

【C++】 Day37

▼ Class	C++
📅 Date	@January 12, 2022
🔗 Material	
# Series Number	
☰ Summary	

【Ch9】 Sequential Container

9.6 Container Adaptors

An **adaptor** is a mechanism for **making one thing act like another**.

A container adaptor **takes an existing container type and makes it act like a different type**. For example, the stack adaptor takes a sequential container (other than **array** or **forward_list**) and makes it operate as if it were a stack.

Table 9.17. Operations and Types Common to the Container Adaptors

<code>size_type</code>	Type large enough to hold the size of the largest object of this type.
<code>value_type</code>	Element type.
<code>container_type</code>	Type of the underlying container on which the adaptor is implemented.
<code>A a;</code>	Create a new empty adaptor named <code>a</code> .
<code>A a(c);</code>	Create a new adaptor named <code>a</code> with a copy of the container <code>c</code> .
<i>relational operators</i>	Each adaptor supports all the relational operators: <code>==</code> , <code>!=</code> , <code><</code> , <code><=</code> , <code>></code> , <code>>=</code> . These operators return the result of comparing the underlying containers.
<code>a.empty()</code>	<code>false</code> if <code>a</code> has any elements, <code>true</code> otherwise.
<code>a.size()</code>	Number of elements in <code>a</code> .
<code>swap(a, b)</code>	Swaps the contents of <code>a</code> and <code>b</code> ; <code>a</code> and <code>b</code> must have the same type, including the type of the container on which they are implemented.
<code>a.swap(b)</code>	

Defining an Adaptor

Each adaptor defines two constructors: the **default constructor** that creates an empty object, and a **constructor that takes a container and initializes the adaptor by coping the given container**.

For example, assuming that `dep` is a `deque<int>`, we can use `deq` to initialize a new `stack` as follows:

```
stack<int> stk(deq); //copies elements from deq into stk
```

We can also override the default container type by **naming a sequential container as a second type argument** when we create the adaptor:

```
//empty stack implemented on top of vector
stack<string, vector<string>> str_stk;
//str_stk2 is implemented on top of vector and initially holds a copy of svec
stack<string, vector<string>> str_stk2(svec);
```

There are constraints on which containers can be used for a given adaptor:

- All of the adaptors require the ability to add and remove elements. As a result, they **cannot be built on an array**. Similarly, we cannot use `forward_list` because all of the adaptors require operations that add, remove, or access the last element in the container
- A `stack` requires only `push_back`, `pop_back`, and `back` operations, so we can use any of the **remaining container types** for a `stack`.
- The `queue` adaptor requires `back`, `push_back`, `front`, and `push_front`, so it can be built on a `list` or `deque` but **not on a vector**.
- A `priority_queue` requires **random access** in addition to the `front`, `push_back`, and `pop_back` operations; it can be built on a `vector` or a `deque` but not on a `list`.

Stack Adaptor

The `stack` type is defined in the `stack` header. The operations provided by a `stack` are listed in the following table.

Table 9.18. Stack Operations in Addition to Those in Table 9.17

Uses deque by default; can be implemented on a list or vector as well.	
<code>s.pop()</code>	Removes, but does not return, the top element from the stack.
<code>s.push(item)</code>	Creates a new top element on the stack by copying or moving <code>item</code> , or by constructing the element from <code>args</code> .
<code>s.emplace(args)</code>	
<code>s.top()</code>	Returns, but does not remove, the top element on the stack.

The following program illustrates the use of stack:

```
stack<int> intStack; //empty stack
for(size_t ix = 0; ix != 10; ++ix) {
    intStack.push(ix);
}
while(!intStack.empty()) {
    int value = intStack.top();
    cout << value << endl;
    intStack.pop(); //pop the top element, and repeat
}
```

The Queue Adaptors

The queue and priority_queue adaptors are defined in the queue header.

By default queue uses deque and priority_queue uses vector; queue can use a list or vector as well, priority_queue can use a deque.	
<code>q.pop()</code>	Removes, but does not return, the front element or highest-priority element from the queue or priority_queue, respectively.
<code>q.front()</code>	Returns, but does not remove, the front or back element of <code>q</code> .
<code>q.back()</code>	Valid only for queue
<code>q.top()</code>	Returns, but does not remove, the highest-priority element. Valid only for priority_queue.
<code>q.push(item)</code>	Create an element with value <code>item</code> or constructed from <code>args</code> at the end of the queue or in its appropriate position in priority_queue.
<code>q.emplace(args)</code>	