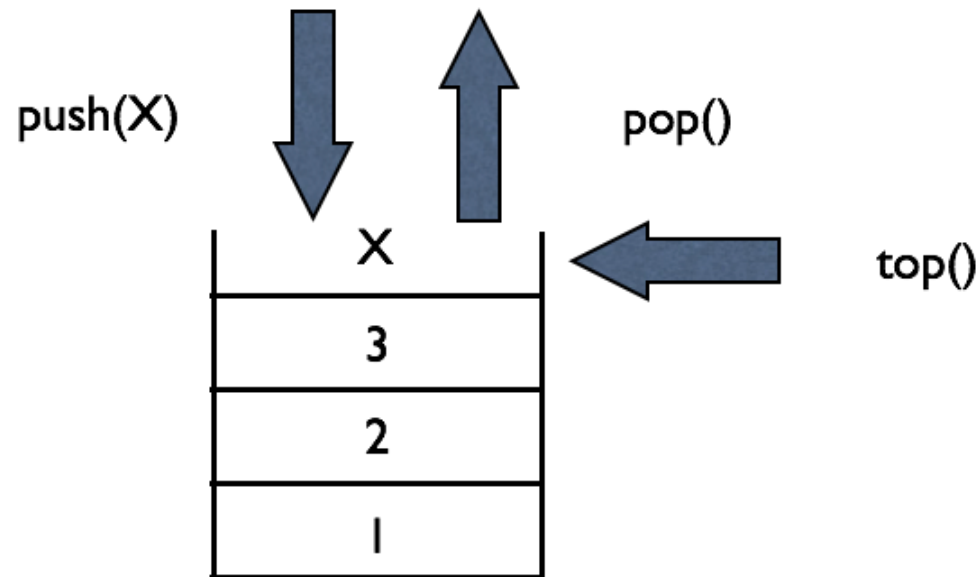
    lt.remove(10);
    for(iter=lt.begin(); iter != lt.end(); iter++)
        cout << *iter << ' ';
    cout << endl;
    return 0;
}
```

An iterator pointing to the new location of the element that followed the last element erased by the function call.



```
10 20 30 40
30
40
20 40
```

Concept of Stack : Last In First Out



std::stack - example

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

int main(){

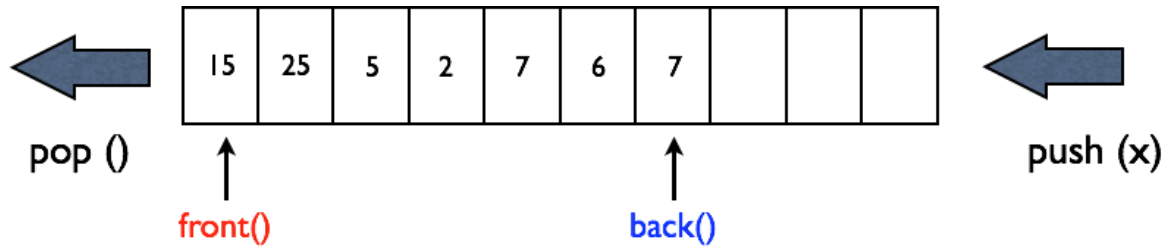
    stack<int> st;

    st.push(10);
    st.push(20);

    cout << st.top() << endl;
    st.pop();
    cout << st.top() << endl;
    st.pop();

    if (st.empty())
        cout << "no data in the stack음" << endl;
    return 0;
}
```

Concept of Queue : First In First Out



std::queue - example

```
#include<iostream>
#include<queue>
using namespace std;

int main(void){

    queue<int> q;
    cout << "size : " << q.size() << endl;

    q.push(10);
    q.push(20);
    q.push(30);

    cout << "size : " << q.size() << endl;
    cout << "front : " << q.front() << endl;
    cout << "back : " << q.back() << endl << endl;

    while(!q.empty()){
        cout << q.front() << endl;
        q.pop();
    }
    return 0;
}
```

```
size : 0
size : 3
front : 10
back : 30

10
20
30
```

Other Vector-like Containers

- List, stack, queue, and deque (double-ended queue).

	vector	list	stack	queue	deque
Random access	operator[] at()	-	-	-	operator[] at()
Sequential access	front() back()	front() back()	top()	front() back()	front() back()
Iterators	begin(), end() rbegin(), rend()	begin(), end() rbegin(), rend()	-	-	begin(), end() rbegin(), rend()
Adding elements	push_back() insert()	push_front() push_back() insert()	push()	push()	push_front() push_back() insert()
Deleting elements	pop_back() erase() clear()	pop_front() pop_back() erase() clear()	pop()	pop()	pop_front() pop_back() erase() clear()
Adjusting size	resize() reserve()	resize()	-	-	resize()

std::map

- Contains key-value pairs with **unique keys**.
- Associative: Elements are referenced by their key, and maintained in sorted key order.
- Accessing with keys is efficient.

std::map - example

```
#include <map>
#include <iostream>

using namespace std;

int main(void){

    map <string, double> m;
    for (int i=0; i<4; i++) m.insert(make_pair("string"+to_string(i), 0.5*i));
    for (map<string, double>::iterator it = m.begin(); it !=m.end(); ++it){
        | cout << " " << it->first << ", " << it->second << endl ;
    }

    m.insert(make_pair("apple", 10));
    m["orange"] = 3.14;
    m["string0"] = 111;

    for (map<string, double>::iterator it = m.begin(); it !=m.end(); ++it){
        | cout << " " << it->first << ", " << it->second << endl ;
    }

    map<string, double>::iterator it;
    it = m.find("apple");

    cout << "output " << it->first << " " << (*it).second << endl;
    m.clear();
    return 0;
}
```

`std::set`

- Contains **unique keys**.
- Associative: Elements are referenced by their key, and maintained in sorted key order.
- Accessing with keys is efficient.

std::set - example

```
#include <set>
using namespace std;

set<int> s;
for (int i = 0; i < 10; ++i) s.insert(i * 10);

for (set<int>::const_iterator it = s.begin(); it != s.end(); ++it) {
    cout << " " << *it; // s: 0 10 20 30 40 50 60 70 80 90
}
cout << s.size();
cout << s.empty();

set<int>::iterator it, it_low, it_up;
it = s.find(123); // it == s.end()

// s: 0 10 20 30 40 50 60 70 80 90
it = s.find(50); // ^it
s.clear(); // s:
```

Other associative containers

- Multiset and multimap allows duplicate keys.

```
#include <set>
#include <map>
#include <iostream>
using namespace std;

int main(){
    set<int> s;
    multiset<int> ms;
    map<int, int> m;
    multimap<int, int> mm;

    for (int i = 0; i<10; i++) {
        int key = i/2;
        pair<int, int> pk(key, i);
        s.insert(key), ms.insert(key);
        m.insert(pk), mm.insert(pk);
    }
    cout << s.size() << " " << ms.size() << " ";
    cout << m.size() << " " << mm.size() << endl ;

    for (set<int>::iterator it = s.begin(); it !=s.end(); ++it){
        cout << " " << (*it) ;
    }
    cout << endl;

    for (multiset<int>::iterator it = ms.begin(); it !=ms.end(); ++it){
        cout << " " << (*it) ;
    }
    cout << endl;
    return 0;
}
```

Quiz #2

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- Click "Polls"

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 - e.g. **2017123456: 4)**

- Note that you must submit all quiz answers in the above format to be checked as "attendance".

Iterator again

- Iterators provide **a generalized way** to traverse and access elements stored in a container.
- Iterators serve as **an interface** for various kinds of containers.
- Passing and returning iterators makes an algorithms more generic, because the algorithms will work for **any** containers.

Algorithm

- Many useful algorithms are available
 - sort
 - min, max, min_element, max_element
 - binary_search

std::sort

void sort(RandomAccessIterator first, RandomAccessIterator last);

Void sort(RandomAccessIterator first, RandomAccessIterator last, Compare comp)

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

using namespace std;

int main(void){

    vector<int> v;
    int input;
    cin >> input;
    while (input != 0) {
        v.push_back (input);
        cin >> input;
    }

    sort(v.begin(), v.end());

    for (int i = 0; i < (int)v.size(); i++)
        cout << v[i] << "\n";

    return 0;
}
```

std::min, std::max, std::min_element, std::max_element

```
#include <vector>
#include <iostream>
#include <algorithm>
#include <cstdlib> //for rand() and srand()
#include <ctime> //for time()
using namespace std;

int main(){
const int a = 10, b = 15;
int minv = min(a,b);
int maxv = max(a,b);
cout << minv << " " << maxv << endl;

vector<int> v(10);
for (int i = 0; i < (int)v.size(); ++i)
    v[i] = 2*i;

vector<int>::iterator it;
it = min_element(v.begin(), v.end());

random_shuffle(v.begin(), v.end());
for (int i = 0; i < (int)v.size(); ++i)
    cout << " " << v[i];
cout << endl;

sort(v.begin(), v.end());
for (int i = 0; i < (int)v.size(); ++i)
    cout << " " << v[i];
cout << endl;

return 0;
}
```


(Recall) `std::string - c_str()`

- Returns a pointer to a null-terminated string array representing the current value of the string object.

```
#include <string>
```

```
std::string str = "hello world";
```

```
const char* ptr = str.c_str();
```

```
printf("%s\n", ptr);
```

```
// ...
```

```
std::string str1 = str + " - bye world";
```

```
assert(str1 == "hello world - bye world");
```

```
assert(str.length() > 10);
```

```
assert(str[0] == 'h');
```

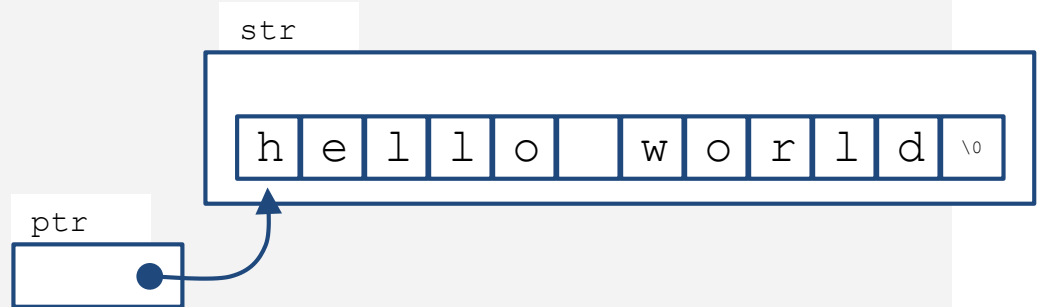
```
str[0] = 'j';
```

```
str.resize(5);
```

```
assert(str == "jello");
```

```
// check out http://www.cplusplus.com/reference/string/string/
```

```
// resize(), substr(), find(), etc.
```



(Recall) `std::string` - input

```
std::string str;

std::cin >> str; // read a word (separated by a space, tab, enter)

std::getline(cin, str); // read characters until the default
                        // delimiter '\n' is found

std::getline(cin, str, ':'); // read characters until the delimiter
                             // ':' is found
```

(Recall) `std::string` - input

- Note that `std::string` automatically resize to the length of target string.

```
char fname[10];
string lname;
cin >> fname;      // could be a problem if input size > 9 characters
cin >> lname;      // can read a very, very long word
cin.getline(fname, 10); // may truncate input
getline(cin, lname);  // no truncation
```

std::string - input from file

```
#include <iostream>
#include <fstream>
#include <string>
#include <cstdlib>
int main()
{
    using namespace std;
    ifstream fin;
    fin.open("tobuy.txt");
    if (fin.is_open() == false)
    {
        cerr << "Can't open file. Bye.\n";
        exit(EXIT_FAILURE);
    }
    string item;
    int count = 0;
    getline(fin, item, ':');
    while (fin) // while input is good
    {
        ++count;
        cout << count << ": " << item << endl;
        getline(fin, item, ':');
    }
    cout << "Done\n";
    fin.close();
    return 0;
}
```

std::string - find

```
size_t find(const string& str, size_t pos = 0) const;  
size_t find(char c, size_t pos = 0) const;  
[from http://www.cplusplus.com/]
```

```
#include <iostream>  
#include <string>  
using namespace std;  
  
int main() {  
    string str("There are two needles in this haystack with needles.");  
    string str2("needle");  
    size_t found;  
  
    if ((found = str.find(str2)) != string::npos) {  
        cout << "first 'needle' found at: " << int(found) << endl;  
    }  
    str.replace(str.find(str2), str2.length(), "preposition");  
    cout << str << endl;  
    return 0;  
}
```

```
first 'needle' found at: 14  
There are two prepositions in this haystack with needles.
```


std::string - substr

```
string substr(size_t pos = 0, size_t n = npos) const;  
[from http://www.cplusplus.com/]
```

```
#include <iostream>  
#include <string>  
using namespace std;  
  
int main() {  
    string str = "We think in generalities, but we live in details."  
                // quoting Alfred N. Whitehead  
  
    string str2 = str.substr(12, 12); // "generalities"  
    size_t pos = str.find("live");   // position of "live" in str  
    string str3 = str.substr(pos);    // get from "live" to the end  
  
    cout << str2 << ' ' << str3 << endl;  
}
```

```
generalities live in details.
```

Quiz #3

- Go to <https://www.slido.com/>
- Join #csp-hyu
- Click "Polls"

- Submit your answer in the following format:
 - **Student ID: Your answer**
 - e.g. **2017123456: 4)**

- Note that you must submit all quiz answers in the above format to be checked as "attendance".

Next Time

- Labs in this week:
 - Lab1: Assignment 7-1
 - Lab2: Assignment 7-2
- Next lecture (after the midterm exam):
 - 8 - Inheritance, Const & Class
- Midterm exam: 19:00~21:00, October 21 (Mon)
- No lecture and lab next week.