

23/09/2023

Custom Comparator

 CUTOM COMPARATOR

C++ STL Concept



1. SORT A VECTOR: When you want to sort a vector using C++ STL sort data structure then syntax is

```
// SORT A VECTOR
vector<int> v;

// Syntax of sorting
sort(v.begin(), v.end());
```

increasing
order sorting
by default

2. SORT A ARRAY: When you want to sort a vector using C++ STL sort data structure then syntax is


```
// SORT A ARRAY:
int arr[];

// Syntax of sorting
sort(arr, arr+n);

/*
Where
- arr is a base address of array
- n is length of array
*/
```

increasing order
sorting by default

1. SORT A VECTOR:

```
//  CUTOM COMPARATOR 01: SORT A VECTOR
#include <algorithm>
```

1. SORT A VECTOR:

```
// CUSTOM COMPARATOR 01: SORT A VECTOR
#include <algorithm>
#include <iostream>
#include <vector>

using namespace std;

// Printing Method
void print(vector<int> &v) {
    for (int i = 0; i < v.size(); ++i) {
        cout << v[i] << " ";
    }
    cout << endl;
}

// Custom Comparator ki return value always true ya false hoti hai
bool myComparator1(int &a, int &b) {
    return a > b; // decreasing order sorting
}

bool myComparator2(int &a, int &b) {
    return a < b; // increasing order sorting
}

int main() {
    vector<int> v = {44, 55, 22, 11, 33};

    cout << "Vector" << endl;
    print(v);

    cout << "Increasing order sorting by default" << endl;
    sort(v.begin(), v.end());
    print(v);

    cout << "Decreasing order sorting by my comparator 1" << endl;
    sort(v.begin(), v.end(), myComparator1);
    print(v);

    cout << "Increasing order sorting by my comparator 2" << endl;
    sort(v.begin(), v.end(), myComparator2);
    print(v);

    return 0;
}

/*
Vector
44 55 22 11 33
Increasing order sorting by default
11 22 33 44 55
Decreasing order sorting by my comparator 1
55 44 33 22 11
Increasing order sorting by my comparator 2
11 22 33 44 55
*/
```

```
// Custom comparator for decreasing order sorting
bool myComparator1(int &a, int &b) {
    return a > b;
}

// Custom comparator for increasing order sorting
bool myComparator2(int &a, int &b) {
    return a < b;
}
```

2. SORT VECTOR OF VECTOR:

Declaration Syntax of 2D vector

$\text{Vector} < \text{Vector} < \text{int} > > \text{vi}$

$n=5$

Index 0 \rightarrow V0

1	44
---	----

Row

0 \rightarrow

1	44
1	55

Index 0 $\rightarrow V_0$

1	44
---	----

Index 1 $\rightarrow V_1$

0	55
---	----

Index 2 $\rightarrow V_2$

0	22
---	----

Index 3 $\rightarrow V_3$

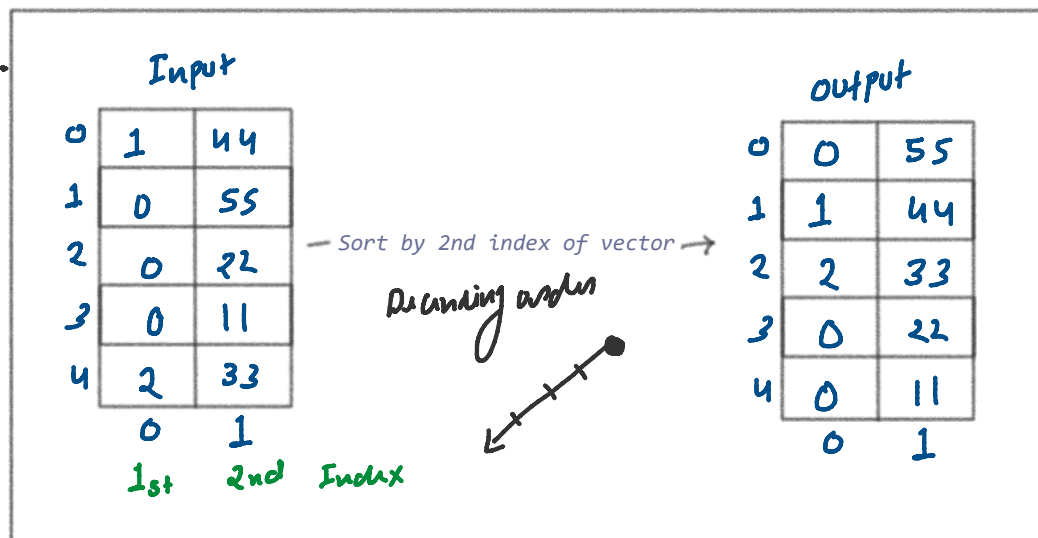
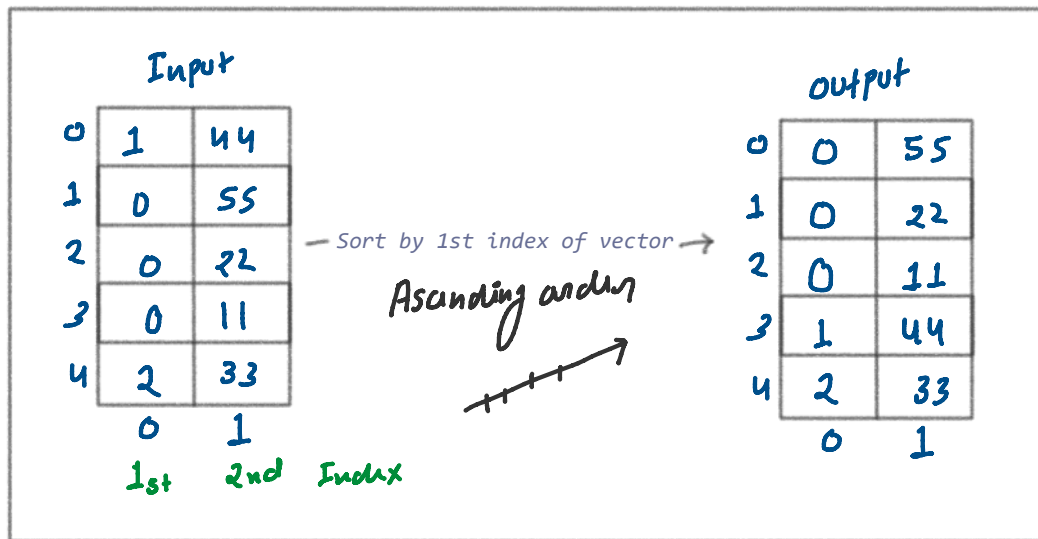
0	11
---	----

Index 4 $\rightarrow V_4$

2	33
---	----

0	1	44
1	0	55
2	0	22
3	0	11
4	2	33
0	1	

Col



```
// ✓ CUSTOM COMPARATOR 02: SORT VECTOR OF VECTOR
#include <algorithm>
#include <iostream>
#include <vector>
using namespace std;
```

```
// Printing Method
```

```
void print(vector<vector<int>> &v) {
    for (int i = 0; i < v.size(); ++i) {
        vector<int> &temp = v[i];
        int a = temp[0];
        int b = temp[1];
        cout << a << " " << b << endl;
    }
    cout << endl;
}
```

```
// Custom Comparator ki return value always true ya false hoti hai
```

```
bool myComparator1(vector<int> &a, vector<int> &b) {
    return a[0] > b[0]; // decreasing order sorting by 1st index
}
```

```
bool myComparator2(vector<int> &a, vector<int> &b) {
    return a[1] > b[1]; // decreasing order sorting by 2nd index
}
```

```
int main() {
    // vector of vector sorting
    vector<vector<int>> v;

    int n;
    cout << "Enter size:\n";
    cin >> n;
```

```
// Taking input from user in 2D vector
for (int i = 0; i < n; ++i) {

    int a, b;
    cout << "Enter a, b" << endl;
    cin >> a >> b;

    // Creation of 1D vector temp
    vector<int> temp;

    // Inserting element a at 0th and b at 1st index in 1D vector
    temp.push_back(a);
    temp.push_back(b);

    // Inserting 1D vector temp in 2D vector v
    v.push_back(temp);
}
```

```
cout << "Here are the Values" << endl;
print(v);
```

```
cout << "Sorted by 1st index" << endl;
sort(v.begin(), v.end(), myComparator1);
print(v);
```

```
cout << "Sorted by 2nd index" << endl;
sort(v.begin(), v.end(), myComparator2);
print(v);
```

```
return 0;
}
```

```
bool myComparator1(vector<int> &a, vector<int> &b) {
    return a[0] < b[0]; // increasing order sorting by 1st index
}
```

```
bool myComparator2(vector<int> &a, vector<int> &b) {
    return a[1] < b[1]; // increasing order sorting by 2nd index
}
```