C++: Vector intro, Sort

BTW

 Make sure you are keeping up with the content on the course website

Outline

- Vector
- Sort
- Find

Vector

- Part of standard library <vector>
- Container that holds a collection of values
- Type of object it holds specified in <>
- Grows as needed
- Allows easy access to individual values

Vector - adding

```
push_back(element)
```

Adds a new element to the end of the vector

Makes COPY of element it adds (so can reuse element)

struct Student info {

```
string name;
double midterm, final;
}; // note the semicolon--it's required

record.name = "Oliver";
record.midterm = 50;
record.final = 100;
students.push_back(record);
```

Vector - allocated in contiguous memory (you can use [] for random access)

- Show contiguous memory on board
- Show how indexing works

```
18⊖ int main() {
19
       vector<ms> mv;
20
21
       ms var1;
       for (int i=0; i<4; i++){
22
23
           var1.v1=i;
           mv.push back(var1);
24
25
26
      //set and hit breakpoint at return 0
27
28
      //in expressions view
       //sizeof(ms) => returns 4
30
       //&mv[0] => gets address of 1st element in vector
31
       //\&mv[1] \Rightarrow 4 away from 0
32
       //\&mv[2] => 4 away from 1
33
       return 0:
34 }
```

Demo 4_vector_prove_contiguous.git

Vector - Miscellaneous

- V.push_back(element) adds element to the back of the vector
- V.pop back() removes the last element of the vector
- v.begin() returns iterator (a "pointer") to first value in v
- v.end() returns iterator (a "pointer") to last+1 value in v (1 past end)
- v[i] returns value stored at i. You must make sure this value exists else undefined behavior.
 - BTW this container[i] random access syntax works on contiguous memory containers only (std::string, std::array, std::vector). It does **not** work on <u>non-contiguous</u> memory containers (std::list and most other containers).
- v.size() Returns number of elements in v.

Vector - Miscellaneous

- v.empty() checks whether v is empty (boolean)
- v.reserve() reserve storage, use this if you know approximately how big your vector will grow
- v.capacity() how many elements can be held in current storage
- v.clear() clears the contents
- v.erase() erase an element (returns iterator to next element, probably causes reallocation which is slow)
- v.size() Returns number of elements in v.

Sorting – simple

- Part of standard library <algorithm>
- Simple sorting use if type container holds lends itself to comparison using < (int, double, string etc)
- Rearranges the container though, if need the original, make a copy

Sorting – complicated

- What if type is a struct that does not respond to <
- Sort takes a third parameter, a compare function

```
//used by sort algorithm
bool compareName(const Student info& x, const Student info& y)
   return x.name < y.name;
bool compareMidterm(const Student info& x, const Student info& y)
   return x.midterm < y.midterm;</pre>
bool compareFinal(const Student info& x, const Student info& y)
   return x.final < y.final;
//sort by name
sort(students.begin(), students.end(), compareName);
//sort by Midterm
sort(students.begin(), students.end(), compareMidterm);
//sort by Final
sort(students.begin(), students.end(), compareFinal);
```

See 'Vectors and Sorting' project

Vector – Finding stuff- brute force

```
vector<Student_info> students;

Student_info record;

record.name = "Oliver";
record.midterm = 50;
record.final = 100;
students.push_back(record);

for (Student_info &s : students) {
   if (s.name == "Oliver")
        std::cout << "found " << s.name << std::endl;
}</pre>
```

Summary

- Vectors and sorting
- Make sure value exists before dereference (use size())