

# Computer Programming

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Session : Template Class “vector” – Part 2

# Quick Recap of Relevant Topics

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- Object-oriented programming with structures and classes
- C++ Standard Library
  - The “string” class
  - The “vector” class – some features of it

# Overview of This Lecture

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- More features of the template class “vector”

# Acknowledgment

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- Much of this lecture is motivated by the treatment in  
**An Introduction to Programming Through C++**  
by Abhiram G. Ranade  
McGraw Hill Education 2014

# The “vector” class



- For representing and manipulating one dimensional arrays of objects
  - Uses dynamically allocated array to store elements
    - Array can grow or shrink in size
  - Dynamic memory management built in
- “vector” objects are container objects
- Must use **#include <vector>** at start of program
- Large collection of member functions
  - We’ll see only a small subset

# Vectors of Complex Data Types

- “vector” is a template class
  - So why restrict to `vector<int>`, `vector<float>`, `vector<char>` ... ?

- Recall

```
class V3 {  
    private: double x, y, z;  
             double length() const { ... }  
    public:  operator+(V3 const &b) const {...}  
            ... Other member functions ...  
};
```

- We can have **`vector<V3> v3Vector(10);`**

# Vectors of Complex Data Types

- Vectors of pointers

```
vector<int *> intPtrVec;
```

**Each element of  
intPtrVec is an object  
of type int \***

```
vector<V3 **> v3PtrPtrVec;
```

**Each element of  
v3PtrPtrVec is an  
object of type V3\*\***

- Vectors of vectors !

```
vector <vector<int> > x;
```

**Each element of x is  
a vector of integers**

# Multi-dimensional Vectors

- Vectors of pointers

```
vector<int *> intPtrVec;  
vector<V3 **> v3PtrPtrVec;
```

- Vectors of vectors !

```
vector <vector<int> > x;
```

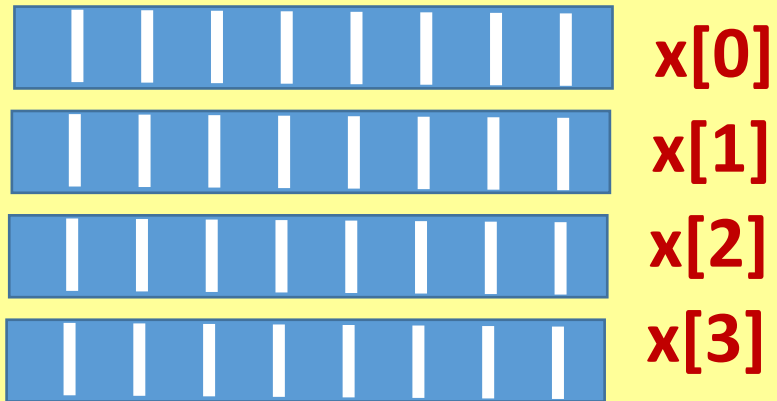
**Note the space**



# Multi-dimensional Vectors

```
vector<vector<int> > x(4, vector<int>(9));
```

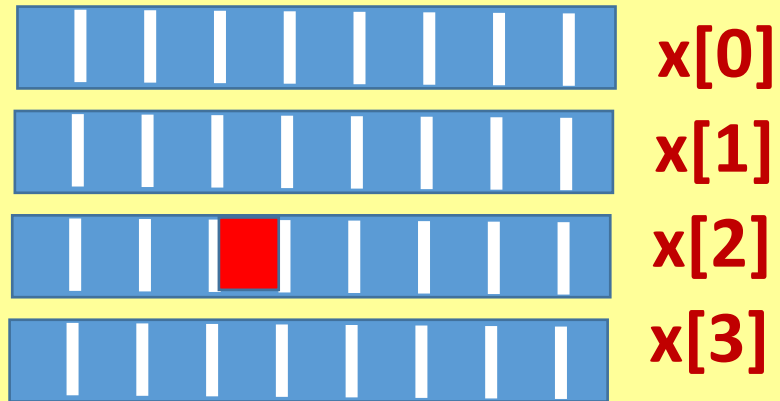
**Vector of (vector of integers)**



# Multi-dimensional Vectors

```
vector<vector<int> > x(4, vector<int>(9));
```

**Vector of (vector of integers)**

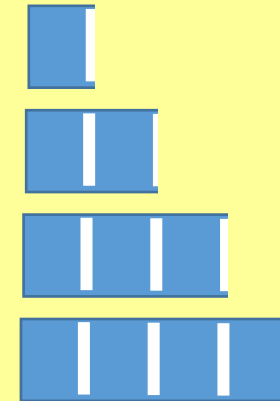


**Access:**  
**(x[2])[3] or simply x[2][3]**

# Multi-dimensional Vectors

```
vector<vector<int> > x(4);  
x[0] = vector<int>(1);  
x[1] = vector<int>(2);  
x[3] = vector<int>(3);  
x[4] = vector<int>(4);
```

**Lower triangular matrix**



**x[0]**

**x[1]**

**x[2]**

**x[3]**

# A User-defined Matrix Class using Vectors



```
class matrix2D {  
    private: vector<vector<int> > elements;  
    public:  
        matrix2D(size_t m, size_t n) : elements(m, vector<int>(n)) {}  
        int &operator()(size_t i, size_t j) { return elements[i][j]; }  
        size_t nrows() { return elements.size(); }  
        size_t ncols() { return elements[0].size(); }  
};
```


**alias for unsigned int**

**Preferred type for  
sizes of objects in  
memory**

**Also used for indices  
in string, vector, ...**

# A User-defined Matrix Class using Vectors

```
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    private: vector<vector<int> > elements;  
    public:  
        matrix2D(size_t m, size_t n) : elements(m, vector<int>(n)) { }  
        int &operator() (size_t i, size_t j) { return elements[i][j]; }  
        size_t nrows() { return elements.size(); }  
        size_t ncols() {return elements[0].size(); }  
};
```



**Overloaded  
( ) operator**

# A User-defined Matrix Class using Vectors

```
int main() {  
    matrix2D M(5, 5);  
    for (size_t i = 0; i < M.nrows(); i++) {  
        for (size_t j = 0; j < M.ncols(); j++) {  
            M(i, j) = i*i + j*j;  
        }  
    }  
    ... Some other code ...  
}
```

# Summary



- Additional features of the “**vector**” class
- Multi-dimensional vectors
- Many more member functions of the “**vector**” class exist