

Lecture #9

Generic Programming!

- Custom Comparison Operators
- Templates
- The Standard Template Library (STL)
- STL Iterators
- STL Algorithms (sort, etc.)
- On-your-own Study:
 - Inline Functions, Template Exercise, More STL Algorithms

Generic Programming



Generic Programming

Why should you care?

What if you could program 50x
faster than everyone else?

That's what generic
programming is all about.

We'll learn how to do stuff like:

Write a single generic function
that can sort **ANY** type data

Write a linked list class that can
hold **ANY** type of value

Define once, re-use infinitely

So pay attention!

Why
should
I care?



Generic Programming

In this lecture, we're going to learn about
"Generic Programming"

The goal of GP is to build algorithms that are able to **operate on many different types of data** (not just a single type).

For example, a **sort function** that doesn't just sort **ints** but can sort **strings**, **ints**, **Student objects**, etc.

Or a **linked list class** that doesn't just hold **Students**, but can hold **Students**, **ints**, **Robots**, etc.

Once you define such a generic function or class, you can **quickly reuse** it to **solve many different problems**.

Part 1: Allowing Generic Comparisons

Consider the following `main` function that compares various objects to each other...

```
main()
{
    int i1 = 3, i2 = 5;
    if (i1 > i2)
        cout << "i1 is bigger";

    Circ    a(5), b(6);

    if (a.radius() > b.radius())
        cout << "a was bigger";

    Dog fido(10), spot(20);

    if (fido.weight() >
        spot.weight())
        cout << "fido is bigger";
}
```

Notice that the way we compare two `dogs` (by `weight`) is different than the way we compare two `circles` (by `radius`).

Wouldn't it be nice if we could compare objects like circles and dogs just like we compare two integers?

We can! Let's see how!

Custom Comparison Operators

```
class Dog
{
public:
```

```
    bool operator<(const Dog &other)
    {
        if (m_weight < other.m_weight)
            return true;
        return false;
    }
```

```
    int getWeight() const
    { return m_weight;
```

```
    ...
```

```
private:
```

```
    int m_weight;
```

Since I'm defined **outside** the class, I can only use public methods like **getWeight()**!

```
bool operator>=(const Dog &a,
               const Dog &b)
```

```
{
    if (a.getWeight() >= b.getWeight())
        return true;
    return false;
}
```

All comparison operators accept **const reference** parameters.
(Leaving **const** out **can** cause **compiler errors**!)

Comparison operators defined **inside** the class have a single "other" parameter, just like a **copy constructor** does. "other" refers to the value to the **right** of the operator:
if (a < other) ...

Since I'm defined **inside** the class, I can access private data too, like **m_weight**!

You can define a **comparison operator** for a class/struct like this...

If you like, you can also define your comparison operator **inside** your class...

NOTE: If you define the operator **outside** of the class, it may **only** use **public methods** from your class!

Does it look familiar? It's just like an **assignment operator**, only it **compares** two objects instead of **assigning** one to another.

You can define **==, <, >, <=, >=** and **!=**

Comparison operators defined **outside** the class have two parameters, one for each of the two operands.

```
if (a >= b)
    cout << "a is >= b\n";
```

All comparison operators must return a Boolean value: **true** or **false**. In this example, our function should return **true** if **a >= b**, and **false** otherwise.

Your comparison function should compare **object a** against **object b** using whatever approach makes sense. Here we say **dog a** is greater than **dog b** if its **weight** is bigger.

Custom Comparison

```
bool operator>=(const Dog &a, const Dog &b)
{
    if (a.5getWeight() 3>= b.getWeight())
        return(true);
    else return(false);
}
```

Oh, and by the way... since **a** and **b** are **const**, our function can only call **const** functions in Dog! So you'd better make **getWeight()** **const** too!

If you forget the **const** keyword...

```
{
public:
    int getWeight() const
    {
        return(m_weight);
    }
    ...
private:
    int m_weight;
};
```

You'll see this kind of cryptic **error**...

fido

weight
5

spot

weight
3

```
main()
{
    Dog fido(5), spot(3);
    if (fido >= spot)
        cout << "fido wins";
    ...
}
```

Simply using the operator in your code causes C++ to call your comparison function!

10 Errors 0 Warnings 0 Messages

Description

error C2662: 'int Dog::getWeight(void)': cannot convert 'this' pointer from 'const Dog' to 'Dog &'

Part 2: Writing Generic Functions

In this code, we've written several different *swap* functions that swap the two values passed into the function.

Wouldn't it be nice if we could write *one* swap function and have it work for *any* data type?

```
// the old way
void SwapCircle(Circ &a, Circ &b)
{
    Circle temp;
    temp = a;
    a = b;
    b = temp;
}

void SwapDog(Dog &d1, Dog &d2)
{
    Dog temp;
    temp = a;
    a = b;
    b = temp;
}

main()
{
    Circle a(5), b(6);
    Dog c(100), d(750);

    SwapCircle(a,b);
    SwapDog(c,d);
}
```

We can!! Let's see how!

```
// the new way

... (we'll learn how in a sec)

main()
{
    Circ a(5), b(6);
    Dog c(10), d(75);
    int e = 5, f = 10;

    OurGenericSwap(a,b);
    OurGenericSwap(c,d);

    OurGenericSwap(e,f);
}
```


The Solution

In C++, we use C++'s "template" feature to solve this problem.

```
template <typename Item>
void swap(Item &a, Item &b)
{
    Item temp;
    temp = a;
    a = b;
    b = temp;
}

// use our templated func
main()
{
    Dog d1(10), d2(20);
    Circle c1(1), c2(5);

    swap(d1, d2);
    swap(c1, c2);
    ...
}
```

To turn any function into a "generic function," do this:

1. Add the following line above your function:

template <typename xxx>

2. Then use xxx as your data type throughout the function:

swap(xxx a, xxx b)

Now you can use your generic function with any data type!

Function Template Details

Always place your templated functions in a header file.

Then include your header file
in your CPP file(s) to use
your function!

You must put the **ENTIRE**
template function in the **header**
file, not just the prototype!

Swap.H

```
template <typename Data>
void swap(Data &x, Data &y)
{
    Data temp;

    temp = x;
    x = y;
    y = temp;
}
```

MyCoolProgram.CPP

```
#include "Swap.h"
void main(void)
{
    int a=5, b=6;

    swap(a,b); // GOOD!
}
```

Function Template Details

Each time you use a template function with a different type of variable, the compiler **generates a new version** of the function in your program!

Question: How many versions of our function would be defined in this example?

So you can think of templates as a **time-saving/bug-reducing/source-simplifying** technique rather than one that reduces the size of your compiled program.

Swap.H

```
template <typename Data>
void swap(Data &x, Data &y)
{
    Data temp;

    temp = x;
    x = y;
    y = temp;
}
```

```
void swap(Dog &x, Dog &y)
{
    Dog temp;

    temp = x;
    x = y;
    y = temp;
}
```

```
void swap(int &x, int &y)
{
    int temp;

    temp = x;
    x = y;
    y = temp;
}
```

```
void swap(string &x, string &y)
{
    string temp;

    temp = x;
    x = y;
    y = temp;
}
```

```
Dog a(13), b(41);
swap(a,b);

int p=-1, q=-2;
swap(p,q);

string x("a"), y("b");
swap(x,y);
}
```

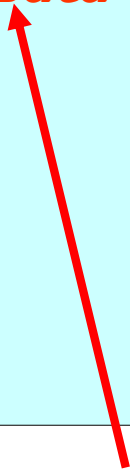
Function Template Details

You **MUST** use the template data type (e.g. **Data**) to define the type of at least one **formal parameter**, or you'll get an **ERROR!**

GOOD:

```
template <typename Data>
void swap(Data &x, Data &y)
{
    Data temp;

    temp = x;
    x = y;
    y = temp;
}
```

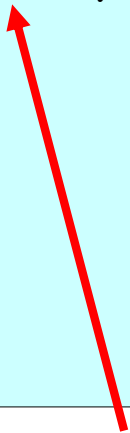


Data used to specify the types of **x** and **y**!

BAD:

```
template <typename Data>
Data getRandomItem(int x)
{
    Data temp[10];

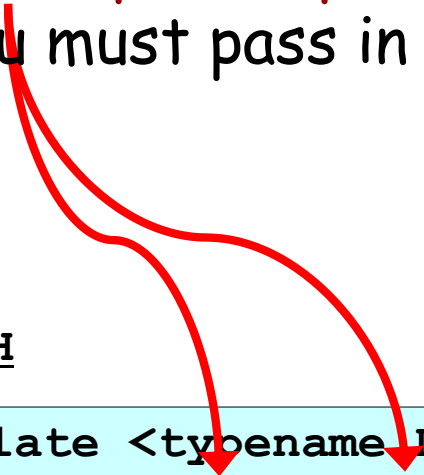
    return (temp[x]);
}
```



Data was not used to specify the type of any parameters.

Function Template Details

If a function has two or more
"templated parameters," with the same type (e.g. Data)
you must pass in the same type of variable/value for both.



MAX.H

```
template <typename Data>
Data max(Data x, Data y)
{
    if (x > y)
        return x;
    else
        return y;
}
```

```
#include "max.h"
main()
{
    int i = 5;
    float f = 6.0;
    cout << max(i,f); // ERROR!

    Dog c;
    Cat d, e;
    e = max(d,c);      // ERROR!
}
```

Function Template Details

```
Dog bigger(Dog &x, Dog &y)
{
    if (x.bark() > y.bark())
        return x;
    else if (x.bark() < y.bark())
        return y;
    // barks are equal, check bite
    if (x.bite() > y.bite())
        return x;
    else
        return y;
}
```

And here's a version of **bigger** that is just used for comparing **dogs**!

This function call will use the specialized version of bigger just for Dogs. Why? If c++ sees a specialized version of a function, it will always choose it over the templated version.

You may override a templated function with a specialized (non-templated) version if you like.

This function call will use the templated version of bigger.

```
template <typename Data>
Data bigger(Data &x, Data &y)
{
    if (x > y)
        return x;
    else
        return y;
}
```

Here's a templated function to return the **bigger** of two items.

```
int main()
{
    Circle a, b, c;
    c = bigger(a,b);

    Dog fido, rex, winner;
    winner = bigger(fido,rex);
}
```

A Hairy Template Example

```
bool operator>(const Dog &a,const Dog &b)
{
    if (a.weight() > b.weight())
        return(true);
    else return(false);
}
```

```
bool operator>(const Circ &a,const Circ &b)
{
    if (a.radius() > b.radius())
        return(true);
    else return(false);
}
```

```
template <typename Data>
void winner(Data &x, Data &y)
{
    if (x > y)
        cout << "first one wins!\n";
    else
        cout << "second one wins!\n";
}
```

If your templated function uses a **comparison operator** on templated variables...

Then C++ expects that all variables passed in will have that operator defined.

So if you use such a function with a **user-defined class**.

You **must define a comparison operator** for that class!

Don't forget or you'll **suffer**!

```
main()
{
    int i1=3, i2=4;
    winner(i1,i2);

    Dog a(5), b(6);
    winner(a,b); // works!

    Circ c(3), d(4);
    winner(c,d); // works!
}
```

Multi-type Templates

```
template <typename Type1, typename Type2>
void foo(Type1 a, Type2 b)
{
    Type1 temp;
    Type2 array[20];

    temp = a;
    array[3] = b;
    // etc...
}
```

```
int main(void)
{
    foo(5, "barf"); // OK!
    foo("argh", 6); // OK!
    foo(42, 52);   // OK!
}
```

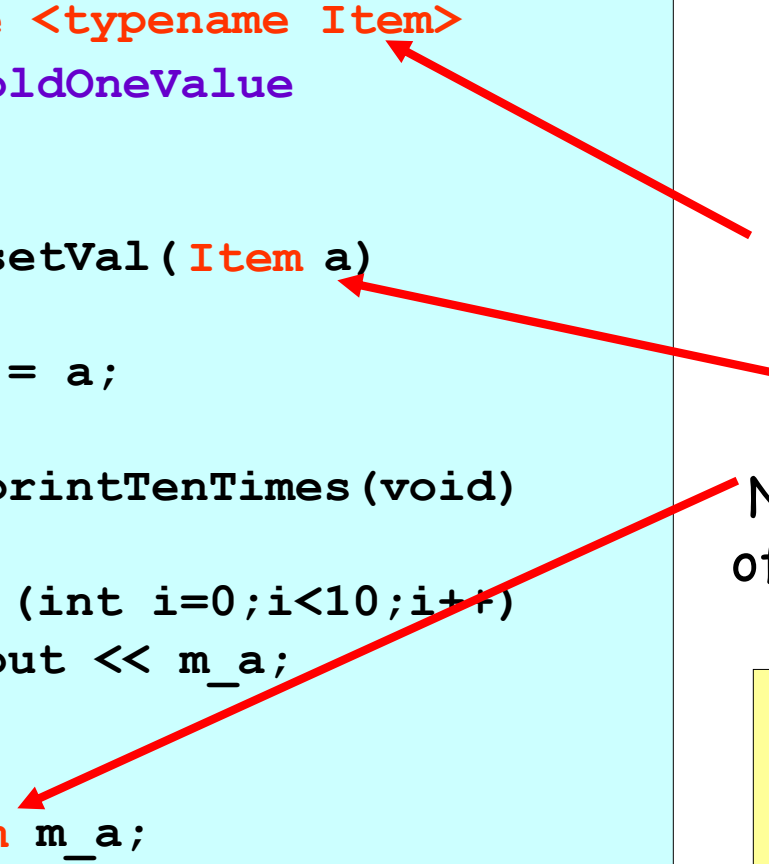
And *yes*, just in case
you were guessing...

You can do this type of
thing too...

Part 3: Writing Generic Classes

We can use templates to make entire classes generic too:

```
template <typename Item>
class HoldOneValue
{
public:
    void setVal(Item a)
    {
        m_a = a;
    }
    void printTenTimes(void)
    {
        for (int i=0;i<10;i++)
            cout << m_a;
    }
private:
    Item m_a;
};
```



You must use the prefix:

`template <typename xxx>`

before the `class definition` itself...

Then update the appropriate types in your class...

Now your class can hold any type of data you like - just like the C++ `stack` or `queue` classes!

```
main()
{
    HoldOneValue<int> v1;
    v1.setVal(10);
    v1.printTenTimes();

    HoldOneValue<string> v2;
    v2.setVal("ouch");
    v2.printTenTimes();
}
```

In classes with **externally-defined member functions**,
things get **ugly**!

```
template <typename Item>
class Foo
{
public:
    void setVal(Item a);
    void printVal(void);
private:
    Item m_a;
};

template <typename Item>
void Foo<Item>::setVal(Item a)
{
    m_a = a;
}

template <typename Item>
void Foo<Item>::printVal(void)
{
    cout << m_a << "\n";
}
```

You add the prefix:

template <typename xxx>

before the **class definition**
itself...

AND before each function
definition, **outside** the class.

THEN update the types to
use your templated type...

Finally, place the postfix:

<xxx>

Between the **class name** and
the **::** in all function defs.

Template Classes

Template classes are **very useful** when we're building container objects like **linked lists**.

Before

```
class LinkedListofStrings
{
public:
    LinkedListofStrings();
    bool insert(string &value);
    bool delete(string &value);
};

class LinkedListofDogs
{
public:
    LinkedListofDogs();
    bool insert(Dog &value);
    bool delete(Dog &value);
    bool retrieve(int i, Dog &value);
    int size(void);
    ~LinkedListofDogs();
private:
    ...
};
```

```
template <class HoldMe>
```

```
class LinkedList
```

```
{
```

```
public:
```

```
    LinkedList();
```

```
    bool insert(HoldMe &value);
```

```
    bool delete(HoldMe &value);
```

```
    bool retrieve(int i, HoldMe &value);
```

```
    int size(void);
```

```
    ~LinkedList();
```

```
private:
```

```
    ...
```

```
};
```

After

```
int main( )
```

```
{
```

```
    Dog fido(10);
```

```
    LinkedList<Dog> dogLst;
```

```
    dogLst.insert(fido);
```

```
    LinkedList<string> names;
```

```
    names.insert("Seymore");
```

```
    names.insert("Butts");
```

```
}
```

Carey's Template Cheat Sheet

- To templatize a non-class function called bar:
 - Update the function header: `int bar(int a) → template <typename ItemType> ItemType bar(ItemType a);`
 - Replace appropriate types in the function to the new `ItemType`: `{ int a; float b; ... } → {ItemType a; float b; ...}`
- To templatize a class called foo:
 - Put this in front of the class declaration: `class foo { ... }; → template <typename ItemType> class foo { ... };`
 - Update appropriate types in the class to the new `ItemType`
 - How to update internally-defined methods:
 - For normal methods, just update all types to `ItemType`: `int bar(int a) { ... } → ItemType bar(ItemType a) { ... }`
 - Assignment operator: `foo &operator=(const foo &other) → foo<ItemType>& operator=(const foo<ItemType>& other)`
 - Copy constructor: `foo(const foo &other) → foo(const foo<ItemType> &other)`
 - For each externally defined method:
 - For non inline methods: `int foo::bar(int a) → template <typename ItemType> ItemType foo<ItemType>::bar(ItemType a)`
 - For inline methods: `inline int foo::bar(int a) → template <typename ItemType> inline ItemType foo<ItemType>::bar(ItemType a)`
 - For copy constructors and assignment operators
 - `foo &foo::operator=(const foo &other) → foo<ItemType>& foo<ItemType>::operator=(const foo<ItemType>& other)`
 - `foo::foo(const foo &other) → foo<ItemType>::foo(const foo<ItemType> &other)`
 - If you have an internally defined struct `blah` in a class: `class foo { ... struct blah { int val; }; ... };`
 - Simply replace appropriate internal variables in your struct (e.g., `int val;`) with your `ItemType` (e.g., `ItemType val;`)
 - If an internal method in a class is trying to return an internal struct (or a pointer to an internal struct):
 - You don't need to change the function's declaration at all inside the class declaration; just update variables to your `ItemType`
 - If an externally-defined method in a class is trying to return an internal struct (or a pointer to an internal struct):
 - Assuming your internal structure is called "blah", update your external function bar definitions as follows:
 - `blah foo::bar(...) { ... } → template<typename ItemType>typename foo<ItemType>::blah foo<ItemType>::bar(...) { ... }`
 - `blah *foo::bar(...) { ... } → template<typename ItemType>typename foo<ItemType>::blah *foo<ItemType>::bar(...) { ... }`
- Try to pass templated items by const reference if you can (to improve performance):
 - Bad: `template <typename ItemType> void foo(ItemType x)`
 - Good: `template <typename ItemType> void foo(const ItemType &x)`

Part 4: The Standard Template Library (aka "STL")

The Standard Template Library or **STL** is a collection of **pre-written, tested** classes provided by the authors of C++.

These classes were all **built using templates**, meaning they can be used with many different data types.

You can use these classes in your programs and it'll **save you hours of programming! Really!**

As it turns out, we've already seen two of these STL classes!

The "STL"

We've already seen several STL classes
(which are all implemented using templates)

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

main()
{
    stack<int>          is;
    queue<string>       sq;

    is.push(5);
    is.push(10);
    ...
    sq.push("goober");
    ...
}
```

The **Stack** and **Queue** classes
are both part of the **STL**.

These classes are called
"container" classes because
they hold groups of items.

The STL has many more
container classes for your
use as well!

Let's learn about them...

Cool STL Class #1: Vector

The STL **vector** is a template class that works just like an array, only it doesn't have a fixed size!

vectors grow/shrink automatically when you add/remove items.

To use vectors in your program, make sure to `#include <vector>`!

Remember: If you don't include a `"using namespace std"` command, then you'll need to use the `std::` prefix for all of your STL containers, e.g.:

```
std::vector<std::string> strs;
```

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

main()
{
    vector<string>    strs;
    vector<int>       nums;
    vector<Robot>     robots;

    vector<int>       geeks (950) ;

}
```

To create an empty vector (with 0 initial elements) do this...

Or create a vector that starts with N elements like this...

All of a vector's initial elements are automatically initialized/constructed (e.g., **geeks** 950 values start at **zero**)!

Cool STL Class #1: Vector

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

main()
{
    vector<string>    strs;

    strs.push_back("Carey");
    strs.push_back("Scott");

    vector<int>    vals(3);

    vals.push_back(123);

}
```

Once you've created a vector, you can **add** items, **change** items, or **remove** items...

To **add a new item** to the very end of the vector, use the **push_back** command.

strs		vals	
[0]	Carey	[0]	0
[1]	Scott	[1]	0
		[2]	0
		[3]	123

Cool STL Class #1: Vector

To read or change **an existing item** use brackets to access it.

But be careful! You may only use brackets to access existing items!

Finally, you can use the **front** or **back** methods to read/write the first/last elements (if they exist).

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

main()
{
    vector<int>  vals(3);
    vals.push_back(123);

    vals[0] = 42;
    cout << vals[3];
    vals[4] = 1971;
    cout << vals[7];
    cout << vals.back();
}
```

CRASH!

CRASH!

There is no item #4 in the vector, so this is illegal!

vals	
[0]	42
[1]	0
[2]	0
[3]	123

123 123

Cool STL Class #1: Vector

To remove an item **from the back** of a vector, use **pop_back**.

This actually shrinks the vector (afterward it has fewer items)

Be careful! Once you've removed an item from the vector, you can't access its slot with brackets!

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

main()
{
    vector<int>  vals(3);
    ...
```

```
    vals.pop_back();
```

```
    vals.pop_back();
```

```
    vals[3] = 456;
```



CRASH!

We'll learn how to remove an item **from the middle/front** of a vector in just a bit...

vals	
[0]	42
[1]	0
[2]	0
[3]	123

Cool STL Class #1: Vector

For some candy - any guesses how vectors are implemented?

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

main()
{
    vector<int>  vals(2,444);
    vals.push_back(999);

    cout << vals.size();

    if (vals.empty() == false)
        cout << "I have items!";

}
```

To get the current number of elements in a vector, use the **size** method.

And to determine if the vector is empty, use the **empty** method!

Carey says: Remember - the `size()` function works for **vectors** but **NOT** arrays:

```
int arr[10];
cout << arr.size(); // ERROR!
```

444

444

999

3 I have items!

Cool STL Class #2: List

The STL `list` is a class that works just like a linked list.
(So you can be lazy and not write your own)

```
#include <list> // ← don't forget!
using namespace std;

main()
{
    list<float>    lf;

    lf.push_back(1.1);
    lf.push_back(2.2);
    lf.push_front(3.3);

    cout << lf[0] << endl; // ERROR!
}
```

Like `vector`, the `list` class has `push_back`, `pop_back`, `front`, `back`, `size` and `empty` methods!

But it also has `push_front` and `pop_front` methods!

These methods allow you to `add/remove` items from the `front` of the list!

Unlike vectors, you `can't` access list elements using `brackets`.

Cool STL Class #2: List

The STL `list` is a class that works just like a linked list.
(So you can be lazy and not write your own)

```
#include <list> // ← don't forget!  
using namespace std;
```

```
main()
```

```
{
```

```
    list<float>    lf;
```

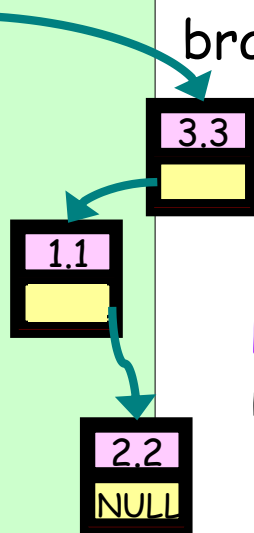
```
    lf.push_back(1.1);
```

```
    lf.push_back(2.2);
```

```
    lf.push_front(3.3);
```

```
}
```

If NULL



So when should you use a `vector` and when should you use a `list`?

Since vectors are based on `dynamic arrays`, they allow fast access to any element (via brackets) but adding new items is often slower.

The STL `list` is based on a `linked list`, so it offers fast insertion/deletion, but slow access to middle elements.

Iterating Through The Items

Question: Given an STL container class (like a **list**), how do you **iterate** through its elements?

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

main()
{
    list<int> poof;

    poof.push_back(5);
    poof.push_back(7);
    poof.push_back(1);

    // how do I enumerate elements?
    for (int j=0; j<poof.size(); j++)
        cout << poof.retrieve(j);
}
```

Unfortunately, other than the **vector** class which allows you to use **brackets []** to access elements...

None of the other STL containers have an easy-to-use **"retrieve"** method to quickly go thru the items.

Won't work...



Iterating Through The Items

To enumerate the contents of a container (e.g., a list or vector), you typically use an **iterator variable**.

```
main()
{
    vector<int>    myVec;

    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

}
```

An iterator variable is just like a **pointer variable**, but it's used just with STL containers.

Typically, you start by pointing an iterator to some item in your container (e.g., the first item).

Just like a pointer, you can **increment** and **decrement** an iterator to move it up/down through a container's items.

You can also use the iterator to **read/write** each value it points to.

Defining an Iterator

```
main()
{
    vector<int>    myVec;

    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

    vector<int> :: iterator it;

}
```

To define an iterator variable, write the **container type** followed by **two colons**, followed by the word **iterator** and then a **variable name**.

Here are a few more examples:

```
vector<string>::iterator it2;
```

```
list<float>::iterator it3;
```


STL Iterators

When you call the `begin()` method it returns the position of the very first item in the container.

```
main()
{
    vector<int>    myVec;

    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

    vector<int>::iterator it;
    it = myVec.begin();
    cout << (*it);
}
```

How do you use your iterator?

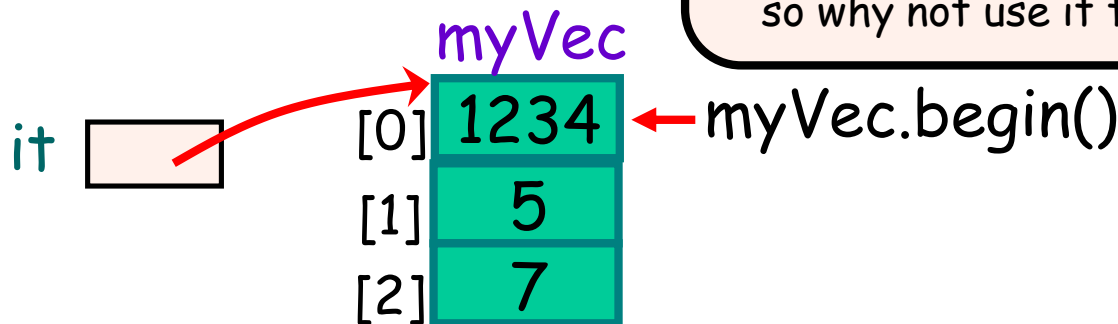
Well, first you must point it at an item in your container...

For example, to point your iterator at the first item, simply use the container's `begin()` method.

Once the iterator points at a value, you can use the `*` operator with it to access the value.

Carey says:

When we use the `*` operator with an iterator, this is called **operator overloading**. The C++ guys realized that you already use the `*` to **dereference pointers**, so why not use it to dereference iterators as well!



1234

STL Iterators

```
main()
{
    vector<int>    myVec;

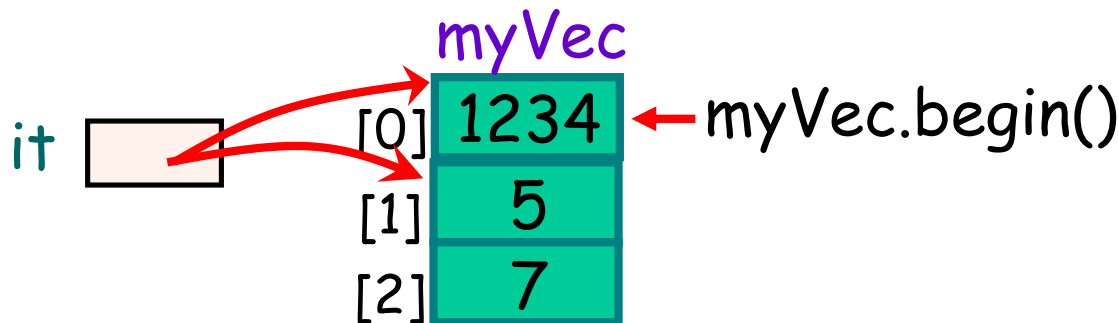
    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

    vector<int>::iterator it;
    it = myVec.begin();
    cout << (*it);
    it++;
    cout << (*it);
    it--;
}
```

You can move your iterator **down** one item by using the **++** operator!

Now the iterator points to the second item!

In a similar way, you can use the **--** operator to move the iterator backward!



1234 5

STL Iterators

```
main()
{
    vector<int>    myVec;

    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

    vector<int>::iterator it;
    it = myVec.end();

    it--;
    cout << (*it);
}
```

What if you want to point your iterator to the last item in the container?

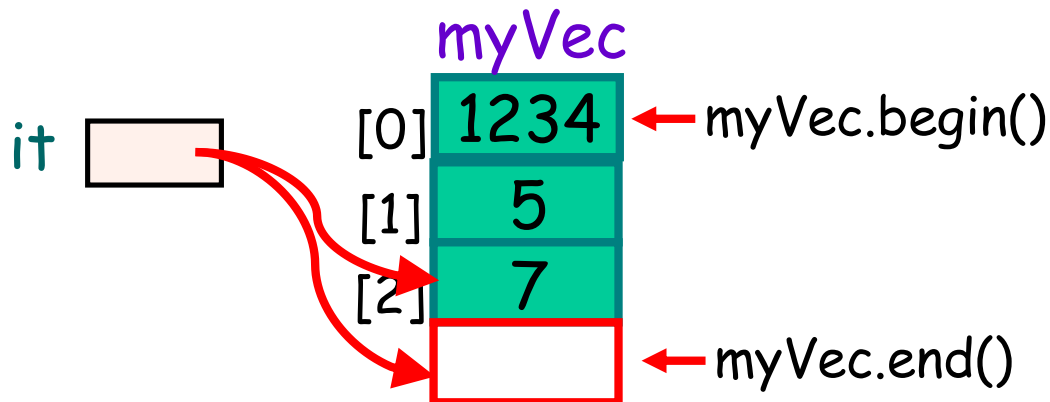
Well, it's not quite so simple. 😊

Each container has an `end()` method, but it **doesn't** point to the last item!

It points **JUST PAST** the last item in the container...

So if you want to get to the last item, you've got to **decrement** your iterator first!

Now why would they do that?



STL Iterators

```
main()
{
    vector<int>    myVec;

    myVec.push_back(1234);
    myVec.push_back(5);
    myVec.push_back(7);

    vector<int>::iterator it;
    it = myVec.begin();

    while ( it != myVec.end() )
    {
        cout << (*it);
        it++;
    }
}
```

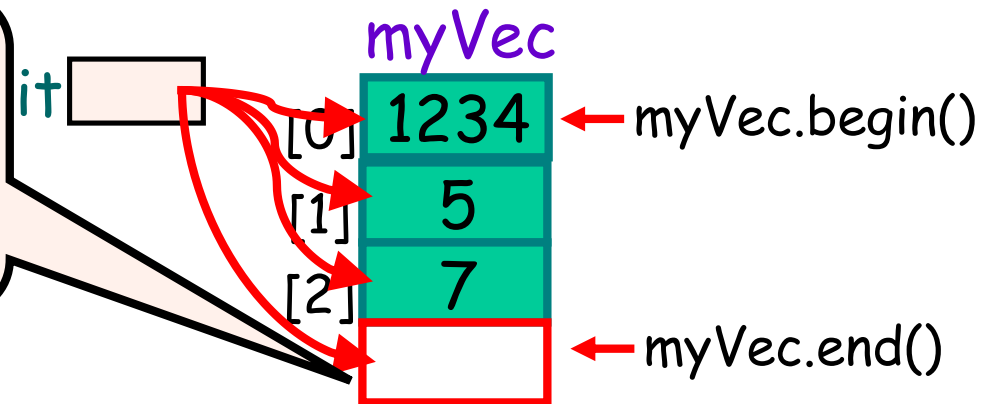
So you can make loops, of course!

When you loop through a container, you don't want to stop at the last item, you want to **stop** once you've gone **JUST PAST** the last item!

That's when you know you're done!

So now when we check its value, it's equal to myVec.end() - this indicates that we've processed **EVERY** single item in our container.

Note that our iterator now points **JUST PAST** the last item in the container!



```
class Nerd
{
public:
    void beNerdy( );
    ...
};
```

STL And Classes/Structs

Of course, you can also create STL containers of **classes** or **structs**!

```
main()
{
    list<Nerd>      nerds;

    Nerd d;
    nerds.push_back(d);
    list<Nerd>::iterator it;
    it = nerds.begin();
    (*it).beNerdy();
    it->beNerdy();

}
```

And here's how you would access the items with an iterator.

You can use the *** operator** and then the **dot operator**...

Or you can also use the **-> operator** if you like!

Const Iterators and Headaches

You'll know you made this mistake if you see something like this:

```
error C2440: 'initializing' : cannot convert from
'std::_List_const_iterator<_Mylist>' to 'std::_List_iterator<_Mylist>'
```

```
void tickleNerds(const list<string> & nerds)
{
    list<string>::const_iterator it; // works!!!
    for (it=nerds.begin(); it != nerds.end(); it++)
        cout << *it << " says teehee!\n";
}

main()
{
    list<string>    nerds;

    nerds.push_back("Carey");
    nerds.push_back("David");
    ...

    tickleNerds(nerds);
}
```

Sometimes you'll pass
a container as a
const reference
parameter...

To iterate through
such a container, you
can't use the **regular**
iterator! ☹️

But it's easy to fix.
You **just** use a **const**
iterator, like this...

STL Iterator Challenge

```
main()
{
    list<string> nerds;

    nerds.push_back("John");
    nerds.push_back("David");
    nerds.push_back("Carey");

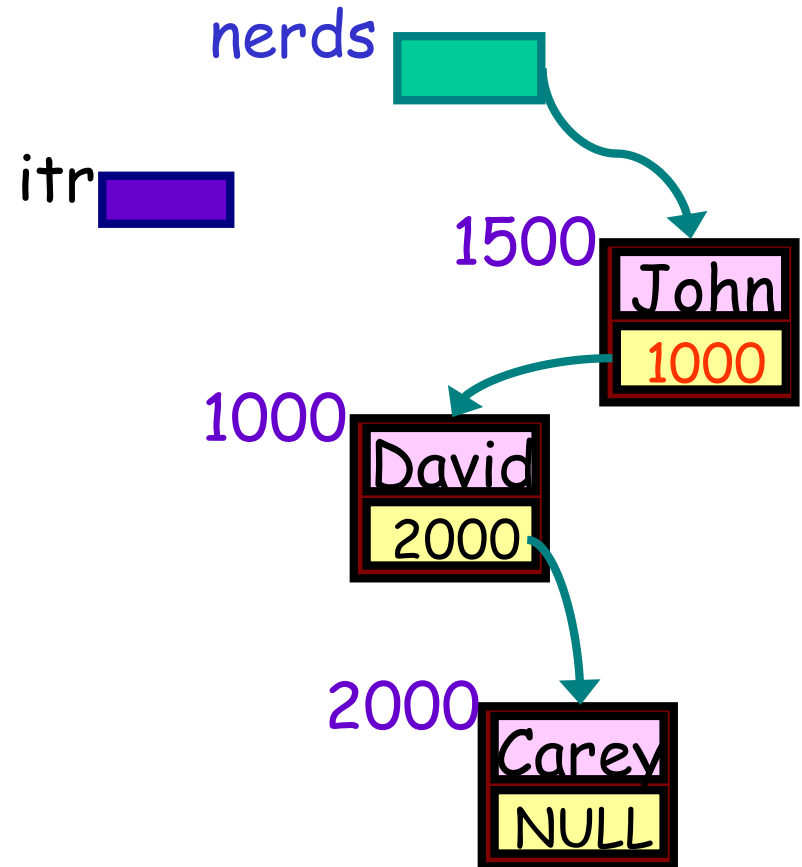
    list<string>::iterator itr;

    itr = nerds.begin();

    cout << *itr << endl;
    itr++;
    cout << *itr << endl;

    itr = nerds.end();
    itr--;
    cout << *itr << endl;
}
```

What does it print out?



STL Iterators

So what is an iterator, anyway? It looks like a pointer, sort of works like a pointer, but it's **not** a pointer!

An iterator is an object (i.e. a class variable) that knows three things:

- What element it points to.
- How to find the previous element in the container.
- How to find the next element in the container.

Let's see what this looks like in C++ code!


```

class MyIterator
{
    public:
        int getVal(){ return cur->value; }
        void down() { cur = cur->next; }
        void up()   { cur = cur->prev; }

        Node *cur;
};

```

```

class LinkedList
{
    public:

```

...

```

    MyIterator begin()

```

```

    {

```

```

        MyIterator temp;

```

```

        temp.cur = m_head;

```

```

        return(temp);
    }

```

```

private:

```

```

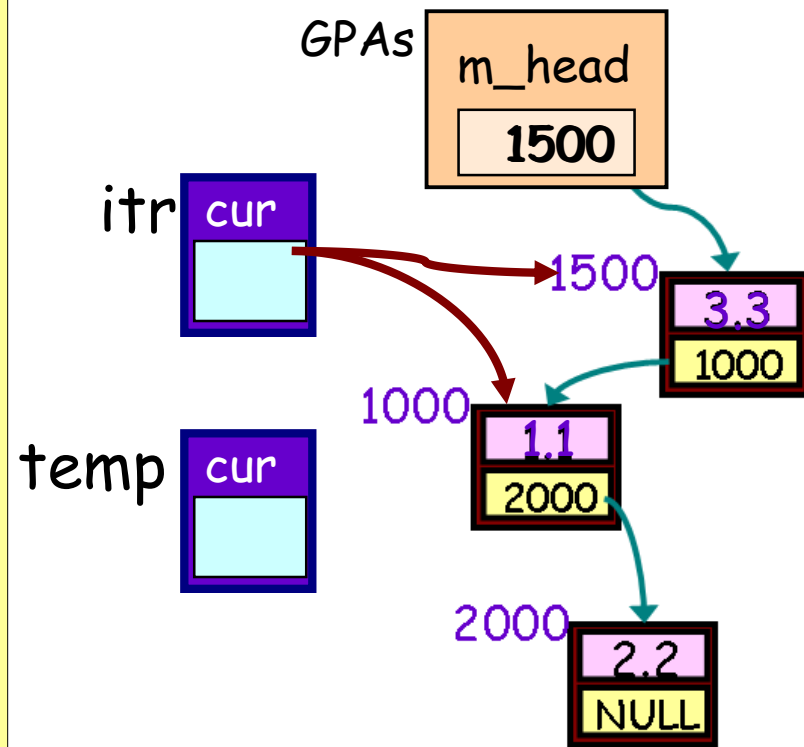
    Node *m_head;

```

```

};

```



```

main()

```

```

{

```

```

    LinkedList GPAs; // list of GPAs

```

```

    ...

```

```

    MyIterator itr = GPAs.begin();

```

```

    cout << itr.getVal(); //like *it

```

```

    itr.down();           //like it++;

```

```

    cout << itr.getVal();

```

```

}

```

Other STL Containers

So far we've learned how to use the STL to create **linked lists** and **dynamic arrays** (vectors).

What else can the STL do for us?



Cool STL Class #3: Map

```
#include <map>
#include <string>
using namespace std
```

```
main()
```

```
{
    map<string, int> name2Fone;
    name2Fone["Carey"] = 8185551212;
    name2Fone["Joe"] = 3109991212;
```

So this lets us quickly look up any **string** and find out what **int** value it's associated with.

Maps allow us to associate two related values.

Let's say I want to associate a bunch of people with each person's phone number...

Ok. Names are stored in **string** variables, and phone #s in **integers**.

Here's how we create a **map** to do this.

Here's how I **associate** a given string to an integer.

"Carey" → 8185551212
"Joe" → 3109991212

The string **"Joe"** is now associated with the integer value **3109991212**.

The string **"Carey"** is now associated with the integer value **8185551212**.

```
}
```

Cool STL Class #3: Map

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

main()
{
    map<string, int> name2Fone;

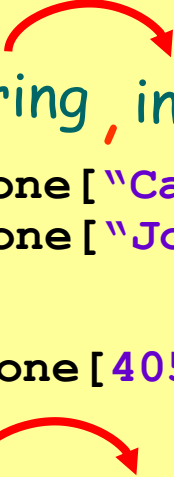
    name2Fone["Carey"] = 8185551212;
    name2Fone["Joe"] = 3109991212;

    name2Fone[4059913344] = "Ed";

    map<int, string> fones2Names

    fones2Names[4059913344] = "Ed";
    fones2Names[8183451212] = "Al";

}
```



A given map can only associate in a single direction...

For example, our name2Fone map can associate a **string** to an **int**, but not the other way around!

So how would we create a map that lets us associate **integers** → **strings**?

If you want to **efficiently** search in both directions, you have to use two maps.

Cool! So how does the Map class work?

How the Map Class Works

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

```
main()
```

```
{
```

```
    map<string, int>    name2Age;
```

```
    name2Age["Carey"] = 40;
```

```
    name2Age["Dan"] = 22;
```

```
    name2Age["David"] = 53;
```

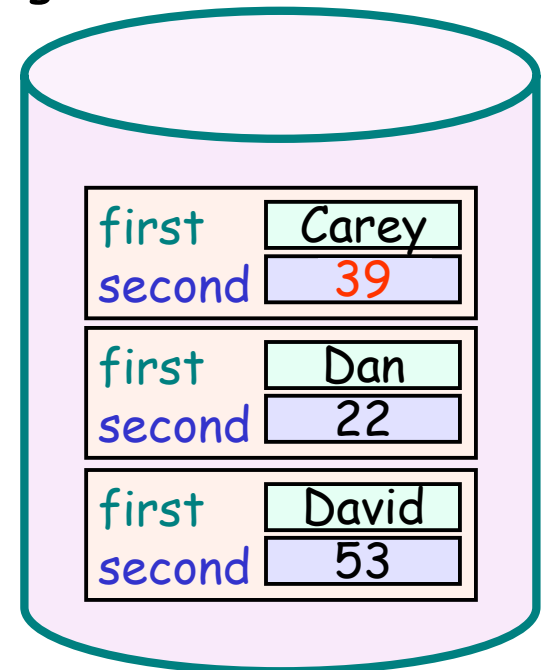
```
    name2Age["Carey"] = 39; // ☺
```

```
}
```

```
struct pair
{
    string first;
    int    second;
};
```

The map class basically stores each association in a **struct** variable! Let's see how

name2Age



How to Search the Map Class

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

```
main()
```

```
{
    map<string,int>    name2Age;
```

```
    map<string,int>::iterator it;
```

```
    it = name2Age.find("Dan");
```

Then you can call the map's **find** command in order to locate an association.

Note: You can only search based on the left-hand type!

Then you can look at the **pair of values** pointed to by the iterator!

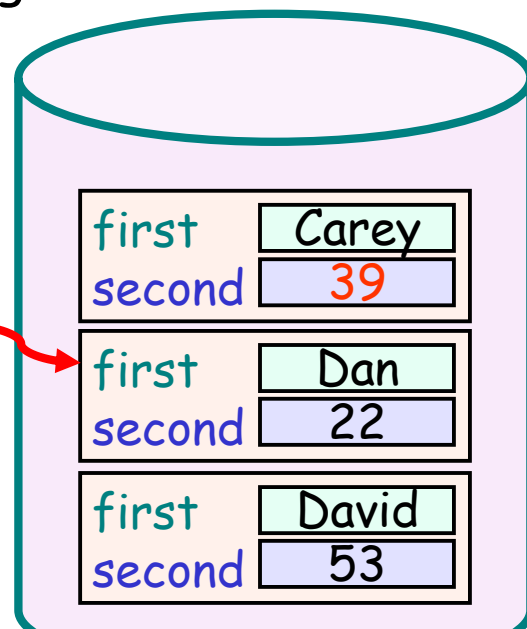
```
    cout << (*it).first;    //cout << it->first;
    cout << (*it).second;   //cout << it->second;
}
```

To search a map for an association, you must first define an **iterator** to your map:

name2Age

Alright, so now let's see how to find a previously added association.

it



Dan 22

Of course, you can use the alternate **->** syntax if you like too!

How to Search the Map Class

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

main()
{
    map<string,int>    name2Age;
    ...
    map<string,int>::iterator it;

    it = name2Age.find("Ziggy");
    if ( it == name2Age.end() )
    {
        cout << "Not found!\n";
        return;
    }

    cout << it->first;
    cout << it->second;
}
```

But be careful!

What if the item you search for (e.g. "Dan") isn't in your map? You've got to check for this case!

If the **find method** can't locate your item, then it tells you this by returning an iterator that points past the end of the map!

We can check for and handle this!

it

first	Carey
second	39
first	Dan
second	22
first	David
second	53

Not found!

name2Age.end()

How to Iterate Through a Map

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

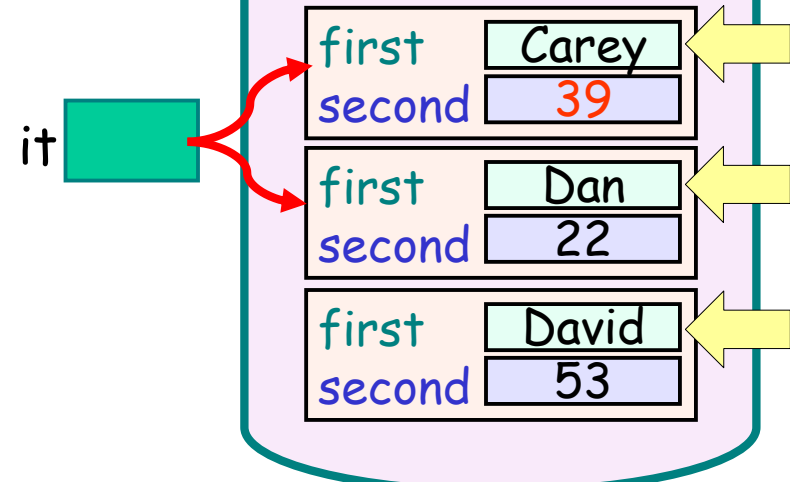
main()
{
    map<string,int>    name2Age;

    map<string,int>::iterator it;
    for (it = name2Age.begin() ;
         it != name2Age.end() ;
         it++)
    {
        cout << it->first;
        cout << it->second;
    }
}
```

To iterate through a map, simply use a for/while loop as we did for vectors/lists!

Carey says: As it turns out, the map always maintains its items in alphabetical order! This means that when you iterate thru them, they're automatically ordered for you! (i.e., no sorting required!)

it



first	Carey
second	39
first	Dan
second	22
first	David
second	53

Carey 39 Dan 22

And so on...

name2Age.end()

Cool STL Class #3: Map

```
struct stud    // student class
{
    string name;
    string idNum;
};
```

```
bool operator<(const stud &a, const stud &b)
{
    return (a.name < b.name);
}
```

```
main()
{
    map<stud, float>    stud2GPA;

    stud d;
    d.name = "David Smallberg";
    d.idNum = 916451243;

    stud2GPA[d] = 1.3;
}
```

You can even associate more complex data types like **structs** and **classes**.

For example, this code allows us to associate a given **Student** with their **GPA**!

But for this to work, you **must** define your own **operator<** method for the left-hand class/struct!

In this case, the left-hand side is a **stud**. Therefore, for this to work we must define an **operator<** method for stud.

In this case, we tell the **map** that it can **differentiate** two different students by **comparing their names**. (But we could have just as easily compared students by their ID #)

We define the **operator<** to allow our map to differentiate different items (e.g., students) from each other. (Right now, you might be asking:

"Why not use **operator==** instead?"
We'll learn why in a few lectures)

Cool STL Class #3: Map

```
struct stud    // student class
{
    string name;
    string idNum;
};
```

```
bool operator<(const stud& a, const stud& b)
{
    return (a.name < b.name);
}
```

```
main()
{
    map<int, stud>    phone2Stud;

    stud d;
    d.name = "David Smallberg";
    d.idNum = 916451243;

    stud2GPA[8183451234] = d;
}
```

Note: You only need to define the `operator<` method if you're mapping *from* your own struct/class (it's on the *left-hand-side* of the map)!

In this case, our student struct is on the right-hand-side, so we don't need to define an `operator<` method for it.

(Unless you're feeling nerdy.)

Cool STL Class #4: Set

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

main()
{
    set<int> a;
    a.insert(2);
    a.insert(3);
    a.insert(4);
    a.insert(2); // dup
    cout << a.size();

    a.erase(2);
}
```

Our set already contains the value of 2, so this is ignored.

A **set** is a container that keeps track of **unique items**.

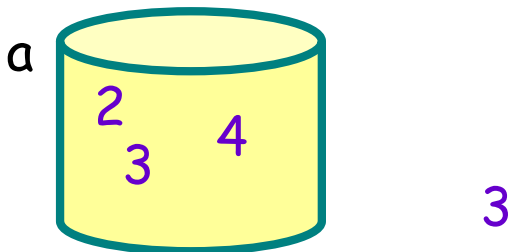
Here's how you define a **set** of **integers**.

Here's how you **insert** items into a **set**.

If you insert a **duplicate** item into the **set**, it is ignored (since it's already in the set!).

Here's how you get the **size** of a **set**.

Finally, here's how you **erase** a member of the **set**.



Cool STL Class #4: Set

```
struct Course
{
    string name;
    int units;
};

bool operator<(const Course &a,
               const Course &b)
{
    return (a.name < b.name);
}

main()
{
    set<Course> myClasses;

    Course lec1;
    lec1.name = "CS32";
    lec1.units = 16;

    myClasses.insert(lec1);
}
```

And of course, you can have sets of other data types as well!

But as with our map, you **need** to define the **operator<** for your own classes (e.g., Course)!

Otherwise you'll get a compile error! ☹️

Searching/Iterating Through a Set

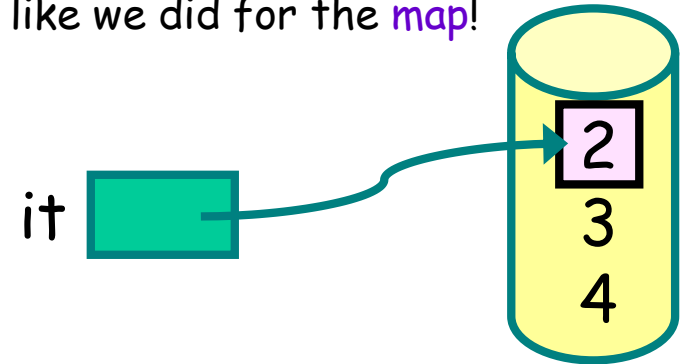
```
#include <set>
using namespace std;

main()
{
    set<int>    a;
    a.insert(2);
    a.insert(3);
    a.insert(4);

    set<int>::iterator it;

    it = a.find(2);
    if (it == a.end())
    {
        cout << "2 was not found";
        return(0);
    }
    cout << "I found " << (*it);
}
```

We can search the STL **set** using the **find function** and an **iterator**, just like we did for the **map**!



I found 2

BTW, you can iterate through a set's items just like we did with a map - and the items will all be **alphabetically ordered**!

```
it = a.begin();
while (it != a.end())
{
    cout << *it;
    it++;
}
```

Deleting an Item from an STL Container

```
main()
{
    set<string>  geeks;

    geeks.insert("carey");
    geeks.insert("rick");
    geeks.insert("alex");

    set<string>::iterator it;

    it = geeks.find("carey");

    if (it != geeks.end())
    {
        // found my item!!
        cout << "bye bye " << *it;
        geeks.erase(it);  // kill
    }
}
```

Most STL containers have an **erase()** method you can use to delete an item.

First you search for the item you want to delete and get an iterator to it.

Then, *if you found an item*, use the **erase()** method to **remove** the item pointed to by the iterator.

Iterator Gotchas!

```
main()
{
    vector<string> x;

    x.push_back("carey");
    x.push_back("rick");
    x.push_back("alex");

    vector<string>::iterator it;

    it = x.begin();
    x.push_back("Yong"); // add
    x.erase(it);        // kill 1st item
    cout << *it; // ERROR!
}
```

Leaving the **old iterator pointing to a random spot** in your PC's memory.

Let's say you point an iterator to an item in a **vector**...

And then you either **add** or **erase** an item from the same vector...

All old iterators that were assigned before the add/erase are **invalidated**!

I'm no longer valid!!! ☹

Why? When you **add/erase** items in a **vector**, it may **shuffle its memory around** (without telling you) and then your iterators **won't point to the right place** any more!

Deletion Gotchas

```
main()
{
    set<string> s;

    s.insert("carey");
    s.insert("rick");
    s.insert("alex");

    set<string>::iterator it;

    it = s.find("carey");
    x.insert("Yong"); // add
    x.erase("rick"); // removes rick

    cout << *it; // still works!
}
```

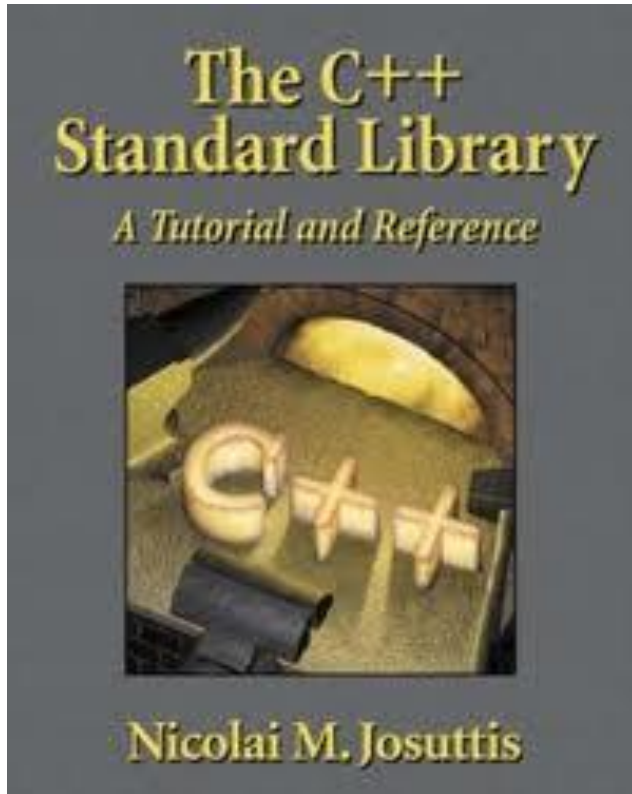
Fortunately, this same problem doesn't occur with **sets**, **lists** or **maps**.

With one exception...

If you erase the item the iterator points to, then you've got troubles!

Part 5: STL Algorithms

See: <http://en.cppreference.com/w/cpp/algorithm>



The STL also provides some **additional functions** that work with many different types of data.

For instance, the **find()** function can **search** most **STL containers** and **arrays** for a value.

And the **set_intersection** function can compute the **intersection** of **two sorted sets/lists/arrays** of data.

And the **sort()** function can **sort** **arrays/vectors/lists** for you!

Let's learn about the **sort()** function!

The `sort()` function

First, to use the STL `sort()` function, or any of its other algorithms, you need to include **this** header file.

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

main()
{
    vector<string>  n;

    n.push_back("carey");
    n.push_back("bart");
    n.push_back("alex");

    // sort the whole vector
    sort ( n.begin(), n.end() );

    // sorts just the first 2 items of n
    sort ( n.begin(), n.begin() + 2 );

    int arr[4] = {2,5,1,-7};

    // sorts the first 4 array items
    sort ( &arr[0], &arr[4] );
}
```

The STL provides you with a **fast sorting function** which works on **arrays** and **vectors**!

It will sort all of the items in **ascending (increasing) order**.

To sort, you **pass in two iterators**:
one to the **first item...**
and one that points **just past the last item** you want to sort.

You can similarly pass in **addresses** to sort **arrays**!

Finally, you can use `sort()` to **order objects** based on your own **arbitrary criteria**!

```
#include <algorithm>
```

```
class Dog
```

```
{  
public:
```

```
    int getBark() { return m_barkVolume; }
```

```
    int getBite() { return m_bitePain; }
```

```
};
```

```
// returns true if dog A should go before dog B
```

```
bool customCompare(const Dog &a, const Dog &b)
```

```
{
```

```
    if (a.getBite() > b.getBite())
```

```
        return true; // Dog a has a nastier bite!
```

```
    if (a.getBite() < b.getBite())
```

```
        return false; // Dog b has a nastier bite!
```

```
    return a.getBark() > b.getBark();
```

```
}
```

```
main()
```

```
{
```

```
    Dog arr[4] = {...};
```

```
    sort ( arr, arr+4, &customCompare);
```

```
}
```

First, you define a new function that can compare two Dogs, A and B.

For instance, this function will place dogs with a bigger bite before dogs with a smaller bite...

The function must:
return **true** if A belongs before B
return **false** if A belongs after B.

And break ties by the loudest bark...

You then pass this **function's address** as a parameter to sort()!

The sort() function uses the passed-in function to figure out how to order the items!

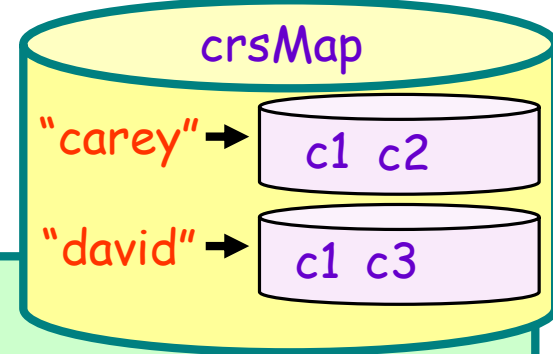
Part 6: Compound STL Data Structures

Let's say you want to maintain a list of courses for each UCLA student.

How could you do it with the STL?

Well, how about creating a map between a **student's name** and their **list of courses**?

In many cases, you'll want to **combine multiple STL containers** to represent more complex associations like this!



```
#include <map>
#include <list>

class Course
{
public:
    ...
};

main()
{
    map<string, list<Course>> crsmap;

    Course c1("cs", "32"),
           c2("math", "3b"),
           c3("english", "1");

    crsmap["carey"].push_back(c1);
    crsmap["carey"].push_back(c2);
    crsmap["david"].push_back(c1);
    crsmap["david"].push_back(c3);
}
```

STL Challenges

Design a compound STL data structure that allows us to associate people (a Person object) and each person's set of friends (also Person objects).

```
class Person
{
public:
    string getName();
    string getPhone();
};
```

Design a compound STL data structure to associate people with the group of courses (e.g., Course objects) they've taken, and further associate each course with the grade (e.g. a string like "A+") they got for that course.



Appendix - On Your Own Study

- Inline Functions
- Template Exercise
- More STL Algorithm Functions
 - find()
 - find_if()

Inline Methods

```
template <typename Item>
class Foo
{
public:
    void setVal(Item a);
    void printVal(void)
    {
        cout << "The value is: ";
        cout << m_a << "\n";
    }
private:
    Item m_a;
};
```

```
inline template <typename Item>
void Foo<Item>::setVal(Item a)
{
    m_a = a;
}
```

When you define a function as being **inline**, you ask the compiler to **directly embed** the function's logic into the calling function (for speed).

By default, all methods with their body defined directly in the class are inline.

When the compiler compiles your inline function, this is what happens:

To make an **externally-defined method** inline, simply add the word **inline** right **before the function return type**.

Technically, C++ is not required to honor the inline keyword - this is just a request by the programmer to the compiler.

Be careful, while inline functions can **speed up your program**, they also can **make your EXE file bigger!**

```
main()
{
    Foo<int> nerd;

    nerd.setVal(5); → nerd.m_a= 5;
    nerd.printVal(); → cout << "The value is: ";
                    → cout << m_a << "\n";
    nerd.setVal(10); → nerd.m_a= 10;

}
```

```

class Stack
{
public:
    Stack()
    {   m_top = 0; }
    void push( int v )
    {
        m_items[m_top++] = v;
    }
    int pop();
private:
    int m_items[100];
    int m_top;
};

int Stack::pop()
{
    return m_items[--m_top];
}

```

Template Exercise

Part #1

Convert this Stack class to one that can hold any type of data.

Part #2

Show how you would create a **stack of Dogs** and push **Fido** on.

```

main()
{

}

```


The STL "find" Function

```
#include <list>
#include <algorithm>

main()
{
    list<string> names;
    ... // fill with a bunch of names

    list<string>::iterator a, b, itr;
    a = names.begin(); // start here
    b = names.end();   // end here

    itr = find( a , b , "Judy" );

    if (itr == b)
        cout << "I failed!";
    else
        cout << "Hello: " << *itr;
}
```

And just like **set** and **map's** find methods, this version returns an **iterator** to the item that it found.

And if **find** couldn't locate the item, it will return whatever you passed in for the **second parameter**.

So make sure to check for this value to see if the **find** function was successful!

The STL provides a **find** function that works with **vectors/lists**.

(They don't have built-in find methods like map & set)

Make sure to include the **algorithm** header file!

The **first argument** is an **iterator** that points to where you want to start searching.

The **second argument** is an iterator that points **JUST AFTER** where you want to stop searching!

The **final argument** is what you're searching for.

The STL "find" Function

```
#include <list>
#include <algorithm>

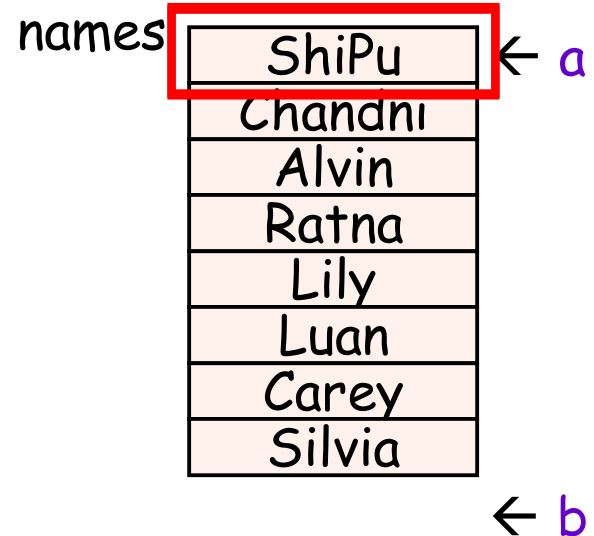
main()
{
    list<string> names;
    ... // fill with a bunch of names

    list<string>::iterator a, b, iter;

    a = names.begin(); // start here
    b = names.end();    // end here

    itr = find( a , b , "Judy" );

    if (itr == b)
        cout << "I failed!";
    else
        cout << "Hello: " << *itr;
}
```



The STL "find" Function

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

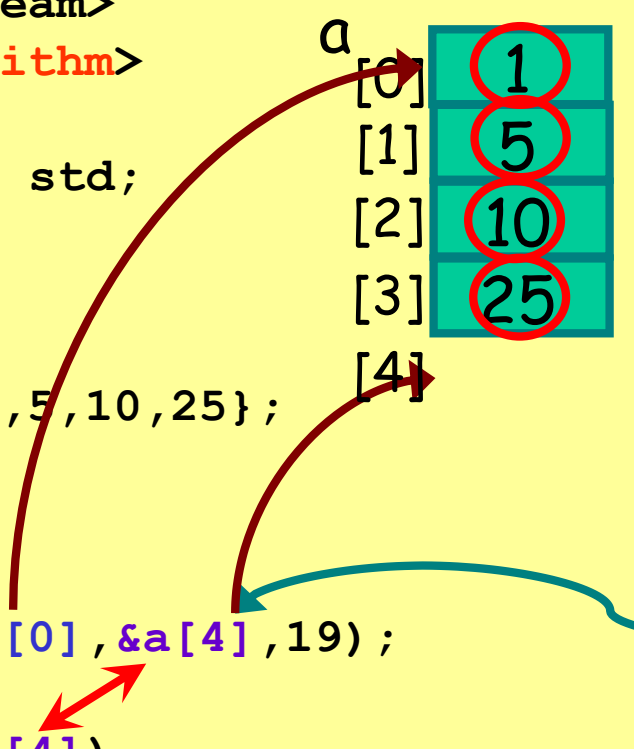
using namespace std;

main()
{
    int a[4] = {1,5,10,25};

    int *ptr;

    ptr = find(&a[0], &a[4], 19);

    if (ptr == &a[4])
        cout << "Item not found!\n";
    else
        cout << "Found " << *ptr;
}
```



[0]	1
[1]	5
[2]	10
[3]	25
[4]	

This **find** function also works with **arrays**!

For the **first argument**, pass the **address** where you want to start searching in the array.

For the **second argument**, pass the **address** of the element **AFTER** the last item you want to search.

find will **return a pointer** to the found item, or to the **second parameter** if the item can't be found.

The find_if Function

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

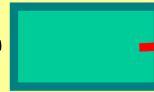
bool is_even(int n) // predicate func
{
    if (n % 2 == 0)
        return(true);
    else return(false);
}

main()
{
    int a[4] = {1,5,10,25};
    int *ptr;
    ptr = find_if(&a[0],&a[4],is_even);
    if (ptr == &a[4])
        cout << "No even numbers!\n";
    else
        cout << "Found even num: "<<*ptr;
}
```

a

[0]	1
[1]	5
[2]	10
[3]	25

ptr



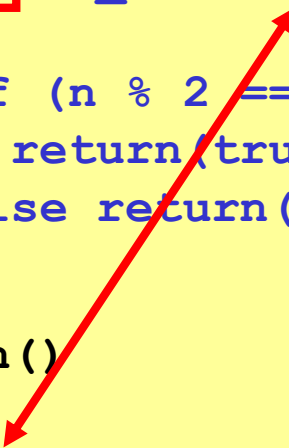
The find_if Function

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

bool is_even(int n)
{
    if (n % 2 == 0)
        return(true);
    else return(false);
}

main()
{
    int a[4] = {1,5,10,25};
    int *ptr;

    ptr = find_if(&a[0],&a[4],is_even);
    if (ptr == &a[4])
        cout << "No even numbers!\n";
    else
        cout << "Found even num: "<<*ptr;
}
```



Your **predicate function** must return a **boolean** value.

The **predicate function** must accept values that are of the same type as the ones in the container/array.

So `find_if` provides a convenient way to **locate an item** in a set/map/list/vector that **meets specific requirements**.
(your predicate function's logic determines the requirements)

How does find_if work?

Using pointers to functions!

```
int squared(int a) { return a*a; }
int cubed(int a) { return a*a*a; }

void applyToArray(int (*ptr)(int),
                  int x[], int size)
{
    for (int i=0;i<size;i++)
        x[i] = ptr(x[i]);
}

main()
{
    int (*ptr)(int);

    ptr = squared;
    cout << ptr(5); // prints 25

    int arr[3] = { 10, 20, 30};
    applyToArray(cubed, arr, 3);
}
```

This line says:
"ptr is a pointer variable that
can point to any function that
returns an int, and takes a
single int as a parameter.

This is how you point
your function pointer to
a particular function...

Just like you can have pointers to ints and
pointers to Squares, you can have pointers to
functions!

And we can have function pointers to all types
of functions...

```
void (*p1)(int,float);
Square (*p2)(Circle &);
bool (*p3)(void);
```

And you can use function pointers as
arguments to functions too!
(This is how find_if works)

ptr



You can use a function
pointer with parens () to
call the pointed-to
function just like you call
any other function..