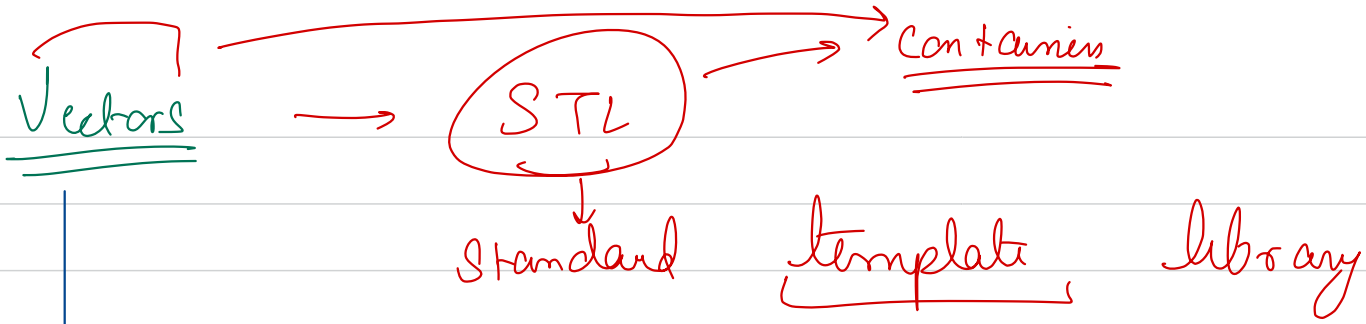


Vectors and Strings



constructed
functions
optimizations





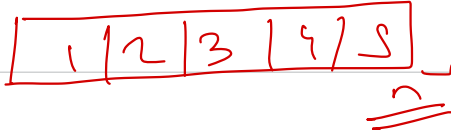
Vectors are dynamic arrays.
↳ compiler and env dependent

array → we can't resize it
↳ size should be defined.

→ Vectors create atleast the amount of space reqd to store the elements. And if demand for space increases it resizes.

→ Also internally vectors use inbuilt arrays for implementation.

array



6



n + 1

generally

every time vector doubles the size of array.

$[] \rightarrow$ size 0 capacity 0 no. of op

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

$[1] \rightarrow$ size 1 capacity 1 \rightarrow 1 \leftarrow 1

avg TC \rightarrow # of operation
total insertion

$[1, 2] \rightarrow$ size 2 capacity 2 \rightarrow 2 $\rightarrow (1+2) \leftarrow$ 2

$[1, 2, 3] \rightarrow$ size 3 capacity 4 \rightarrow 3 $\rightarrow (1+2) \leftarrow$ 3

size 4 capacity 4 \rightarrow 1 \leftarrow 4

$[1, \dots, 5] \rightarrow$ size 5 capacity 8 \rightarrow 5 $\rightarrow (1+2^2) \leftarrow$ 5

size 6 capacity 8 \rightarrow 1 \leftarrow 6

size 7 capacity 8 \rightarrow 1 \leftarrow 7

size 8 capacity 8 \rightarrow 1 \leftarrow 8

size 9 capacity 16 \rightarrow 9 $\rightarrow (1+2^3) \leftarrow$ 9

Amerhized
algo
analysis

$$\underbrace{(1 + 2 + 3 + 1 + 5 + 1 + 1 + 1 + 9 + \dots)}_n$$

$$\underbrace{(1 + (1+2^0) + (1+2^1) + 1 + (1+2^2) + 1 + 1 + 1 + (1+2^3) + \dots)}_n$$

$$\underbrace{\left(\overbrace{1+1+1+\dots}^{(n)} \right)}_n + \underbrace{\left(2^0 + 2^1 + 2^2 + 2^3 + \dots \right)}_{\log_2 n}$$

$$\underbrace{n + 1 \times (2^{\log_2 n} - 1)}_n$$

$$\rightarrow \left(\underbrace{n + n - 1}_n \right) = \frac{2n-1}{1} \rightarrow \text{constant}$$

push back → $O(1)$

```
vector<Vertex> v;  
v.push_back({1,2,3});  
v.push_back({4,5,6});  
v.push_back({7,8,9});
```

Vertex v ()

[]

→ 3 times

copies the object

copy

x=1
y=2
z=3

original object

x=1
y=2
z=3

}

[]

copy

[]

copy

x=4
y=5
z=6

original object

3 copies

emplace_back

v.emplace_back

(1, 2, 3)

directly creating obj
inside vector

(1, 2, 3)

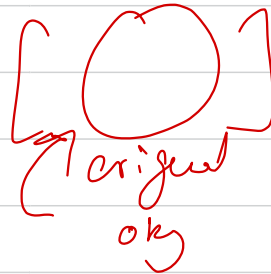
push-back

for user defined objects, push-back does call by value.



emplace-back

for user defined objects, emplace-back does call by reference.

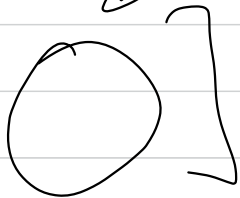
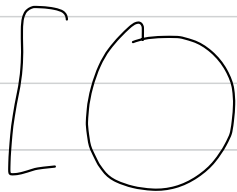


always
does push-back

copy constructor

copy

copy



/

