

8 杂项

8.1 std::views 语法糖

std::views 是惰性求值的，只会在遍历时计算；并且不复制数据；创建 std::views 的复杂度为常数

```
1 vector<int> nums{1, 2, 3, 4, 5, 6}; // 假设有这个数组
```

过滤 views::filter

```
1 auto even = nums | views::filter([](int n){ return n % 2 == 0; });
2 for (int n : even) std::cout << n << " "; // 输出: 2 4 6
```

转换 views::transform

```
1 auto squares = nums | views::transform([](int n){ return n * n; });
2 for (int n : squares) std::cout << n << " "; // 输出: 1 4 9 16 25 36
```

取前 N 个 / 最后 N 个 views::take / views::take_last

```
1 auto first3 = nums | views::take(3); // 输出: 1 2 3
2 auto last3 = nums | views::take_last(3); // 输出: 4 5 6
```

丢弃前 N 个 / 最后 N 个 views::drop / views::drop_last

```
1 auto without_first2 = nums | views::drop(2); // 输出: 3 4 5 6
2 auto without_last2 = nums | views::drop_last(2); // 输出: 1 2 3 4
```

管道操作符 |

```
1 // 链式操作: 过滤偶数 -> 平方 -> 取前2个
2 auto result = nums
3   | views::filter([](int n){ return n % 2 == 0; })
4   | views::transform([](int n){ return n * n; })
5   | views::take(2);
6 for (int n : result) std::cout << n << " "; // 输出: 4 16
```

反转 views::reverse

```
1 auto reversed = nums | views::reverse; // 输出: 6 5 4 3 2 1
```

键 / 值视图 views::keys / views::values

```
1 map<int, string> m{{1, "a"}, {2, "b"}};
2 auto keys = m | views::keys; // 1, 2
3 auto values = m | views::values; // "a", "b"
```

连接 views::join

```
1 std::vector<std::vector<int>> vecs{{1,2}, {3,4}};
2 auto flattened = vecs | views::join; // 输出: 1 2 3 4
```

分割字符串 views::split

```
1 #include <string>
2 std::string str = "hello,world,cpp";
3 auto parts = str | views::split(',');
4 // parts: "hello" "world" "cpp"
```

生成序列 views::iota

```
1 // 生成无限序列
2 auto infinite = views::iota(1); // 1, 2, 3, 4...
3 auto first5 = views::iota(1) | views::take(5); // 1, 2, 3, 4, 5
4
5 // 带步长
6 auto evens = views::iota(0, 10, 2); // 0, 2, 4, 6, 8
```

转换为容器

```
1 auto view = nums | views::take(3);
2 vector<int> vec(view.begin(), view.end());
```

范围 for 循环中使用

```
1 for (int n : nums | views::filter([](int x){ return x > 3; })) {
2     std::cout << n << " "; // 4 5 6
3 }
```