

C++ Standard Library Introduction

Outline Standard library

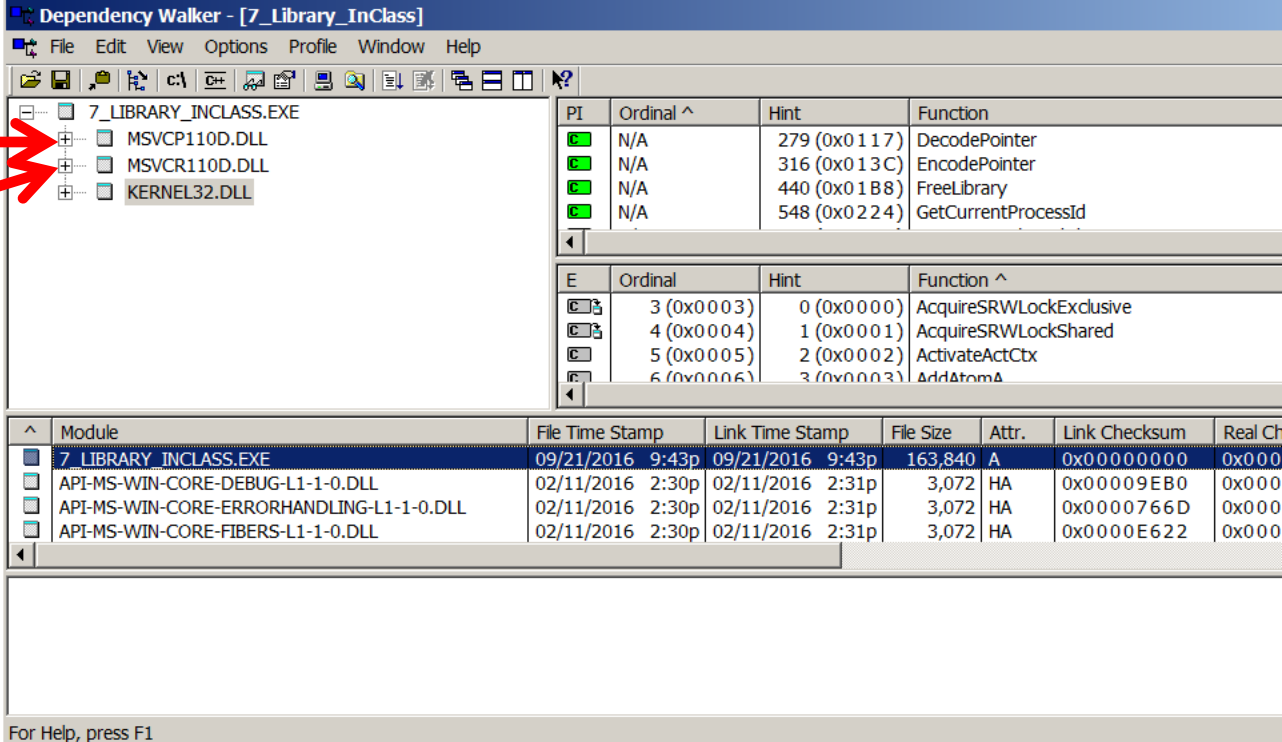
- Where is it?
- Why use it?
- What's in it?
- Choosing data structures
- Iterators

Where is it?

- Dependency Walker <http://www.dependencywalker.com/>

C++ library →

C library →



Dependency Walker - [7_Library_InClass]

File Edit View Options Profile Window Help

7_LIBRARY_INCLASS.EXE

- MSVCP110D.DLL
- MSVCR110D.DLL
- KERNEL32.DLL

PI	Ordinal ^	Hint	Function
0	N/A	279 (0x0117)	DecodePointer
1	N/A	316 (0x013C)	EncodePointer
2	N/A	440 (0x01B8)	FreeLibrary
3	N/A	548 (0x0224)	GetCurrentProcessId

E	Ordinal	Hint	Function ^
0	3 (0x0003)	0 (0x0000)	AcquireSRWLockExclusive
1	4 (0x0004)	1 (0x0001)	AcquireSRWLockShared
2	5 (0x0005)	2 (0x0002)	ActivateActCtx
3	6 (0x0006)	3 (0x0003)	AddAtomA

Module	File Time Stamp	Link Time Stamp	File Size	Attr.	Link Checksum	Real Ch
7_LIBRARY_INCLASS.EXE	09/21/2016 9:43p	09/21/2016 9:43p	163,840	A	0x00000000	0x0000
API-MS-WIN-CORE-DEBUG-L1-1-0.DLL	02/11/2016 2:30p	02/11/2016 2:31p	3,072	HA	0x00009EB0	0x0000
API-MS-WIN-CORE-ERRORHANDLING-L1-1-0.DLL	02/11/2016 2:30p	02/11/2016 2:31p	3,072	HA	0x0000766D	0x0000
API-MS-WIN-CORE-FIBERS-L1-1-0.DLL	02/11/2016 2:30p	02/11/2016 2:31p	3,072	HA	0x0000E622	0x0000

For Help, press F1

Why use Standard Library

- Code Reuse (never reinvent the wheel)
- Fast efficient
- WELL DEBUGGED
- Terse Readable code
- Guaranteed available with C++ compiler
- Standardized

What is in Standard library

Algorithms

Sort

Find

80+ others, also
Complex Numbers,
Random number
Generators, Ratios,
Regular Expressions
Swap, move

:

**Upshot: Before you
implement an
Algorithm check the
Standard Library.**

Iterators

Generic bridge
between
Algorithms and
Containers

Containers

string

vector

list

Also

map

deque

set

Slist

rope

hash_set

hash_map

Containers

1. vector, string, deque...
2. list
3. set, map, hash_set, hash_map ...

Containers

- Written by **Experts**
- Designed for specific situations
- Guaranteed performance (remember Big O?)
- **ALWAYS** Choose container based on your particular application.
- How?...

Containers- Simplified Rules

1. Need random access? – vector
2. Need to insert/delete from middle? - list
3. Lookup speed critical – hash_map, sorted vector ...
4. Need to insert/delete from beginning/end? deque
5. Are you lazy – (sigh...) just choose vector

See <http://stackoverflow.com/questions/10699265/how-can-i-efficiently-select-a-standard-library-container-in-c11>

Also Effective STL, Scott Meyers

Example- student grades

- Problem: Bunch of students, with name, midterm and final grades. Want to calculate their class grade and then sift out people who failed.
- Datastructure?

```
const double UNINITIALIZED = -1.0;
struct studentData{
    std::string name;
    double midterm, final;
    double classgrade;
    void clear(){name.clear();midterm=final=classgrade=UNINITIALIZED;}
};
```

- Top down design

Iterators

- Sequential **NOT** random access
- Used by containers to move between and examine each element
- Each container defines its own iterator
- Example vector and list iterators

```
//iterator for list  
std::list<studentData>::iterator itr1;  
  
//iterator for vector  
std::vector<studentData>::iterator itr;
```

Iterators - Using

The [] way, does not work with most containers

```
for ( int i = 0; i != myData.size()-1; ++i ){  
    myData[i].classgrade = 0.4 * myData[i].midterm + 0.6 * m  
}
```

The iterator way, works with all containers

```
std::vector<studentData>::iterator itr;  
for ( itr = myData.begin(); itr != myData.end(); ++itr ){  
    (*itr).classgrade = 0.4 * (*itr).midterm + 0.6 * (*itr).fin  
}
```



Pointers again

Pointers (will see again in memory allocation)

- Represents a memory address
- Refers to the location where an object resides in the computer's memory

- Initialize

```
//initialize to 0 (0 or NULL)
//unless setting it equal to an address
int      *ip      = NULL;
double   *dp      = 0;
char     *chp     = 0;
```

- Size of all pointers is the same (large enough to hold memory address)
- Setting pointer address

```
ip      = &myint;
```

- Dereference it to get the stored value

```
int NEWint = *ip;
```

Pointers – Reminder

```
int myint      = 3;  
int *ip        = NULL;  
ip             = &myint;  
int NEWmyint   = *ip;  
int NEWip      = ip;
```

Address	Value	Variable Name
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

Pointers and References

- Pointer can initially point to one object and later be made to point to another object
- References, once initialized, must always point to same thing
- Thus when declared references must be initialized.

```
//references
int& myintref    = myint;    //must initialize at declaration
myintref        = &NEWint;  //
```

- References cannot be null (0), pointers can and often are null.

```
const int MP_WAS_NULL = -1;
int myFunc(int& myint, int* mp){
    //dont have to check myint for null
    //MUST check pointer mp
    if (!mp)
        return MP_WAS_NULL;
```

Iterators - Using

The [] way, does not work with most containers

```
for ( int i = 0; i != myData.size()-1; ++i ){
    myData[i].classgrade = 0.4 * myData[i].midterm + 0.6 * m
}
```

The iterator way, does work with most containers

```
std::vector<studentData>::iterator itr;
for ( itr = myData.begin(); itr != myData.end(); ++itr ){
    (*itr).classgrade = 0.4 * (*itr).midterm + 0.6 * (*itr).fin
}
```

This is a pointer that's dereferenced to view the underlying object. In this case a studentData Struct. Incidentally (*itr).classgrade Is the same as iter->classgrade

Iterators - Using

```
void extractFailingStudents(vector<studentData> &allstudentData, vector<studentData> &failstudentData){
    const double FAILGRADE = 60.0;

    //iterate over allstudentData
    //using iterators
    std::vector<studentData>::iterator itr = allstudentData.begin();
    while (itr != allstudentData.end()){
        if ((*itr).classgrade<FAILGRADE){
            failstudentData.push_back(*itr);
            itr = allstudentData.erase(itr);    //erase returns updated itr pointing to next element
        }
        else
            ++itr;
    }
}
```

failstudentData

allstudentData

Revisit container selection

`extractFailingStudents()` deleted from middle of vector `allstudentData`, so What is a good datastructure?

1. Need random access? – vector
2. Need to insert/delete from middle? - list
3. Lookup speed critical – `hash_map`, sorted vector ...
4. Need to insert/delete from beginning/end? Deque

From Rule 2, choose List

Revise part of 4_vector_studentGrades

```

void extractFailingStudents(vector<studentData> &allstudentData, list<studentData> &failstudentData
//void extractFailingStudents(vector<studentData> &allstudentData, vector<studentData> &failstudentData
    const double FAILGRADE = 60.0;

//iterate over allstudentData
std::list<studentData>::iterator itr = allstudentData.begin(); //list
//std::vector<studentData>::iterator itr = allstudentData.begin(); //vector

while (itr != allstudentData.end()){
    if ((*itr).classgrade<FAILGRADE){
        failstudentData.push_back(*itr);
        itr = allstudentData.erase(itr); //erase returns updated itr pointing to next element
    }
    else
        ++itr;
}

```

What difference does this really make?

<u>File Size</u>	<u>List</u>	<u>Vector</u>
735	0.1	0.1
7350	0.8	6.7
73500	8.8	597.1

Can you swap one container for another?

- Usually - No
- Only sequence containers support `push_front` or `push_back` (array, vector, deque, list, forward_list)
- Only associative containers support `count` and `lower_bound` (set, multiset, map, multimap)
- Contiguous-memory containers offer random-access iterators (vector, string, deque)
- node-based containers offer bidirectional iterators (list, set, map, hash_set, hash_map ...)

Summary

- Don't Reinvent the wheel. The standard library is your first stop when designing a project.
 - Choose data structure (container) based on which one performs best for your needs
 - Look in Algorithms before you write anything
- Iterators are a standardized way to move through containers, element by element