# Basics6 – STL Templates

## Due Date

- See Piazza for due date and time
  - Grading the next day
- Submit program to perforce in your student directory
  - Sub directory called:
    - /Basics6/...
  - Fill out your ***Basics6 Submission Report.pdf***
    - Place it in the same directory as your solution
    - Enter the final Changelist number of your submission
    - Enter the number of test passed
    - Write up a quick discussion in the report
      - What you learned from this basics

## Goals

- STL templates in C++
  - Understand STL containers
  - Understand STL algorithms
  - Understand STL compare functors

## Assignments

- General:
  - Have fun learning STL better, dig into the books:
  - Answer the questions about STL for each problem:
    - Fill in the answers to:
      - Problem_1()
      - Problem_2()
      - Problem_3()
      - Problem_4()
  - For this assignment you will not be able to run the unit tests
    - Follow the directions
    - Mimic the sample text files (those are the answers)
  - Muy Importante!
    - With STL there is a clever concise way and the naive way
      - Do not do anything here by brute force
    - To help you remember,
      - Think of every list containing 1 million entries
      - What' s the most efficient way to initialize
        - Without you iterating through pushes or inserts
      - Who knows this might be on the final.
        - Besides its something all ninjas should know.

- Make sure that your program compiles and runs
  - Warning level 4 sometimes that is not possible due to MS headers…
  - Your code should be squeaky clean.

- We are using Perforce
  - You should have received the document describing how to login.
    - Please look at the documentation and videos under the reference directory
  - Submit program to perforce in your student directory
    - Sub directory called: /Basics6/…
      - As described above
  - All your code must compile from perforce with no modifications.
    - Otherwise it's a 0, no exceptions
    - Only Visual Studio 2013 allowed

## Validation

*Simple check list to make sure that everything is checked in correctly*

- Did you do answer all the questions (initial answers are incorrect)?
- Do they compile and run without any errors?
- Warning level 4 free?
- Submitted it into /Basics6 directory - without the extra files?
- Fill out the submission report?
- Can you delete you local drive, regrab the Basics6 directory?
  - Is all the code there?

## Hints

Most assignments will have hints in a section like this.

- This is pretty easy Basic assignment
  - learn STL by look at the STL book
  - Sometimes it may not be obvious
- I expect this assignment to be completed quickly for most of the students
  - Please make sure you fully understand this code without a debugger.
  - Many little lessons here for those who put in the effort.
- Enjoy