

# CS100 Recitation 6

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## 1 Dynamically Expanding Storage

- Vector
- Linked-list

## 2 Entering C++

- Libraries
- Types
- References

# Motivation

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- Store a **runtime-determined** amount of data
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**Allocate memory on heap (`malloc`, `free`, etc.).**
- Store an **unknown** amount of data?
  - Suppose we want to create a **list** by appending  $n$  elements one-by-one, as in Python...
  - We need some kind of storage that can **dynamically grow**.

# What can we do?

- We can allocate a specific number of bytes of memory on heap.
- We **cannot** specify the **exact location** of the memory allocated. (Why?)

# A Basic Idea

Suppose we have stored  $n$  elements in some **contiguous** memory  $p[0], \dots, p[n-1]$ . When the  $(n+1)$ -th element  $x$  comes...

- We cannot force the system to allocate the space at  $p[n]$ .



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- Naive idea:
  - 1 Allocate another block of memory  $q[0], \dots, q[n]$  that can contain  $n+1$  elements.
  - 2 Copy the original  $n$  elements to the new place.
  - 3 Place  $x$  at  $q[n]$ .

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  - 4 Are we done?

# A Basic Idea

Suppose we have stored  $n$  elements in some **contiguous** memory  $p[0], \dots, p[n-1]$  (**dynamically allocated**). When the  $(n+1)$ -th element  $x$  comes...

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- Naive idea:
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  - 2 Copy the original  $n$  elements to the new place.
  - 3 Place  $x$  at  $q[n]$ .
  - 4 **free(p)!**

# A Basic Idea

```
int *new_data = (int *)malloc(sizeof(int) * (n + 1));  
for (size_t i = 0; i < n; ++i)  
    new_data[i] = data[i];  
new_data[n] = x;  
free(data);  
data = new_data;
```

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## Question

How many times of copying will happen if we append  $n$  elements one-by-one?

# Reduce Copying

The number of times of copying that will happen is

$$\sum_{i=1}^n (i - 1) = \frac{n(n - 1)}{2},$$

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- What if we allocate more space each time?
- If we allocate space for  **$2n$  elements**, we don't need to copy anything when appending the  $(n+1)$ -th,  $(n+2)$ -th,  $\dots$ ,  $2n$ -th elements.



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- If we allocate space for  **$2n$  elements**, we don't need to copy anything when appending the  $(n+1)$ -th,  $(n+2)$ -th, ...,  $2n$ -th elements.
  - $2n$  and  $n$  are not so different for computers. Don't worry!

# A Better Way

If we append  $n = 2^m$  elements one-by-one, the number of times of copying is

$$\sum_{i=0}^{m-1} 2^i = 2^m - 1 = n - 1,$$

which is **linear** in  $n$ .

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## Question

Can we do better than linear time?

# Another Idea

- What if we don't store data in contiguous memory?

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- What if we don't store data in contiguous memory?
- Suppose we have an element  $x$  stored somewhere.
- When another element  $y$  comes, just allocate the memory for  $y$ , but let  $x$  *somehow* **record** the location of  $y$ .

# Linked-lists

```
typedef struct _record_ {  
    int data;  
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Such data structure formed by linking the elements one after another is called the [linked-list](#).

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- However, random-access of data is not supported.
- Need some changes to allow **reverse traversal** (e.g. Doubly-linking).

You will learn more in CS101: Algorithm and Data Structures.

# In the End...

- What if the **type** of data to be stored is unknown?
- How can we store different types of data in one list?
- The functions 'create' and 'destroy' should be called manually by the user. How can we make them run automatically?
- Assignment and comparison need special named-functions. Can we use **built-in operators** naturally?
- How can we handle potential **errors**, like running out of memory or accessing invalid position?

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Enter the C++ world to find the answers!

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# Headers

- The C++ standard library headers are named without extensions.
- C++ standard library also contains the C standard library, with some minor changes...  
`<name.h>     $\implies$     <cname>.`
- We should **use the C++-style headers** in C++ as they fit better with C++ programs.



# Namespaces

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// Example: A+B in C++

```
#include <iostream>
```

```
int main() {  
    int a, b;  
    std::cin >> a >> b;  
    std::cout << a + b << std::endl;  
    return 0;  
}
```

# Don't be lazy...

- Many people (especially Olers) write this

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so that everything in the standard library is `#included`.

- `<bits/stdc++.h>` is not part of standard C++. There is no such file on some implementations (like Mac OS X).
- Use what you really need.
- **It is your task to remember** what library facility you are using and where it is defined.

# using Declarations and Directives

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A **using directive** makes all the names in a namespace visible without qualification.

```
using namespace std;
```

- It is **not suggested** to use **using** directives, especially in header files. They reintroduce the name collision problems.
- **It is your task to remember** whether the name you are using is defined in the standard library.

# Built-in Types

Better support for boolean type:

- `bool` is a built-in type, not defined in any extra headers.
- `true` and `false` are of the type `bool`.
- The return-type of logical and relation operators is `bool`, instead of `int`.

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Better support for character and string literals:

- Character literals like `'a'` are of type `char`, not `int`.
- String literals like `"Hello"` are of type `const char [N+1]`.



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- Remember to use **named type-casting operators**:  
**static\_cast**, **const\_cast**, **reinterpret\_cast**,  
**dynamic\_cast**.

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  - Conversion between pointers and integers.
- Remember to use **named type-casting operators**:  
`static_cast`, `const_cast`, `reinterpret_cast`,  
`dynamic_cast`.

C++ is **statically-typed**.

- Type of everything should be determined during compile-time.
- Variable-length arrays are **forbidden**, because they have runtime types.

# Lvalues and Rvalues

Every expression in C++ is either an **lvalue** or an **rvalue**.

- When an object is used as an rvalue, we are in fact using its value (contents). When an object is used as an lvalue, we are in fact using the object.

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- `*p` (where `p` is a pointer) returns an lvalue, which is the exact object that `p` points to.
- `a[i]` returns an lvalue, which is the exact object indexed `i`.

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- `a[i]` returns an lvalue, which is the exact object indexed `i`.
- `a = b` returns an lvalue, which is the object on the left-hand side. In this sense, we can write `a = b = c`.



# References

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int i = 42;
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int &r = i; // r is a reference, which is bound to i.
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- References must be explicitly initialized.
- After initialization, the reference cannot be bound to any other object.
- There's no 'null references' or 'dangling references'.  
References are safe and convenient to use.

# References

Non-const references must be bound to **lvalues**:

- References can be bound to normal variables, pointers, arrays, functions.

```
int i = 42, j = 50;  
int *p = &i;  
int *&r = p;    // bound to a pointer p.  
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- References are quite useful in function parameter declarations.

```
void swap(int &a, int &b) {  
    int tmp = a;  
    a = b;  
    b = tmp;  
}
```

# References

```
void print_array10(int (&arr)[10]) {  
    for (int i = 0; i < 10; ++i)  
        std::cout << arr[i] << ' ' << '\n';  
}  
  
// in main  
int a[10] = {0};  
print_array10(a);    // OK.  
int b[5] = {0};  
print_array10(b);    // Error.  
int i = 42;  
print_array10(&i);    // Error.
```

# References

`const` references: particularly refer to low-level `const` references.

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- Like low-level `const` pointers, you cannot modify the object through a `const` reference.



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- A `const` reference can be bound to either a `const` object or a non-`const` object.
- Like low-level `const` pointers, you cannot modify the object through a `const` reference.
- `const` references can also be bound to **rvalues**!

# References

`const` references are widely used for C++ function parameters.

- It accepts both lvalues and rvalues.
- **It avoids copying.**

Whenever your parameter should remain unchanged, just declare it as a `const` reference!

⇒ *Effective C++*, Item 3: Use `const` whenever possible.