Chapter: 14

**Miscellaneous topics & STL**

Namespaces (advanced), Conversion functions , Static class members, const, mutable, asm ,

Linkage specifiers, Array based I/O & STL (Standard Template Library)

**14.1 *namespace* Details**

Namespaces purpose is to ***localize the names of identifiers*** to avoid name collisions. Prior to the invention of namespaces, all of variable, function, and class names competed for slots in the global namespace, and many conflicts arose. For example,

* If your program defined a function called ***toupper()***, it could (depending upon its parameter list) override the standard library function ***toupper()*** because both names would be stored in the global namespace.
* Name collisions were compounded when *two or more third-party libraries* were used by the *same program*. In this case, it was possible-even likely-that a name defined by one library would conflict with the same name defined by another library.
* In early the entire C++ library was defined within the global namespace (which was, of course, the only namespace). Now, however, the C++ library is defined within its own namespace std, which reduces the chance of name collisions.
* The namespace localizes the visibility of names declared within it, a namespace allows the same name to be used in different contexts without giving rise to conflicts. You can also create your own namespaces within your program to localize the visibility of any names that you think might cause conflicts. This is especially important if you are creating class or function libraries.
* The namespace keyword allows you to partition the global namespace by creating a ***declarative region***. In essence, a namespace defines a scope. The general form of namespace :

***namespace name {*** */\* declarations \*/* ***}***

* Anything defined within a namespace statement is within the scope of that namespace.
* Here is an example of a namespace:

**namespace** MyNameSpace {

**int** i, k;

**void** myfunc(**int** j){ **cout** << j; }

**class** myclass{ **public** :

**void** seti(**int** x){ i = x; }

**int** geti(){ **return** i; }

};

}

* ***i, k, mufunc(),*** and the class ***myclass*** are part of the scope defined by the ***MyNameSpace*** namespace.
* Scope resolution operator to access class/members inside namespace: Since ***namespace*** defines a ***scope***, you need to use the ***scope resolution operator*** to refer to objects declared within a ***namespace*** from outside that ***namespace***.
* Declaring object: To declare an object of type ***myclass*** from outside ***MyNameSpace***,

***MyNameSpace :: myclass ob;***

* To access a member of a namespace from outside its ***namespace***, precede the member's name with the name of the namespace followed by the ***scope resolution operator***.
* Accesing members: To assign the value ***10*** to ***i*** from code outside ***MyNameSpace***,

***MyNameSpace :: i = 10;***

* Identifiers ***declared within*** a ***namespace*** can be referred to directly within that ***namespace***. For example, in ***MyNameSpace*** the ***"return I"*** statement uses ***i*** directly.
* The keyword "using": Sometime it’s a pain to use "**::**" for too many references. In that case we use the "***using***" keyword. The ***using*** statement has these two general forms:

|  |  |  |
| --- | --- | --- |
| **using namespace name ;** | | **using name :: member ;** |
| In this form, name specifies the name of the namespace you want to access. When you use this form, all of the members defined within the specified namespace are brought into the current namespace and can be used without qualification. | | In the second form, only a specific member of the namespace is made visible. |
| For example, assuming ***MyNameSpace*** as shown above, the following using statements and assignments are valid: | | |
| **using** **namespace** ***MyNameSpace*** ; */\* all members are visible \*/*  i = 10; */\* all members of MyNameSpace are visible \*/* | **Using namespace** ***MyNameSpace*** :: k; */\*only k is made visible \*/*  k = 10; */\* OK because k is visible \*/* | |

* There can be ***more than one namespace*** declaration of the *same name*. This allows a namespace to be split over several .cpp files or even separated within the same .cpp file. Consider the following example:

**namespace** NS { **int** i; }

// ... . . . .. .. .

**namespace** NS { **int** j; }

* Here ***NS*** is split into two pieces. However, the contents of each piece are still within the same namespace, ***NS***.
* A namespace must be declared outside of all other scopes, with one exception: ***a namespace can be nested within another***. For example, you cannot declare namespaces that are localized to a function.
* There is a special type of namespace, called an unnamed namespace, that allows you to create ***identifiers that are unique within a file***. It has this general form:

**namespace {** */\* declarations \*/* **}**

* i.e, within the .cpp file that contains the unnamed namespace, the members of that *namespace* can be used *directly*, without qualification. But outside the file, the identifiers are *unknown*.

Note

You will not usually need to create namespaces for most small-to medium-sized programs. namespaces are useful for creating libraries of reusable code or if you want to ensure the widest Portability.

* Example 1: Here is an example that illustrates the attributes of a namespace.

|  |  |
| --- | --- |
| **using** **namespace** **std**;  /\* define a namespace \*/  **namespace** firstNS {  **class** demo { **int** i;  **public** :  demo(**int** x){i = x;}  **void** seti(**int** x){i = x;}  **int** geti(){**return** i;} };  **char** str[] = " Illustrating namespaces \n";  **int** counter ;  }  /\* define another namespace \*/  **namespace** secondNS { **int** x, y; }  **int** **main**(){  firstNS :: **demo** ob(10) ; */\* Creating object, use scope resolution \*/*  **cout** << " Value of ob is: " << ob.geti(); */\* direct uses of object 'ob' \*/*  **cout** << **endl** ;  ob.seti(99) ;  **cout** << " Value of ob is now : " << ob.geti();  **cout** << **endl** ;  **using** firstNS :: str; */\* bring str into current scope \*/*  **cout** << str ; | */\* work with both namespaes \*/*  */\* bring all of firstNS into current scope \*/*  **using** **namespace** firstNS ;  **for** ( counter = 10; counter ; counter --) **cout** << counter << " ";  **cout** << **endl** ;  */\* use secondNS namespace \*/*  secondNS ::x = 10; */\* accessing and setting values \*/*  secondNS ::y = 20; */\* accessing and setting values \*/*  **cout** << "x y: " << secondNS ::x;  **cout** << ", " << secondNS ::y << **endl** ;  */\* bring another namespace* ***into view*** *\*/*  **using** **namespace** secondNS ;  **demo** xob(x), yob(y); */\* using secondNS with firstNS \*/*  **cout** << "xob , yob : " << xob.geti() << ", ";  **cout** << yob.geti() << **endl** ;  **return** 0; } |
| Output : ***Value of ob is : 10***  ***Value of ob is now : 99***  ***Illustrating namespaces***  ***10 9 8 7 6 5 4 3 2 1***  ***x, y: 10, 20***  ***xob, yob: 10, 20*** |

* Notice, once object "ob" has been declared, its member functions can be used without namespace qualification.
* The program illustrates one important point: using one namespace does not override another. When you ***bring a namespace into view***, it simply adds its names to whatever other namespaces are currently in effect. Thus, by the end of this program the ***std*** [C++'s standard library, 1st line], ***firstNS***, and ***secondNS*** namespaces have been added to the global namespace.
* Example 2: Namespace can be split between .cpp files or within a single .cpp file; its contents are additive.

**namespace** Demo{ **int** a; } /\* a is In Demo namespace \*/

**int** x; /\* x is in global namespace \*/

**namespace** Demo{ **int** b; } /\* b is in Demo namespace , too \*/

**int** **main**(){ **using** **namespace** Demo ;

a=b=x=100; **cout** << a << " " << b << " " << x; **return** 0; }

* Here the ***Demo*** namespace contains both ***a*** and ***b***, but not ***x***.
* Example 3 (***Explicit*** ***std ::*** ***qualification***): Standard C++ defines its entire library in its own namespace, std. This is the reason that in our all previous programs we've used : ***using namespace std;***
* This causes the ***std namespace*** to be brought into the *current namespace*, which gives you direct access to the ***names of the functions*** and ***classes*** defined within the library without having to qualify each one with ***std ::*** .
* We can explicitly qualify each name with ***std::*** . For example, following does not bring the ***standard*** ***library*** into the ***global namespace***.

#include <iostream>

**int** **main**(){ **double** val;

**std :: cout** << " Enter a number : ";

**std :: cin** >> val ;

**std :: cout** << " This is your number : "<< val;

**return** 0; }

* Here ***cout*** and ***cin*** are both ***explicitly qualified*** by their namespace. That is, to write a standard output you must specify ***std::cout***, and to read from standard input you must use ***std::cin***.
* However if you are using only a few names form the ***standard library***, you can still use those names ***without*** an ***std::*** ***qualification*** but you will not be bringing the entire standard library into the global namespace. You have to declare the function names after ***#include <iostream>***  using the form: ***using std :: function\_names;***

|  |  |
| --- | --- |
| #include <iostream>  */\* gain access to cout and cin \*/*  **using std :: cout;**  **using std :: cin;** | **int** **main**(){ **double** val;  **cout** << " *Enter a number :* ";  **cin** >> val ;  **cout** << " *This is your number:* "<< val;  **return** 0; } |

* Here ***cin*** and ***cout*** can be used directly, but the rest of the ***std*** ***namespace*** has ***not been brought into view***.
* Example 4(***Replace static with namespace***): In C, if you want to restrict the scope of a global name to the file in which it is declared, you declare that name as ***static***. In C++ the use of ***static*** global declarations is still allowed, but a better way to accomplish the same result is to use an unnamed ***namespace.***

|  |  |  |  |
| --- | --- | --- | --- |
| In C : Consider the following two files that are part of the same program: | | In C++ : A better way to accomplish the same end is to use an ***unnamed namespace*** | |
| *File One* | *File Two* | *File One* | *File Two* |
| **static** **int** counter ;  **void** f1(){  counter = 99; */\* OK \*/*  } | **extern** **int** counter ;  **void** f2(){  counter=10; */\*error \*/*  } | */\* unnamed namespace \*/*  namespace { int counter ; }  **void** f1(){  counter = 99; */\* OK \*/*  } | **extern** **int** counter ;  **void** f2(){  counter=10; */\*error \*/*  } |
| * Since counter is defined in File One, it can be used in File One. In File Two, even though counter is specified as extern, it is still unavailable, & any attempt to use it results in an error. * By preceding ***counter*** with ***static*** in File *One*, the programmer has restricted its *scope* to that file. | | * Here ***counter*** is also restricted to File One. * The use of the ***unnamed namespace*** rather than ***static*** is the method recommended by Standard C++. | |

**14.2 Conversion function (CvF)**

To convert an object of one type into an object of another we can use an overloaded operator function. However an ***easier (and better)*** way is : using a conversion function. It allows an object to be included directly in an expression involving the target type.

* A conversion function converts an object into a value compatible with another type, which is often one of the built-in C++ types. In essence, ***a conversion function automatically converts an object into a value that is compatible with the type of the expression in which the object is used***. The general form of a conversion function:

***operator type(){ return value ; }***

|  |  |
| --- | --- |
| * Here ***type*** is the target type you will be converting to * ***value*** is the ***value of the object*** after the conversion has been performed. * Conversion functions return a value of type ***type***. | * No parameters can be specified, and * A conversion function ***must be a member of the class for which it performs the conversion***. |

* Example 1: In the following program, the ***coord*** class contains a conversion function that converts an object to an ***integer***. In this case, the function returns the produce of the two coordinates;

|  |  |
| --- | --- |
| **class** coord { **int** x, y;  **public** :  coord (**int** i, **int** j) { x = i; y = j; }  **operator** **int**() { **return** x\*y; } */\* conversion function \*/*  }; | **int** **main**(){ **coord** o1(2, 3), o2(4, 3);  **int** i;  i = o1; */\* automatically convert to integer \*/*  **cout** << i << '\n';  i = 100 + o2; */\* convert o2 to integer \*/*  **cout** << i << '\n';  **return** 0;} |

* Notice that the conversion function ***operator int() { return x\*y; }*** is called when ***o1*** is assigned to an ***integer*** and when ***o2*** is used as part of a larger integer expression.
* By using a conversion function, you allow classes that you create to be integrated into "normal" C++ expressions without having to create a series of complex overloaded operator functions.
* Example 2: Following converts a ***string*** of type ***strtype*** into a character pointer to ***str***.

|  |  |
| --- | --- |
| #include <iostream >  #include <cstring >  **using namespace std**;  **class** strtype { **char** str[80];  **int** len ;  **public** :  strtype ( **char** \*s) { **strcpy** (str , s); len = **strlen** (s); }  **operator** **char** \*() { **return** str; } */\* CvF : convert to char \* \*/*  }; | **int** **main**() { **strtype** s(" This is a test ");  **char** \*p, s2[80];  p = s; */\* convert to char \* \*/*  **cout** << " Here is string : " << p << '\n';  */\* convert to char \* in function call \*/*  **strcpy** (s2, s);  **cout** << " Here is copy of string : "  << s2 << '\n';  **return** 0; } |

* As you can see, not only is the conversion function invoked when ***object s is assigned to p*** (which is of type ***char \****), but it is also called when ***s*** is used as a parameter to ***strcpy()***.
* Conversion function also helps you to *integrate your classes into C++'s standard library functions*. We know ***strcpy()*** has the prototype:

***char \*strcpy( char \*s1, const char \*s2);***

Because the prototype specifies that ***s2*** is of type ***char \**** , the conversion function to ***char \**** is automatically called.

**14.3 *static* Class Members**

***class member variables*** can be declared as static. By using ***static member variables***, you can bypass a number of rather tricky problems.

* When you declare a member variable as ***static***, you cause only one copy of that variable to exist-no matter how many objects of that class are created. Each object simply shares ***that one variable***.
* Also, the same static variable will be used by any classes derived from the class that contains the static member.
* Remember, ***for a normal member variable***, each time an object is created, a new copy of that variable is created, and that copy is accessible only by that object. While static variable is shared by all objects.
* A ***static member variable*** exists before any object of its class is created. In fact, ***it is actually possible to access a static member variable independent of any object***.
* In essence, a static class member is a global variable that simply has its *scope restricted* to the class in which it is declared.
* When you declare a ***static data member*** within a class, you must provide a ***definition for it elsewhere***, outside the class. To do this, you *re-declare* the *static variable*, using the scope resolution operator to identify which class it belongs to.
* Static member function: A ***member function*** can be declared as ***static***, but it is *not common*. A *static member function* can access only other *static members* of its class. Also it can access *non-static global data* and *functions*.
* A ***static member function*** can be invoked by an object of ***its class***, or it can be called ***independent*** of any object, via the ***class name*** and the ***scope resolution operator***.

|  |  |  |
| --- | --- | --- |
| * A static member function does not have a this pointer. | * ***Virtual static*** member functions are not allowed. | * Static member functions cannot be declared as const or volatile. |

Note

1. All ***static member variables*** are ***initialized to 0*** by default. However, you can give a ***static class variable*** an initial value of your choosing.
2. *Static member variables* helps to avoid the need for *global variables*. Because classes that rely upon *global variables* almost always violate the encapsulation principle that is so fundamental to OOP and C++.

* Example 1: Following uses a ***static*** ***member*** ***variable***:

|  |  |
| --- | --- |
| **class** myclass{ **static** **int** i; */\* static private variable\*/*  **public** : **void** seti(**int** n){ i = n; }  **int** geti(){ **return** i; }  };  **int** **myclass** :: i; */\* Definition of myclass :i. i is still private to myclass .\*/* | **int** **main**(){ **myclass** o1, o2;  o1.seti(10) ;  **cout** << "o1.i: " << o1.geti() << '\n'; */\* displays 10 \*/*  **cout** << "o2.i: " << o2.geti() << '\n'; */\* also displays 10 \*/*  **return** 0; } |

* Only object ***o1*** actually sets the value of ***static*** member ***i***. However, since ***i*** is shared by both ***o1*** and ***o2*** both calls to ***geti()*** display the same result.
* Notice, ***i*** is declared within ***myclass*** but defined outside of the class. Separate definition ensures that storage for ***i*** is defined.
* Technically, a *class declaration* is only a *declaration*, no memory is actually set aside for that *declaration*. Since a static data member implies that memory is allocated for that member, a separate definition is required that causes storage to be allocated.
* Example 2: ***static*** member can be accessed within a program *independent of any object*. The following modified preceding program sets the value of ***i*** to ***100*** without any reference to a specific object.

|  |  |
| --- | --- |
| **class** myclass{ **public** : **static** **int** i; */\* static changed topublic variable\*/*  **void** seti(**int** n){ i = n; }  **int** geti(){ **return** i; }  };  **int** **myclass** :: i; */\* Definition of myclass :i. i is still private to myclass .\*/* | **int** **main**(){ **myclass** o1, o2;  myclass::i = 100 */\* set i directly \*/*  **cout** << "o1.i: " << o1.geti() << '\n'; */\* displays 10 \*/*  **cout** << "o2.i: " << o2.geti() << '\n'; */\* also displays 10 \*/*  **return** 0; } |

* Notice in " ***myclass ::i = 100;*** " the use of the *scope resolution operator* and *class name* to access ***i***. Here no object is referenced, ***i*** is set directly.
* Example 3: static member functions have limited applications, but one good use for them is to "***pre-initialize***" private ***static*** ***data*** before any object is actually created. Consider following,

**class** static\_func\_demo{ **static** **int** i; */\* static member variable \*/*

**public**: **static** **void** init(**int** x){i = x;} */\* static member function. It initializing i .\*/*

**void** show(){ **cout** << i; }

};

**int static\_func\_demo** ::i; */\* define i \*/*

**int** **main**(){**static\_func\_demo** :: **init**(100) ; */\* initializing static data before object creation \*/*

**static\_func\_demo** x; */\* creating object x \*/*

x.show(); */\* displays 100 \*/*

**return** 0;}

* Here ***i*** is initialized by the call to ***init()*** before an object of ***static\_func\_demo*** exists.

**14.4 const MEMBER FUNCTIONS AND mutable**

Class member functions can be declared as const. When this is done, that function *cannot modify the object that invokes it* (Also, a ***const object*** cannot invoke a ***non-const member function***).

* A ***const member function*** can be called by either const or non-const objects.
* const: To specify a member function as const, use the keyword "***const***" after/following the function's parameter declaration. Eg:

**class** X{ **int** some\_var ;

**public** :

**int** f1() **const** ; */\* const member function \*/*

};

* mutable: To overrides the const-ness of a ***const*** function, use ***mutable***. It gives ability to a ***const*** function to modify one or more selected members of a class (among the other members which we don’t want to modify).
* That is, a ***mutable member*** can be modified by a ***const member function***.
* Example 1: The purpose of declaring a member function as ***const*** is to ***prevent it from modifying the object that invokes it***.

|  |  |
| --- | --- |
| **class** Demo { **int** i;  **public** : **int** geti() **const** { **return** i; } */\* ok \*/*  **void** seti(**int** x) **const** { i = x; } */\* error! i can't be set from a const function \*/*  }; | **int** **main**() { **Demo** ob;  ob.seti(1900) ;  **cout** << ob.geti();  **return** 0; } |

* This program will not compile because ***seti()*** is declared as ***const***. This means that it is not allowed to modify the invoking object. Since it attempts to change ***i***, the program is in error.
* Since ***geti()*** does not attempt to modify ***i***, it is perfectly acceptable.
* Example 2: To allow selected members to be modified by a **const *member function***, specify them as ***mutable***.

|  |  |
| --- | --- |
| **class** Demo { **mutable** **int** i;  **int** j;  **public** :  **int** geti() **const** { **return** i; } */\* ok \*/*  **void** seti(**int** x) **const** {i = x;} */\* now, OK. Since i is mutable and can be modified*  *from const function \*/*  *// following Still Wrong ! since j isn't mutable and const function can't modify it*  *//* ***void*** *setj(****int*** *x)* ***const*** *{ j = x; }*  }; | **int** **main**() { **Demo** ob;  ob.seti(1900) ;  **cout** << ob.geti();  **return** 0; } |

* Here ***i*** is specified as mutable, so it can be changed by the ***seti()*** function.
* However, ***j*** is not mutable, so ***setj()*** is unable to modify its value.

**14.5 Initializing object using "=" and the "explicit" specifier**

Consider the following program:

|  |  |
| --- | --- |
| **class** myclass{ **int** a;  **public**:  myclass(**int** x){a=x;} /\* constructor \*/  **int** geta(){**return** a;} }; | **int** **main**(){ myclass ob(4) ;  **cout** << ob.geta();  **return** 0;} |

* Here the constructor for ***myclass*** takes one parameter. Notice, how ***ob*** is declared in ***main()***. The value ***4***, specified in the parentheses following ***ob***, is the argument that is passed to ***myclass()***'s parameter ***x***, which is used to initialize ***a***.
* However, there is an *alternative way to initialize objects*. For example, the following statement also initializes ***a*** to ***4***:

***myclass ob = 4;*** /\* automatically converts into myclass(4) \*/

* This form of initialization is automatically converted into a call to the ***myclass*** constructor with ***4*** as the argument. That is, the preceding statement is handled by the compiler as if it were written like this: ***myclass ob(4);***
* In general, any time that you have a *constructor that requires only one argument*, you can use either ***ob(x)*** or ***ob = x*** to initialize an object. The reason for this is that whenever you create a ***constructor that takes one argument***, you are also implicitly creating a *conversion from the* type *of that* argument *to the* type *of the* class.
* The "explicit" specifier: If you do not want *implicit conversions* to be made, you can prevent them by using ***explicit***. The explicit specifier applies only to constructors. A constructor specified as explicit will be used only when an initialization uses the ***normal constructor syntax*** (i.e. ***ob(x)*** ). It will not perform any automatic conversion. Here is ***myclass()*** declared as ***explicit***:

**explicit** myclass(**int** x){ a = x; }

* Now only constructors of the form ***myclass ob(110);*** will be allowed.
* Example 1: There can be more than one converting constructor in a class. For example, consider this variation on ***myclass***:

|  |  |
| --- | --- |
| **class** myclass { /\*. . . . \*/  **public** : myclass (**int** x) { a = x; }  myclass ( **char** \*str ) { a = **atoi** (str ); }  /\*. . . . \*/}; | **int** **main**() {**myclass** ob1 = 4; */\* converts to myclass(4) \*/*  **myclass** ob2 = "123 "; */\* converts to myclass("123") \*/*  /\*. . . . \*/;} |

* Since both constructors use different type arguments (as, of course, they must), each initialization statement ***is automatically converted into its equivalent constructor call***.
* Example 2(update via "=" ): The automatic conversion from the ***type of a*** ***constructor's first argument*** into a call to the ***constructor itself*** has interesting implications. Consider ***myclass*** from Example 1, the following ***main()*** function makes use of the conversions from ***int*** and ***char \**** to assign ***ob1*** and ***ob2*** new values.

**int** **main**(){ **myclass** ob1 = 4; */\* converts to myclass(4) \*/*

**myclass** ob2 = "123 "; */\* converts to myclass ("123") \*/*

*/\* use automatic conversions to assign new values \*/*

ob1 = "1776"; */\* converts into ob1 = myclass ("1776"); \*/*

ob1 = 2001; */\* converts into ob1 = myclass (2001); \*/*

}

* Example 3: To *prevent the conversions just shown*, you could specify the constructors as explicit, as shown here:

#include <iostream >

#include <cstdlib > */\* use it for atoi() \*/*

***using namespace std;***

**class** myclass { **int** a;

**public**: **explicit** myclass(**int** x){ a = x; } */\* prevent auto conversion \*/*

**explicit** myclass(**char** \*str){ a = **atoi**(str); } */\* prevent auto conversion \*/*

**int** geta(){ **return** a; }

};

**14.6 LINKAGE specifier for linking other language. asm for linking assembly language.**

*Linkage specifier* tells the compiler that one or more functions in your C++ program will be linked with another language that might have a different approach to ***naming***, ***parameter*** ***passing***, ***stack*** ***restoration***, and the like.

* All C++ compilers allow functions to be linked as either C or C++ functions. Some also allow to link functions with Pascal, Ada, Or FORTRAN.
* To cause ***a function to be linked*** for a different language, use this general form of the linkage specification:

***extern "language" function\_prototype ;***

* Here ***language*** is the name of the language with which you want the specified function to ***link***.
* If you want to specify linkage for ***more than one function***, use this form of the linkage specifcation:

***extern "language" { function\_prototypes }***

* All ***linkage specification*** must be global; they cannot be used inside a function.
* The most common use of ***linkage specifications*** occur when linking C++ programs ***to*** C code.
* For example following links ***func()*** as a ***C***, rather than a ***C++***, function which can be compiled by a ***C compiler***:

**extern** "C" **int** func(**int** x); */\* link as C function \*/*

|  |  |
| --- | --- |
| * The fragment tells the compiler that ***f1()***, ***f2()***, and ***f3()*** should be linked as ***C*** functions: | **extern** "C" { **void** f1();  **int** f2(**int** x);  **double** f3(**double** x, **int** \*p); } |

* asm: To link assembly language routines with a C++ program use the special keyword ***asm***, which allows you to embed *assembly language instructions* within a C++ function. These instructions are then compiled as is.
* The advantage of using an in-line assembler is that your entire program is completely defined as a C++ program and there is no need to link ***separate assembly language files***. The general form of the asm keyword is shown here:

***asm("op\_code");***

* where ***op\_code*** is the assembly language instruction that will be embedded in your program.

|  |  |
| --- | --- |
| * This fragment embeds several assembly language instructions into ***func()***: | */\* Don 't try this function! \*/*  **void** func(){ **asm**("mov bp , sp");  **asm**(" push ax");  **asm**("mov c1 , 4");  // ...} |

Note:

1. several compilers accept these three slightly different forms of the asm statement:

|  |  |  |
| --- | --- | --- |
| ***asm op\_code;*** | ***asm op\_code newline*** | ***asm { instruction sequence }*** |

* Here ***op-code*** is not enclosed in double quotes. Because embedded assembly language instruction tends to be implementation dependent, you will want to read your compiler's user manual on this issue.

1. Microsoft Visual C++ uses \_ \_asm for embedding assembly code. It is otherwise similar to asm.
2. You must be an accomplished assembly language programmer in order to successfully use in-line assembly language.

**14.7 ARRAY-BASED I/O (Not will be used)**

In addition to console and file I/O, C++ supports a full set of functions that use ***character arrays*** as the ***input or output device***.

* Array-base I/O still operates through streams. All previous C++ I/O operation (including the *binary I/O* functions and the *random-access* functions)is applicable to array-based I/O. Before you can use ***array-based I/O***, you must be sure to include the header ***<strstream>*** in your file. In this header are defined the classes ***istrstream***, ***ostrstream***, and ***strstream***. These classes create array-based input, output, and input/output stream, respectively.
* ios is the base for these classes, so all the functions and manipulators included in ***istream***, ***ostream***, and ***iostream*** are also available in those ***array-based I/O classes***.
* To use a character array for output, use this general form of the ostrstream constructor:

***ostrstream ostr( char \*buf, streamsize size, openmode mode = ios :: out);***

|  |  |
| --- | --- |
| * Here ostr will be the stream associated with the array buf. * The ***size of the array*** is specified by size. | * mode is simply defaulted to output, but we can use any output mode flag defined by ios. (12.7 for details.) |

* Once an *array* has been opened for *output*, characters will be put into the array ***until it is full***. They array will not be overrun. Any attempt to overfill the array will result in an I/O error.
* To find out how many characters have been written to the array, use the ***pcount()*** member function and must be called in conjunction with a stream, and it will return the number of characters written to the array, including any *null terminator*:

***streamsize pcount();***

* To open an array for input, use this form of the istrstream constructor: ***istrstream( const char \*buf );***

|  |  |
| --- | --- |
| * buf is a pointer to the array that will be used for *input*. * The input stream will be called istr. | * When *input* is being read from an array, ***eof()*** will return true when the ***end of the array*** has been reached. |

* To open an array for input/output operations, use this form of the strstream constructor:

***strstream iostr( char \*buf, streamsize size, openmode mode = ios::in | ios::out);***

* Here iostr will be an ***input output stream*** that uses the array pointed to by buf, which is size characters long.

Note:

1. The character-based stream classes are still valid, but future versions of the C++ language might not support them.
2. The character-based streams are also referred to as ***char \* streams*** in some C++ literature.

* Example 1: Here is a short example that shows how to open an array for output and write data to it:

|  |  |
| --- | --- |
| #include <iostream>  #include <strstream>  ***using namespace std;***  **int** **main**(){**char** buf[255]; */\* output buffer \*/*  **ostrstream** **ostr**(buf , **sizeof** buf); */\* open output array \*/*  **ostr** << "Array - based I/O uses streams just like ";  **ostr** << "'normal ' I/O\n" << 100;  **ostr** << ' ' << 123.23 << '\n'; | */\* you can use manipulators , too \*/*  **ostr** << **hex** << 100 << ' ';  */\* or format flags \*/*  **ostr** . **setf** (ios :: scientific );  **ostr** << **dec** << 123.23;  **ostr** << **endl** << **ends** ;  **cout** << **buf** ; */\* show resultant string \*/*  **return** 0; } |

* This program manually null-terminates the output array by using the ***ends*** manipulator. Whether the array will be automatically null terminated or not is *implementation dependent*, so it is best to perform this ***manually if null termination is important to your application***.
* Example 2: Here is an example of array-based input:

**int** **main**(){ **char** buf[255] = " Hello 100 123.125 a";

**istrstream** **istr**(buf); /\* open input array \*/

**int** i; /\* for integers in buf \*/

**char** str[80]; /\* for strings in buf \*/

**float** f; /\* for floates in buf \*/

**char** c; /\* for charecters in buf \*/

**istr** >> str >> i >> f >> c; */\* read all strings, integers, floates and charecters in buf \*/*

**cout**<< str<<' '<< i <<' '<< f <<' '<< c; */\* display all strings, integers, floats and charecters in buf \*/*

**return** 0; }

* The program reads and then redisplays the values contained in the input array ***buf***.
* Example 3: Keep in mind that an input array, once linked to a stream, will appear the same as a file. Following uses ***get()*** and the ***eof()*** function to read the contents of ***buf*** of previous example:

**while**( !**istr.eof()** ){ **istr.get(c)**;

**if**( !**istr.eof()** ) **cout** << c;

* Example 4: Following performs input and output on an array:

|  |  |
| --- | --- |
| **int** **main**(){ **char** iobuf[255];  **strstream** **iostr**(iobuf, sizeof iobuf);  **iostr** << " This is a test \n";  **iostr** << 100 << **hex** <<' '<< 100<< **ends**;  **char** str[80];  **int** i; | **iostr**.**getline**(str, 79); */\* read string up to '\n' \*/*  **iostr** >> **dec** >> i; */\* read 100 \*/*  **cout** << **str** << ' ' << i << ' ';  **iostr** >> **hex** >> i;  **cout** << **hex** << i;  **return** 0; } |

* The program first writes output to ***iobuf***. It then reads it back.
* It first reads the entire line "***This is a test***" using the ***getline()*** function. It then reads the decimal value ***100*** and the hexadecimal value ***0x64***.

***Standard Template Library (STL)***

STL is a complex piece of software engineering that uses some of C++'s most sophisticated features. The STL is a large library, and not all of its features can be described in this chapter. The overview presented here is intended to familiarize you with its basic operation, design philosophy, and programming fundamentals. Sometimes STL may look more complicated than it actually is.

* The STL provides general-purpose, ***templatized classes*** and *functions* that implement many popular and commonly used *algorithms and data structures*.
* For example, it includes support for vectors, lists, queues, and stacks. It also defines various routines that access them.
* Because the STL is constructed from ***template classes***, the ***algorithms*** and ***data structures*** can be applied to *any type of data*.

**14.8 An Overview Of STL**

There are three main items at the core of the STL, these are: containers, algorithms, and iterators. These items work in conjunction with one another to provide off-the-shelf solutions to a variety of programming problems.

* Containers: Containers are objects that hold other objects. Containers are the ***STL objects*** that actually store data. There are several different types of containers. The containers defined by the STL are shown in following TABLE. Also shown are the headers you must include ***to use each container***.

|  |  |  |
| --- | --- | --- |
| Container | Description | Required Header |
| ***bitset*** | A set of bits | **<bitset>** |
| ***deque*** | A double-ended queue | **<deque>** |
| ***list*** | A linear list | **<list>** |
| ***map*** | Stores key/value pairs in which each key is associated with only one value | **<map>** |
| ***multimap*** | Stores key/value pairs in which one key can be associated with two or more values | **<map>** |
| ***multiset*** | A set in which each element is not necessarily unique | **<set>** |
| ***priority\_queue*** | A priority queue | **<queue>** |
| ***queue*** | A queue | **<queue>** |
| ***set*** | A set in which each element is unique | **<set>** |
| ***stack*** | A stack | **<stack>** |
| ***vector*** | A dynamic array | **<vector>** |

* The ***string*** class, which ***manages character strings***, is also a container, but it is discussed later in this chapter.
* Each ***container class*** defines a set of functions that can be applied to the container. For example,
* A ***list*** container includes functions that insert, delete, and merge elements.
* A ***stack*** container includes functions that push and pop values.
* Associative containers: In addition to the basic containers, the STL also defines *associative containers*, which allow ***efficient retrieval of values based on keys***. For example, the ***map*** class defines a map that provides ***access to values with unique keys***. Thus, a map stores a key/value pair and allows a value to be retrieved when its key is given.
* Algorithms: ***Algorithms*** act on ***containers***. Some of the services algorithms perform are ***initializing***, ***sorting***, ***searching***, and ***transforming the contents of containers***. Some operate on a *sequence*, which is a *linear list* of elements within a container.
* Iterators: Iterators are ***objects*** that are, more or less, ***pointers***. They used for ***cycle through the contents of a container*** in much the same way that a ***pointer*** used for ***cycle through an array***. Iterators are declared using the ***iterator*** ***type*** defined by the ***various containers***. The five types of ***iterators*** are:

|  |  |
| --- | --- |
| Iterator | Access Allowed |
| ***Random access*** | Stores and retrieves values. Elements can be accessed randomly |
| ***Bidirectional*** | Stores and retrieves values. Forward and backward moving. |
| ***Forward*** | Stores and retrieves values. Forward moving only. |
| ***Input*** | Retrieves but does not store values. Forward moving only |
| ***Output*** | Stores but does not retrieve values. Forward moving only |

* In general, an ***iterator*** that has *greater access* *capabilities* can be used in place of one that has *lesser* *capabilities*. For example, a ***forward*** iterator can be used in place of an ***input*** iterator.
* Iterators are handled just like pointers. We can ***increment(++)*** and ***decrement(--)*** them. We can apply the ***\**** operator.
* reverse iterators: *Reverse* *iterators* are either ***bidirectional*** or ***random-access*** iterators that move through a sequence in reverse direction. Thus, if a *reverse iterator* points to the ***end of a sequence***, ***incrementing*** that iterator will cause it to point to ***one element before the end***.
* Following iterator types will be used later in this chapter.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Term | **BiIter** | **ForIter** | **InIter** | **OutIter** | **RandIter** |
| Iterator Type | Bidirectional iterator | Forward iterator | Input iterator | Output iterator | Random-access iterator |

* STL also relies upon several other standard components for support. Important among these are ***allocators***, ***predicates***, and ***comparison functions***.
* Allocator : Each container has an allocator defined for it. Allocators manage memory allocation for containers. The ***default allocator*** is an object of class allocator, but you can define your ***own allocators for specialized applications***. For most uses, the ***default allocator*** is sufficient.
* Predicate: Some *algorithms* and *containers* use a ***special type of function*** called a predicate. There are two type of ***predicates***:

|  |  |
| --- | --- |
| 1. unary: A unary predicate takes one argument | 1. binary: a binary predicate has two arguments. |

* These functions return true/false; the *conditions* that make them return true/false are defined by the programmer.
* ***Type notation:*** In this chapter, when a *unary predicate function* is used, it will be notated with the type ***UnPred***. When a *binary predicate* is used, it will be of type ***BinPred***.
* In a binary predicate, the arguments are always in the order of first, second.
* For both ***unary*** and ***binary***, the arguments will be the *same type as the objects* being stored by the *container*.
* Comparison function: *Comparison function* is a special type of binary predicate that compares two elements, this type of predicate returns true if its ***first argument is less than its second***.
* ***Comparison functions*** are used by some algorithms and classes and it will be notated by the type ***Comp***.
* The C++ STL includes the ***<utility>*** and ***<functional>*** headers, which ***provide support for the STL***. For example, ***<utility>*** contains the definition of the ***template class*** pair, which can hold a pair of values.
* Templates in ***<functional>*** help to construct objects that define ***operator()***. These are called *function objects*, and they can be used in place of *function pointer* in many places. Some predefined *function objects* declared within ***<functional>*** are:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***plus*** | ***minus*** | ***multiplies*** | ***divides*** | ***modulus*** | ***negate*** | ***equal\_to*** | ***not\_equal\_to*** |
| ***greater*** | ***greater\_equal*** | ***less*** | ***less\_equal*** | ***logical\_and*** | ***logical\_or*** | ***logical\_not*** |  |

* Most widely used function object is less, which determines whether the value of one object is less than the value of another.
* ***Function objects*** can be used in place of actual ***function*** ***pointers*** in the STL algorithms. Using ***function objects*** rather than ***function pointers*** allows the STL to generate more efficient code.
* Note: Function objects are not difficult but we for now we have to skip this.

**14.9 Type Names (Placeholder Types) For Container Classes**

Because the names of the placeholder types in a template class declaration are arbitrary, the container classes declare ***typedef***ed versions of these types (***typedef*** is a C specifier. Recall typedef 7.6). This makes the ***type names*** concrete. Common ***typedef*** names :

|  |  |  |  |
| --- | --- | --- | --- |
| typedef | Name Description | typedef | Name Description |
| *reference* | A reference to an element | *size\_type* | An integral type equivalent to size t |
| *iterator* | An iterator | *const\_reference* | A const reference to an element |
| *const\_iterator* | A const iterator | *value\_type* | The type of a value stored in a container |
| *reverse\_iterator* | A reverse iterator | *key\_compare* | The type of a function that compares two keys |
| *const\_reverse\_iterator* | A const reverse iterator | *key\_type* | The type of a key |
| *allocator\_type* | The type of the allocator | *value\_compare* | The type of a function that compares two values |

**14.10 VECTORS**

Limitations of an array and purpose of "vector": The main limitation of C++ array is that the ***size of an array*** is fixed at compile time and cannot be adjusted at run time to accommodate ***changing program conditions***. A vector solves this problem by *allocating memory* as needed.

* The vector class supports a *dynamic array*. This is an array that ***can grow as needed***. Vector also supports *Random Access*.
* Although a vector is *dynamic*, the subscripting operator **[ ]** is defined for vector andyou can still use the ***standard array subscript notation*** to access its elements.
* These comparison operators are defined for vector: **==, <, <=, !=, >, >=**
* The **template** specification for **vector**:

***template <class T, class Allocator = allocator<T>> class vector***

|  |  |
| --- | --- |
| * Here **T** is the type of data being stored | * Allocator specifies the allocator, which defaults to the standard allocator |

* vector has the following constructors :

1. This form constructs an empty vector : **explicit** *vector*(**const** Allocator &a=Allocator() );
2. The second form constructs a ***vector*** that has ***num*** elements with the value ***val***. The value of ***val*** can be allowed to default :

**explicit** *vector*(**size\_type** num, **const** T &val=T(), **const** Allocator &a=Allocator() );

1. The third form constructs a vector that contains the same elements as ***ob***.

*vector*( **const** *vector*<T, Allocator> &*ob*);

1. The fourth form constructs a vector that contains the elements in the range specified by the ***iterators*** ***start*** and ***end***. (This constructor uses specific instance):

**template**<**class** InIter> *vector*(**InIter** *start*, **InIter** *end*, **const** Allocator &a=Allocator());

* Any object-type that will be stored in a vector must define a *default constructor*. It must also define the **<** and **==** operations.

|  |  |
| --- | --- |
| * Some examples about declaring a vector : | **vector** <**int**> iv; */\* creates a zero - length int vector \*/*  **vector** <**char**> cv(5); */\* creates a 5- element char vector \*/*  **vector** <**char**> cv(5, 'x'); */\* initializes a 5- element char vector \*/*  **vector** <**int**> iv2(iv); */\* creates an int vector from an int vector \*/* |

* The *member functions* defined by vector are shown in following Table.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Member Function *(template portion in different line)* | | | | | Description |
| **reference** *at*(**size\_type** i); | **const\_reference** *at*(**size\_type** i) **const**; | | | | Returns a *reference* to an element specified by ***i***. |
| **reference** *back*(); | **const\_reference** *back*() **const**; | | | | Returns a *reference* to the ***last*** element in the vector. |
| **reference** *front*(); | **const\_reference** *front*() **const**; | | | | Returns a *reference*  to the ***first*** element in the vector. |
| **reference** *operator*[ ](**size\_type** i ) **const**;  **const\_reference** *operator*[ ](**size\_type** i ) **const**; | | | | | Returns a *reference* to the element specified by ***i***. |
| **iterator** *begin*(); | **const\_iterator** *begin*() **const**; | | | | Returns an *iterator*  to the ***first*** element in the vector. |
| **iterator** *end*(); | **const\_iterator** *end*() **const**; | | | | Returns an *iterator* to the ***end*** of the vector. |
| **reverse\_iterator** *rbegin*(); | **const\_reverse\_iterator** *rbegin*() **const**; | | | | Returns a *reverse* *iterator*  to the ***end*** of the vector. |
| **reverse\_iterator** *rend*(); | **const\_reverse\_iterator** *rend*() **const**; | | | | Returns a *reverse* *iterator* to the ***start*** of the vector. |
| **template**<**class** InIter> **void** *assign*(**InIter** ***start***, **InIter** ***end***); | | | | | Assigns the vector the sequence defined by start and end. |
| **template**<**class** Size, class T> **void** *assign*(Size ***num***, const T &***val***=T()); | | | | | Assigns the vector num elements of value val. |
| **template**<**class** InIter> **void** *insert*(iterator i, **InIter** ***start***, **InIter** ***end***); | | | | | Inserts the sequence defined by start and end immediately before the element specified by ***i***. |
| **void** *insert*(iterator i, **size\_type** ***num***, const T &***val***) | | | | Inserts num copies of val immediately before the element specified by ***i***. | |
| **iterator** *insert*(iterator i, const T &val=T()); | | Inserts val immediately before element specified by i. An iterator to element is returned. | | | |
| **iterator** *erase*(iterator ***start***, iterator ***end***); | | Removes elements in range start to end. Returns an iterator to element after last element removed. | | | |
| **iterator** *erase*(iterator i ); | | Removes element pointed to by i. Returns an iterator to element after the one removed. | | | |
| **void** *clear*(); | | | Removes all elements from the vector. | | |
| **bool** *empty*() **const**; | | | Returns true if the invoking vector is empty and false otherwise. | | |
| **void** *pop\_back*(); | | | Removes the last element in the vector. | | |
| **void** *push\_back*(**const** T &***val***); | | | Adds an element with the value specified by val to the end of the vector. | | |
| **void** *resize*(**size\_type**, ***num***, T ***val***=T()); | | | Changes the size of the vector to that specified by num. If the vector must be lengthened, elements with the value specified by val are added to the end. | | |
| **size\_type** *capacity*() **const**; | | | Returns the current capacity of the vector. This is the number of elements it can hold before it will need to allocate more memory. | | |
| **size\_type** *max\_size*() **const**; | | | Returns the maximum number of elements that the vector can hold. | | |
| **size\_type** *size*() **const**; | | | Returns the number of elements currently in the vector. | | |
| **allocator\_type** *get\_allocator*() **const**; | | | Returns the vector's allocator. | | |
| **void** *reserve*(**size\_type** ***num***); | | | Sets the capacity of the vector so that it is equal to at least num. | | |
| **void** *swap*( vector<T, Allocator> &***ob***) | | | Exchanges the elements stored in the invoking vector with those in ob. | | |

* Some of the most important member functions are:

1. ***size():***It returns the *current size* of the vector. This function is quite useful because it allows you to determine the *size* of a vector at *run time*. Remember, vectors will increase in size as needed, so the size of a vector must be determined during *execution*, not during *compilation*.
2. ***begin():***The ***begin()*** function returns an *iterator* to the *start* of the vector.
3. ***end():***The ***end()*** function returns an *iterator* to the *end* of the vector.
4. ***push\_back():***The ***push\_back()*** function puts a value onto the *end* of the vector. If necessary, the vector is *increased* in length to *accommodate* the *new* element.
5. ***insert():***You can also *add* elements to the *middle* using ***insert()***.
6. ***erase():***You can *remove* elements from a vector using ***erase()***.

Note:

1. As explained, iterators are similar to pointers, and it is through the use of the ***begin()*** and ***end()*** functions that you obtain an iterator to the beginning and end of a vector.
2. A vector can also be initialized. In any event, once a vector contains elements, you can use ***array subscripting*** to access or modify those elements.

* Example 1: Folllowing illustrates the basic operation of a vector.

# include <iostream >

# include <vector >

using namespace std;

**int** **main**(){ **vector** <**int**> v; /\* create zero - length vector \*/

**int** i;

**cout** << " Size = " << v.size() << **endl** ; /\* display original size of v \*/

/\* put values onto end of vector vector will grow as needed \*/

**for**(i=0; i<10; i++) v.**push\_back**(i);

**cout** << " Size now = " << v.**size**() << **endl** ; /\* display current size of v \*/

**cout** << " Current contents :\n";

**for**(i=0; i<v.**size**(); i++) **cout**<< v[i] << " "; /\* display contents of vector \*/

**cout** << **endl** ;

/\* put more values onto end of vector again , vector will grow as needed \*/

**for**(i=0; i <10; i++) v.**push\_back**(i+10) ;

**cout** << " Size now = " << v.**size**() << **endl**; /\* display current size of v \*/

**cout** << " Current contents :\n";

**for**(i=0; i<v.**size**(); i++) **cout**<< v[i] << " "; /\* display contents of vector \*/

**cout** << **endl** ;

**for**(i=0; i<v.**size**(); i++) v[i] = v[i] + v[i]; /\* change contents of vector \*/

**cout** << " Current contents :\n";

**for**(i=0; i<v.**size**(); i++) **cout**<< v[i] << " "; /\* display contents of vector \*/

**cout** << **endl** ;

**return** 0;}

output: *Size = 0*

*Size now = 10*

*Current contents:*

*0 1 2 3 4 5 6 7 8 9*

*Size now = 20*

*0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19*

*Current contents:*

*0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34* 36 38

* In ***main()***, an integer vector ***v*** is created. Since no initialization is used, it is an empty vector with an initial capacity of zero.
* The program confirms it's a *zero-length vector* by calling the ***size()*** member function.
* Next, ten elements are added to the end of ***v*** with the member function ***push\_back()***. This causes ***v*** to grown in order to accommodate the new elements. Its new size after these additions is ***10***. Then, the contents of ***v*** are displayed. Notice that the *standard array subscripting notation* is employed.
* Next, ten more elements are added and ***v*** automatically increased in size to handle them.
* Finally, the values of ***v***'s elements are altered using *standard subscripting notation*.
* Notice that the ***loops that display the contents*** of ***v*** use as their target ***v.size()***.
* One of the ***advantages that vectors have over arrays*** is that it is possible to find the current size of a ***vector***.
* Example 2: We know that arrays and pointers are tightly linked in C++ also array can be accessed either *through* ***subscripting*** or *through a* ***pointer***. Similarly in STL ***vectors*** (in place of ***array***) and ***iterators*** (in place of ***pointer***) are linked and we can access the members of a vector by *using subscripting* or by *using an* iterator.

|  |  |
| --- | --- |
| **int** **main**(){ **vector** <**int**> v; */\* create zero - length vector \*/*  **int** i;  **for**(i=0; i<10; i++) v.**push\_back**(i); */\* push values into a vector \*/*  **for**(i=0; i<10; i++) **cout** << v[i] << " "; */\* accessing vector via subscript \*/*  **cout** << **endl** ; | */\* access via iterator \*/*  **vector** <**int**> :: **iterator** p; */\* iterator declaration \*/*  p = v.**begin**(); */\* initializing iterator \*/*  **while** (p != v.**end**()) { **cout** << \*p << " ";  p++; }  **return** 0; } |

* **v** is initially created with zero length. ***push\_back()*** puts values onto the end of the vector, expanding its size as needed.
* Notice how the ***iterator*** ***p*** is declared. The ***type*** iterator is defined by the ***container*** classes. Thus, to obtain *an iterator* for a *particular container*: simply qualify ***iterator*** with the ***name*** of the container.
* ***p*** is initialized to point to the start of the vector by using the ***begin()***. ***begin()*** returns an iterator to the *start* of the *vector*.
* This ***iterator*** can then be used to access the vector an element at a time by incrementing it as needed. Which is similar to the way that ***a*** pointer ***can be used to access the elements of an*** array.
* To determine the end of the vector, the ***end()*** is employed. ***end()*** returns an iterator to the location that is ***one past the last element in the vector***. Thus, when ***p*** equals ***v.end()***, the end of the vector has been reached.
* Example 3: you can insert elements into the middle using the ***insert()*** function. You can also remove elements using ***erase()***.

|  |  |  |
| --- | --- | --- |
| **int** **main**() { **vector** <**int**> v(5, 1); /\* create 5-element vector of 1's \*/  **int** i;  **cout** << "Size = " << v.**size**() << **endl** ;  **cout** << " Original contents :\n";  **for** (i=0; i<v.**size**(); i++) **cout** << v[i] << " "; */\* display original contents \*/*  **cout** << **endl** << **endl** ;  **vector** <**int**> :: **iterator** p = v.**begin**(); */\* declaring iterator p and initializing it \*/*  p += 2; */\* point to 3rd element \*/*  v.**insert**(p, 10, 9); */\* insert 10 elements with value 9 \*/* | | **cout** << "Size after insert =" << v.**size**() << **endl** ;  **cout** << "Contents after insert :\n";  **for** (i=0; i<v.**size**(); i++)  **cout**<< v[i] << " "; */\* show changed contents \*/*  **cout** << **endl** << **endl**  */\* remove those elements \*/*  p = v.**begin**();  p += 2; */\* point to 3rd element \*/*  v.**erase**(p, p +10) ; */\* remove next 10 elements \*/*  **cout** << " Size after erase = " << v.**size**() << **endl** ;  **cout** << " Contents after erase :\n";  **for** (i=0; i<v.**size**(); i++)  **cout** << v[i] << " "; */\* show final contents \*/*  **cout** << **endl** ;  **return** 0;} |
| output: *Size = 5*  *Original contents:*  *1 1 1 1 1*  *Size after insert = 15* | *Contents after insert:*  *1 1 9 9 9 9 9 9 9 9 9 9 1 1 1*  *Size after erase = 5*  *Contents after erase:*  *1 1 1 1 1* |

* Example 4: ***comparison operators need to be defined for user defined classes:*** Here is an example that uses a vector to store objects of a programmer-defined class.
* Notice that the class defines the *default constructor* and that *overloaded versions* of ***<*** an ***==*** are provided.
* Note: depending upon how your compiler implements the STL, ***other comparison operators might need to be defined***.

|  |  |
| --- | --- |
| **class** Demo{ do**u**ble d;  **public** :  Demo() { d = 0.0; }  Demo(**double** x) { d = x; }    */\* advanced "=" overloading. recall 11.13\*/*  Demo **&operator**=(**double** x) { d = x; **return** **\*this**; }  **double** getd() { **return** d; }  };  **bool** **operator**<( **Demo** a, **Demo** b){ **return** a.getd() < b.getd(); }  **bool** **operator**==( **Demo** a, **Demo** b){ **return** a.getd() == b.getd(); } | **int** **main**(){ **vector** <**Demo**> v;  **int** i;  **for**(i=0; i<10; i++)v.**push\_back**( **Demo** (i /3.0) );  **for**(i=0; i<v.**size**(); i++) **cout** << v[i].getd() << " ";  **cout** << **endl** ;  **for**(i=0; i<v.**size**(); i++) v[i] = v[i].getd()\*2.1;  **for**(i=0; i<v.**size**(); i++) **cout** << v[i].getd() << " ";  **return** 0;} |
| output:  0 0.333333 0.666667 1 1.33333 1.66667 2 2.33333 2.66667 3  0 0.7 1.4 2.1 2.8 3.5 4.2 4.9 5.6 6.3 |

**14.11 LISTS**

The list class supports a *bidirectional*, *linear* *list*. A list can be accessed sequentially only (but a *vector* supports *random access*). Because lists are bidirectional, they can be accessed *front to back* or *back to front*.

* **template** specification for **list** :

***template < class T, class Allocator = allocator<T> > class list***

|  |  |
| --- | --- |
| * Here **T** is the type of data being stored | * Allocator specifies the allocator, which defaults to the standard allocator |
| * These comparison operators are defined for list: **==, <, <=, !=, >, >=** | |

* list has the following constructors :

1. This form constructs an empty list : **explicit** *list*(**const** Allocator &a=Allocator() );
2. The second form constructs a ***list***  that has ***num*** elements with the value ***val***. The value of ***val*** can be allowed to default :

**explicit** *list*(**size\_type** num, **const** T &val=T(), **const** Allocator &a=Allocator() );

1. The third form constructs a list that contains the same elements as ***ob***.

*list*( **const** *list*<T, Allocator> &ob);

1. The fourth form constructs a list that contains the elements in the range specified by the ***iterators*** ***start*** and ***end***. (This constructor uses specific instance):

**template**<**class** InIter> *list*(**InIter** *start*, **InIter** *end*, **const** Allocator &a=Allocator());

* Any object-type that will be held in a list must define a default constructor. It must also define the comparison operators **==**, **<** etc.
* The *member functions* defined by list are shown in following Table.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Member Function | | | | | | Description |
| **reference** *front*(); | | **const\_reference** *front*() **const**; | | | | Returns a *reference* to the *first* element in the list. |
| **reference** *back*(); | | **const\_reference** *back*() **const**; | | | | Returns a *reference* to the *last* element in the list. |
| **iterator** *begin*(); | | **const\_iterator** *begin*() **const**; | | | | Returns an *iterator* to the *first* element in the list. |
| **iterator** *end*(); | | **const\_iterator** *end*() **const**; | | | | Returns an *iterator* to the *end* of the list. |
| **reverse\_iterator** *rbegin*(); | | **const\_reverse\_iterator** *rbegin*() **const**; | | | | Returns a *reverse* *iterator* to the *end* of the list. |
| **reverse\_iterator** *rend*(); | | **const\_reverse\_iterator** *rend*() **const**; | | | | Returns a *reverse iterator* to the *start* of the list. |
| **void** *sort*(); | **template**<**class** Comp>  **void** *sort*(Comp ***cmpfn***); | | | Sorts the list. The second for sorts the list using the comparison function cmpfn to determine whether the value of one element is less than that of another. | | |
| **void** *unique*(); | **template**<**class** BinPred>  **void** *unique*(BinPred ***pr***); | | | *Removes* *duplicate* elements from the invoking list. The second from uses pr to determine uniqueness. | | |
| **void** *merge*(list<T,Allocator>&ob);  **template**<**class** Comp>  **void** *merge*( <list<T,Allocator>> &***ob***, Comp ***cmpfn***); | | | | Merges the ordered list contained in ob with the invoking ordered list. The result is ordered. After the merge, the list contained in ob is empty. In the second form, a comparison function can be specified to determine whether the value of one element is less than that of another. | | |
| **void** *splice*(**iterator** i, list<T, **Allocator**> &ob); | | | | | Inserts the contents of ob into the invoking list at the location pointed to by i. After the operation ob is empty. | |
| **void** *splice*(**iterator** i, list<T, **Allocator**>&ob, **iterator** el ); | | | | | Removes the element pointed to by el from the list ob and stores it in the invoking list at the location pointed to by i. | |
| **void** *splice*(**iterator** i, list<T, **Allocator**> &ob, **iterator** start,  **iterator** end); | | | | | Removes the range defined by start and end from ob and stores it in the invoking list beginning at the location pointed by i. | |
| **template**<**class** **InIter**> **void** *assign*(**InIter** ***start***, **InIter** ***end***); | | | | | | Assigns the list the sequence defined by start and end. |
| **template**<**class** **Size**, **class** T> **void** *assign*(**Size** ***num***, **const** T &***val***=T()); | | | | | | Assigns the list num elements of value val. |
| **void** *remove*(**const** T &val); | | | | | | Remove elements with the value val from the list. |
| **template**<**class** UnPred> **void** *remove*\_if(UnPred ***pr***); | | | | | | Removes elements for which the unary predicate pr is true. |
| **template**<**class** **InIter**> **void** *insert*(iterator i, **InIter** *start*, **InIter** *end*); | | | | | | Inserts the sequence defined by start and end immediately before the element specified by i. |
| **iterator** *insert*(**iterator** i, **const** T &***val***=T()); | | | | Inserts val immediately before the element specified by i. Iterator returned to the element | | |
| **void** *insert*(**iterator** *i*, **size\_type** num, **const** T &***val***) | | | | Inserts num copies of val immediately before the element specified by i. | | |
| **allocator\_type** *get\_allocator*() **const**; | | | | Returns the list's allocator. | | |
| **void** *swap*(**list**<T, **Allocator**> &ob) | | | | Exchanges the elements stored in the invoking list with those in ob. | | |
| **iterator** *erase*(**iterator** start, **iterator** end); | | | | *Removes* the *elements* in the range start to end. Returns iterator to the element after last removed element. | | |
| **iterator** *erase*(**iterator** i); | | | *Removes* *element* pointed to by i. Returns iterator to the element after the one removed. | | | |
| **void** *clear*(); | | | *Removes all elements* from the list. | | | |
| **bool** *empty*() **const**; | | | Returns true if the invoking list is empty and false otherwise. | | | |
| **void** *pop\_back*(); | | | *Removes* the last element in the list. | | | |
| **void** *pop\_front*(); | | | *Removes* the first element in the list. | | | |
| **void** *push\_back*(**const** T &***val***); | | | *Adds* an *element* with the value specified by val to the end of the list. | | | |
| **void** *push\_front*(**const** T &***val***); | | | *Adds* an *element* with the value specified by val to the front of the list. | | | |
| **void** *resize*(**size\_type**, num,  T val=T() ); | | | *Changes* the *size* of the list to that specified by num. If the list must be lengthened, elements with the value specified by val are added to the end. | | | |
| **size\_type** *max\_size*() **const**; | | | Returns the maximum number of elements that the list can hold. | | | |
| **size\_type** *size*() **const**; | | | Returns the *number* *of elements* currently in the list. | | | |
| **void** reverse(); | | | *Reverses* the invoking list. | | | |

* Like a vector, a list can have elements put into it with the ***push\_back()*** function.
* You can put elements on the front of the list by using ***push\_front()***,
* you can insert an element into the middle of a list by using ***insert()***.
* You can use ***splice()*** to join two lists, and you can merge one list into another by using ***merge()***.
* Example 1: Following creates a list of characters.

# include <iostream >

# include <list >

using namespace std;

**int** **main**() { **list** <**char**> lst ; */\* create an empty list \*/*

**int** i;

**for**(i=0; i<10; i++) lst.**push\_back**('A'+i); */\* creating list \*/*

**cout** << " Size = " << lst.**size**() << **endl**; */\* Displaying size \*/*

**list** <**char** >:: **iterator** p; */\* "pointer-like" iterator declaration \*/*

**cout** << " Contents : ";

**while**(!lst.**empty**()){ p = lst.**begin**();

**cout** << \*p;

lst.**pop\_front**(); */\* removing printed element \*/*

} */\* list output loop ends \*/*

**return** 0; }

* First, an empty list object is created. Next, ten characters, the letters ***A*** through ***J***, are put into the list. This is accomplished with the ***push\_back()*** function, which puts each new value on the end of the existing list.
* Next, the size of the list is displayed.
* Then, the contents of the list are output by repeatedly obtaining, displaying, and then removing the first element in the list. This process stops when the list is empty.
* Here the list was emptied as it was traversed. That is, of course, not necessary. For example, the loop that displays the list could be re-coded as: **list** <**char**> :: **iterator** p = lst.**begin**();

**while**(p != lst.**end**()){ **cout** << \*p; p++; }

* Here the iterator **p** is initialized to point to the start of the list. Each time through the loop, ***p*** is ***incremented***, causing it to point to the ***next element***. The loop ends when ***p*** points to the end of the list.
* Example2: Because lists are bidirectional, elements can be put on a list either at the front or at the back. The following program creates two list, with the first being the reverse of the second.

|  |  |
| --- | --- |
| **int** **main**(){ **list** <**char**> lst ;  **list** <**char** > revlst ;  **int** i;  **for**(i=0; i <10; i++) lst.**push\_back**('A'+i);    **cout** << " Size of lst = " << lst.**size**() << **endl** ;    **cout** << " Original contents : ";  **list** <**char** >:: **iterator** p;  */\* Remove elements from lst and put them into revlst in reverse order. \*/*  **while**(!lst.**empty**()) { p = lst.**begin**();  **cout** << \*p;  lst.**pop\_front** ();  revlst.**push\_front**(\*p); */\* putting first as last : reversing \*/* } | **cout** << **endl** << **endl** ;  **cout** << " Size revlst = " << revlst.**size**() << **endl** ;  **cout** << " Reversed contents : ";  p = revlst.**begin**();  **while** (p!=revlst.**end**()){**cout** << \*p;  p++;}  **return** 0;} |
| Output: *Size of lst = 10*  *Original contents: ABCDEFGHIJ*  *Size revlst = 10*  *Reversed contents: JIHGFEDCBA* |

* the list is reversed by removing elements from the start of ***lst*** and pushing them onto the front of ***revlst***. (stored in reverse order in revlst)
* Example 3: sort a list by calling the ***sort()***member function.

|  |  |
| --- | --- |
| #include <cstdlib >  lst.**push\_back**('A'+( **rand**()%26) ); /\* makes random charcter list \*/  **list**<**char** >:: **iterator** p; /\* iterator or pointer \*/  lst.**sort**(); /\* sorts the list \*/ | output  Original contents: PHQGHUMEAY  Sorted contents: AEGHHMPQUY |

* Example 4: One ordered list can be merged with another. The result is an ordered list that contains the contents of the two original lists. The *new list* is left in the *invoking* *list* and the *second list* is left *empty*.

|  |  |  |
| --- | --- | --- |
| **int** **main**(){ **list** <**char**> lst1 , lst2 ;  **int** i;  **for**(i=0; i <10; i +=2) lst1.**push\_back**('A'+i);  **for**(i=1; i <11; i +=2) lst2.**push\_back**('A'+i);  **list** <**char**> :: **iterator** p ; | **cout** << "Contents of lst1:";  p = lst1.**begin**();  **while**(p != lst1.**end**()){ **cout** << \*p;  p++; }  **cout** << **endl** << **endl** ; | **cout** << "Contents of lst2:";  p = lst2.**begin**();  **while**(p != lst2.**end**()){**cout** << \*p;  p++;}  **cout** << **endl** << **endl** ; |
| Output: Contents of lst1: **ACEGI**  Contents of lst2: **BDFHJ**  lst2 is now empty  Contents of lst1 after merge:  **ABCDEFGHIJ** | lst1.**merge**( lst2 );  **if**( lst2.**empty**() ) **cout** << " lst2 is now empty \n";  **cout** << " Contents of lst1 after merge :\n";  p = lst1.**begin** ();  **while**(p != lst1.**end**()) { **cout** << \*p;  p++; }  **return** 0;} | |

* The lists contains the letters ***ACEGI*** and ***BDFHJ***, are merged to produce the sequence ***ABCDEFGHIJ***.

**14.12 MAPS (example of an *associative container*)**

The map class supports an associative container in which unique keys are mapped with values. Generally a map is a ***list of key/value pairs***. In essence, a key is simply a name that you give to a value. Once a *value* has been *stored*, you can *retrieve* it by using its *key*.

* A map can hold only unique keys. ***Duplicate keys are not allowed***. To create a map that allows *nonunique* keys, use multimap.
* The power of a map is that you can look up a value given its key. For example, you could define a map that uses a ***person's name*** as its key and stores that ***person's telephone number*** as its value.
* **template** specification for **map** :

***template <class Key, class T, class Comp=less<Key>, class Allocator=allocator<T> > class map***

|  |  |
| --- | --- |
| * Here ***Key*** is the ***data-type*** of the ***keys***. * ***T*** is the data-***type*** of the values being stored *(mapped)* | * ***Allocator*** specifies the allocator, which defaults to the standard allocator * ***Comp*** is a function that compares two keys. This defaults to the standard ***less()*** ***utility function*** object. |
| * These comparison operators are defined for map: **==, <, <=, !=, >, >=** | |

* map has the following constructors :

1. This form constructs an empty map :

**explicit** map(**const** Comp &cmpfn=Comp(), **const** **Allocator** &a=Allocator() );

1. The second form constructs a map that contains the same elements as ***ob***.

*map*( **const** *map*<key, T, Comp, **Allocator**> &ob);

1. The third form constructs a map that contains the elements in the range specified by the ***iterators*** ***start*** and ***end***. (This constructor uses specific instance):

***template*** *<****class******InIter****> map(****InIter*** *start,* ***InIter*** *end,* ***const*** *Comp &cmpfn=Comp(),* ***const******Allocator*** *&a= Allocator() );*

* The function specified by ***cmpfn***, if present, determines the ordering of the map.
* Any *object* (or *object-type*) used as a key must define a default constructor and overload ***any necessary*** comparison operators (i.e. ==, <=, <, > etc) as we did for ***vectors*** & ***list*** (see ***vector 14.10: Example 4***).
* The *member functions* defined by map are shown in following Table. In the descriptions, ***key\_type*** is the type of the key and ***value\_type*** represents ***pair<Key, T>***.
* Key/value pairs, pair() template class : ***Key/value pairs*** are stored in a map as objects of type ***pair***. Template specification:

**template** <**class** Ktype, **class** Vtype> **struct** pair{

**typedef** ***Ktype*** first\_type ; */\* type of key \*/*

**typedef** ***Vtype*** second\_type ; */\* type of value \*/*

***Ktype*** first ; */\* contains the key \*/*

***Vtype*** second ; */\* contains the value \*/*

pair(); */\* constructor 1 \*/*

pair(**const** **Ktype** &k, **const** **Vtype** &v); */\* constructor 2 \*/*

**template**<**class** A, **class** B> pair(**const**<A, B> &ob); */\* constructor 3 \*/* }

* the value in ***first*** contains the key and the value in ***second*** contains the value associated with that key.
* ***make\_pair() GnF:*** To construct a pair use either one of ***pair's constructors*** (above 3 constructors) or use ***make\_pair()***, which constructs *a pair object based upon the types of the data used as parameters*. ***make\_pair()*** is a GnF that has following prototype:

**template**< **class** **Ktype**, **class** **Vtype**>

**pair**<**Ktype**, **Vtype**> *make\_pair*(**const** **Ktype** &k, **const** **Vtype** &v);

* it returns a pair object consisting of values of the types specified by ***Ktype*** and ***Vtype***.
* The advantage of ***make\_pair(),*** it allows the ***types of the objects*** being stored to be determined automatically by compiler.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Member Function | | | | | | Description | |
| **iterator** *begin*(); | | **const\_iterator** *begin*() **const**; | | | | Returns an iterator to the first element in the map. | |
| **iterator** *end*(); | | **const\_iterator** *end*() **const**; | | | | Returns an iterator to the end of the map. | |
| **iterator** *find*(**const** key\_type &k);  **const\_iterator** *find*(**const** key\_type &k) **const**; | | | | | | Returns an iterator to the specified key. If the key is not found, an iterator to the end of the map is returned. | |
| **iterator** *lower\_bound*(**const** key\_type &k);  **const\_iterator** *lower\_bound*(**const** key\_type &k **const**; | | | | | | Returns an iterator to the first element in the map with key equal to or greater than k. | |
| **iterator** *upper\_bound*(**const** key\_type &k);  **const\_iterator** *upper\_bound*(**const** key\_type &k) **const**; | | | | | | Returns an iterator to the first element in the map with the key greater than k. | |
| **reverse\_iterator** *rbegin*(); | **const\_reverse\_iterator** *rbegin*() **const**; | | | | | Returns a reverse iterator to the end of the map. | |
| **reverse\_iterator** *rend*(); | **const\_reverse\_iterator** *rend*() **const**; | | | | | Returns a reverse iterator to the start of the map. | |
| **void** *erase*(**iterator** i); | | | | | | Removes the element *pointed* to by i. | |
| **void** *erase*(**iterator** start, **iterator** end); | | | | | | Removes the elements in the range start to end. | |
| **size\_type** *erase*(**const** key\_type &k); | | | | | | Removes elements that have keys with the value k. | |
| **value\_compare** *value\_comp*() **const**; | | | | | | Returns the *function object* that compares values. | |
| **key\_compare** *key\_comp*() **const**; | | | | | | Returns the *function object* that compares keys. | |
| **size\_type** *max\_size*() **const**; | | | | | | Returns the max number of elements that the map can hold. | |
| **size\_type** *size*() **const**; | | | | | | Returns the current-number of elements in the map. | |
| **void** *clear*(); | | | | | | Removes all elements from the map. | |
| **bool** *empty*() **const**; | | | | | | Returns true if invoking map is empty and false *otherwise*. | |
| **allocator\_type** *get\_allocator*() **const**; | | | | | | Returns the map's allocator. | |
| **size\_type** *count*(**const** key\_type &k) **const**; | | | | | | Returns the number of times k occurs in the map (1 or 0). | |
| **pair**<**iterator**, **iterator**> *equal\_range*(**const** key\_type &k);  **pair**<**const**\_**iterator**, **const**\_**iterator**> *equal\_range*(**const** key\_type &k) **const**; | | | | | | | Returns a pair of iterators that point to the first and last elements in the map that contain the *specified key*. |
| **iterator** *insert*(**iterator** i, **const** value\_type &val); | | | | Inserts val at or after the element specified by i. *iterator* to the element is returned. | | | |
| **pair**<**iterator**, **bool**>  *insert*(**const** value\_type &val); | | | | Inserts val into the invoking map. An *iterator* to the element is *returned*. The element is inserted *only if it does not already exist*. If the element was inserted, ***pair<iterator, true>*** is returned. Otherwise, ***pair<iterator, false>*** is returned. | | | |
| **template** <**class** **InIter**> **void** *insert*(**InIter** start, **InIter** end); | | | | | Inserts a range of elements. | | |
| **reference** *operator*[ ](**const** key\_type &i); | | | Returns a reference to the element specified by i. If element *doesn't* *exist*, it is *inserted*. | | | | |
| **void** *swap*( map<Key, T, Comp, **Allocator**> &ob); | | | | Exchanges the elements stored in the invoking map with those in ob. | | | |

* Example 1: Following program stores ten key/value pairs. The key is a character and the value is an integer. Stored key/value pairs :

(A, 0) (B, 1) (C, 2) and so on.

* The user is prompted for a key (i.e., a letter from A through J), and the value associated with that key is displayed.

#include<iostream>

**#include<map>**

using namespace std;

**int** **main**(){ **map** <**char** , **int** > m; */\* map declaration \*/*

**int** i;

*/\* use pair template-class for key/value pair \*/*

**for**(i=0; i<10; i++){ m.**insert**(**pair**<**char**, **int**>('A'+i, i));}

**char** ch; */\* accessing part \*/*

**cout** << " Enter key : ";

**cin** >> ch;

**map**<**char**, **int**>:: **iterator** p; */\* iterator declaration \*/*

p = m.**find**(ch); */\* find value given key \*/*

**if**(p != m.**end**()) **cout** << p-> **second** ; */\* second is form pairs()'s template specification \*/*

**else** **cout** << "Key not in map. \n";

**return** 0; }

* ***pair*** template class used to construct the *key/value pairs*.
* Once the ***map*** has been initialized with ***keys*** and ***values***, you can search for value given its key by using the ***find()*** function.
* ***find()*** returns an iterator to the matching element or to the end of the map if the key is not found.
* When a match is found, the value associated with the key is contained in the ***second*** member of ***pair***.
* Here, key/value pairs were constructed explicitly, using ***pair<char, int>***. However, the easier way is to use ***make\_pair()*** which constructs a pair object ***based upon the types of the data used as parameters*** (sometimes type-cast is needed to prevent *auto-type-determination feature* of this function). For example, following code will also insert key/value pairs into m:

m.**insert**( **make\_pair**(( **char** )('A'+i), i) );

* Here the cast to char is needed to override the ***automatic conversion*** to ***int*** when ***i*** is added to '***A***'. Otherwise, the type determination is automatic.

**14.13 ALGORITHMS (names of the algorithms with purpose)**

Although each container provides support for its own basic operations, the std algorithms provide more extended or complex actions.

* Algorithms allow you to work with ***two different types of containers at the same time***. All of the algorithms are ***template functions***. This means that they *can be applied to any type of container*.
* To have access to the STL algorithms, you must include ***<algorithm>*** in your program.
* The STL defines a large number of algorithms, which are summarized alphabetically in following Table.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Algorithm | | | | | | Purpose | | |
| ***adjacent\_find*** | | | | | | Searches for adjacent matching elements within a sequence and returns an iterator to the first match. | | |
| ***binary\_search*** | | | | | | Performs a binary search on an ordered sequence. | | |
| ***copy*** | | | | | | Copies a sequence | | |
| ***copy\_backward*** | | | | | | Same as copy() except that it moves the elements from the end of the sequence first. | | |
| ***count*** | | | | | | Returns the number of elements in the sequence. | | |
| ***count\_if*** | | | | | | Returns the number of elements in the sequence that satisfy some predicate | | |
| ***equal*** | | | | | | Determines whether two ranges are the same. | | |
| ***equal\_range*** | | | | | | Returns a range in which an element can be inserted into a sequence without disrupting the ordering of the sequence. | | |
| ***fill*** | | | ***fill\_n*** | | | Fills a range with the specified value | | |
| ***find*** | | | | | | Searches a range for a value and returns an iterator to the first occurrence of the element. | | |
| ***find\_end*** | | | | | | Searches a range for a subsequence. This function returns an iterator to the end of the subsequence within the range. | | |
| ***find\_first\_of*** | | | | | | Finds the first element within a sequence that matches an element within a range. | | |
| ***find\_if*** | | | | | | Searches a range for an element for which a user-defined unary predicate returns true. | | |
| ***for\_each*** | | | | | | Applies a function to a range of elements. | | |
| ***generate*** | | | ***generate\_n*** | | | Assigns to elements in a range the values returned by a generator function. | | |
| ***includes*** | | | | | | Determines whether one sequence includes all of theelements all of the elements in another sequence. | | |
| ***inplace\_merge*** | | | | | | Merges a range with another range. Both ranges must be sorted in increasing order. The resulting sequence is sorted. | | |
| ***iter\_swap*** | | | | | | Exchanges the values pointed to by its two iterator arguments. | | |
| ***lexicographical\_compare*** | | | | | | Alphabetically compares one sequence with another. | | |
| ***lower\_bound*** | | | | | | Finds the first point in the sequence that is not less than a specific value. | | |
| ***make\_heap*** | | | | | | Constructs a heap from a sequence. | | |
| ***max*** | | | | | | Returns the maximum of two values. | | |
| ***max\_element*** | | | | | | Returns an iterator to the maximum element within a range | | |
| ***merge*** | | | | | | Merges two ordered sequences, placing the result into a third sequence | | |
| ***min\_element*** | | | | | | Returns an iterator to the minimum element within a range. | | |
| ***mismatch*** | | | | | Finds the first mismatch between the elements in two sequences. Iterators to the two elements are returned. | | | |
| ***next\_permutation*** | | | | | | Constructs the next permutation of a sequence. | | |
| ***nth\_element*** | | | | | | Arranges a sequence such that all elements less than a specified element E come before that element and all elements greater than E come after it, | | |
| ***partial\_sort*** | | | | | | Sorts a range. | | |
| ***partial\_sort\_copy*** | | | | | | Sorts a range and then copies as many elements as will fit into a result sequence. | | |
| ***partition*** | | | | | | Arranges a sequence such that all elements for which a predicate returns true come before those for which the predicate returns false. | | |
| ***pop\_heap*** | | | | | | Exchanges the first and last -1 elements and then rebuilds the heap. | | |
| ***prev\_permutation*** | | | | | | Constructs the previous permutation of a sequence. | | |
| ***push\_heap*** | | | | | | Pushes an element onto the end of a heap. | | |
| ***remove*** | | ***remove\_if*** | | | | ***remove\_copy*** | ***remove\_copy\_if*** | Removes elements from a specified range. |
| ***replace*** | | ***replace\_if*** | | | | ***replace\_copy*** | ***replace\_copy\_if*** | Replaces elements within a specified range. |
| ***reverse*** | | ***reverse\_copy*** | | | | Reverses the order of a range. | | |
| ***rotate*** | | ***rotate\_copy*** | | | | Left-rotates the elements in a range. | | |
| ***search*** | | | | | | Searches for a subsequence within a sequence | | |
| ***search\_n*** | | | | | | Searches for a sequence of a specified number of similar elements. | | |
| ***set\_difference*** | | | | | | Produces a sequence that contains the difference between ordered sets. | | |
| ***set\_intersection*** | | | | | | Produces a sequence that contains the intersection of two ordered sets. | | |
| ***set\_symmetric\_difference*** | | | | | | Produces a sequence that contains the symmetric difference between two ordered sets. | | |
| ***set\_union*** | | | | | | Produces a sequence that contains the union of two ordered sets. | | |
| ***sort*** | | | | | | Sorts a range. | | |
| ***sort\_heap*** | | | | | | Sorts a heap within a specified range. | | |
| ***stable\_partition*** | | | | Arranges a sequence such that all elements for which a predicate returns true come before those for which the predicate returns false. The partitioning is stable; the relative ordering of the sequence is preserved. | | | | |
| ***stable\_sort*** | | | | | | Sorts a range. The sort is stable; equal elements are not rearranged. | | |
| ***swap*** | | | | | | Exchange two values. | | |
| ***swap\_ranges*** | | | | | | Exchanges elements in a range | | |
| ***transform*** | | | | | | Applies a function to a range of elements and stores the outcome in a new sequence. | | |
| ***unique*** | ***unique\_copy*** | | | | | Eliminates duplicate elements from a range. | | |
| ***upper\_bound*** | | | | | | Finds the last point in a sequence that is not greater than some value. | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Generic Name | Represents | Generic Name | Represents | Generic Name | Represents |
| ***BiIter*** | Bidirectional iterator | ***RandIter*** | Random access iterator | ***Generator*** | A function that generates objects |
| ***ForIter*** | Forward iterator | ***T*** | Some type of data | ***BinPred*** | Binary predicate |
| ***InIter*** | Input iterator | ***Size*** | Some type of integer | ***UnPred*** | Unary predicate |
| ***OutIter*** | Output iterator | ***Func*** | Some type of function | ***Comp*** | Comparison function |

* ***count()*** and ***count\_if()***: Two of the simplest algorithms are ***count()*** and ***count\_if()***. Their general forms are :

**template** <**class** **InIter**, **class** T> size\_t count(**InIter** start, **InIter** end, const T &val );

**template** <**class** **InIter**, **class** UnPred> ptrdiff\_t count\_if(**InIter** start, **InIter** end, UnPred pfn);

* The ***count()*** algorithm returns the number of elements in the sequence beginning at start and ending at end that match val.
* The ***count\_if()*** algorithm returns the number of elements in the sequence beginning at start and ending at end for which the ***unary predicate*** pfn returns true.
* The following program demonstrates ***count()*** and ***count\_if()***.

|  |  |
| --- | --- |
| #include <iostream>  #include <vector>  #include <algorithm>  using namespace std;  */\* This is a unary predicate that determines if a value is even. 1 for even, 0 for odd.\*/*  **bool** even(**int** x){ **return** !(x %2); }  **int** **main**(){ **vector** <**int**> v;  **int** i;  */\* putting 1's and 2's on the vector \*/*  **for**(i=0; i <20; i++){ **if**(i%2) v.**push\_back**(1);  **else** v.**push\_back**(2); } | **cout** << " Sequence : "; */\* display the vector \*/*  **for**(i=0; i<v.**size**(); i++) **cout** << v[i] << " ";  **cout** << **endl** ;  **int** n; */\* count and count\_if \*/*  n = **count**(v.**begin**(), v.**end**(), 1);  **cout** << n << " elements are 1\n";  n = **count\_if**(v.**begin**() , v.**end**(), *even*);  **cout** << n << " elements are even .\n";  **return** 0; } |
| output: Sequence: 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1  10 elements are 1  10 elements are even. |

* At the start we create a 20-element vector that contains alternating 1s and 2s. Notice how the unary predicate ***even()*** is coded.
* ***count()*** is used to count the number of 1's. Then, ***count\_if()*** counts the number of elements that are even.
* Unary predicate rules: All unary predicates receive as a parameter an object that is of the same type as that stored in the container upon which the predicate is operating. The predicate must then return a true or false result based upon this object.
* ***remove\_copy():*** To generate a new sequence that consists of only certain items from an original sequence use ***remove\_copy()***

***template*** *<****class******InIter****,* ***class******OutIter****,* ***class*** *T> OutIter remove\_copy(****InIter*** *start,* ***InIter*** *end,* ***OutIter*** *result,* ***const*** *T &val);*

* The ***remove\_copy()*** algorithm copies elements from the specified range that are equal to ***val*** and puts the result into the sequence pointed to by result.
* It *returns an iterator* to the ***end*** of the result. The output container must be large enough to hold the result.
* following demonstrates ***remove\_copy()***. It creates a sequence of 1's and 2's. Then removes all of the 1's from the sequence.

|  |  |
| --- | --- |
| **int** **main**(){**vector** <**int**> v, v2 (20);  **int** i;  **for**(i=0; i<20; i++){**if**(i%2)v.**push\_back**(1);  **else** v.**push\_back**(2);} */\* putting 1's and 2's \*/*  **cout** << "Sequence : ";  **for**(i=0; i<v.**size**(); i++) **cout** << v[i] << " "; */\* original \*/*  **cout** << << **endl**; | **remove\_copy**(v.**begin**(), v.**end**(), v2.**begin**(), 1); */\* Remove 1s \*/*  **cout** << " Result : ";  **for**(i=0; i<v2.**size**(); i++) **cout** << v2[i] << " " << **endl** << **endl** ;  **return** 0; } |
| Output: Sequence: 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1  Result: 2 2 2 2 2 2 2 2 2 2 0 0 0 0 0 0 0 0 0 0 |

* ***reverse():*** An often useful algorithm is ***reverse()***, which reverses a sequence. Its general form is:

**template** <**class** **BiIter**> **void** reverse(**BiIter** start, **BiIter** end);

* The ***reverse()*** algorithm reverses the order of the range specified by start and end. Example:

|  |  |
| --- | --- |
| **int** **main**(){ **vector** <int> v;  **int** i;  **for**(i=0; i<10; i++) v.**push\_back**(i);  **cout** << " Initial : ";  **for**(i=0; i<v.**size**(); i++) **cout** << v[i] << " " << **endl** ; | **reverse**(v.**begin**(), v.**end**()); /\* reversing the sequence \*/  **cout** << " Reversed : ";  **for** (i=0; i<v.**size**(); i++) **cout** << v[i] << " ";  **return** 0; } |

* transform(): ***transform()*** ***modifies each element in a range*** according to a function that you provide. It has two general forms:
* The ***transform()*** algorithm applies a function to a range of elements and stores the outcome in result.
* Both versions return an iterator to the end of the resulting sequence.

**template** <**class InIter**, **class OutIter**, **class** Func>

**OutIter** *transform*(**InIter** start, **InIter** end, OutIter result, Func *unaryfunc*);

* In this form, the range is specified by start and end. The function to be applied is specified by ***unaryfunc***.
* This function receives the value of an element in its parameter, and it must return the element's transformation.

**template** <**class InIter1**, **class InIter2**, **class OutIter**, **class** Func>

**OutIter** *transform*(**InIter1** start1, **InIter1** end1, **InIter2** start2, **OutIter** result, Func *binaryfunc*);

* In this form, the transformation is applied using a binary operator function that receives the value of an element from the sequence to be transformed in its first parameter and an element from a *second sequence* as its second parameter.

|  |  |
| --- | --- |
| */\* A simple transformation function.\*/*  **int** xform(**int** i){ **return** i\*i; } */\* square original value \*/*  **int** **main**(){**list** <**int**> x1;  **int** i;  **for** (i=0; i<10; i++) x1.**push\_back**(i); */\* putting the values \*/*  **cout** << "Original contents of x1:";  **list** <**int**> :: **iterator** p = x1.**begin**(); */\* iterator declare with initialization \*/*  **while**(p != x1.**end**()) {**cout** << \*p << " "; p++; } */\* display original \*/*  **cout** << **endl** ;  p = **transform**(x1.**begin**(), x1.**end**(), x1.**begin**(), xform); */\* transformation \*/* | **cout** << " Transformed x1: ";  p = x1.**begin**();  */\* iterator initialization \*/*  **while** (p != x1.**end**()) { **cout** << \*p << " "; p++; }  **return** 0; } |
| Output;  Original contents of x1: 0 1 2 3 4 5 6 7 8 9  Transformed x1: 0 1 4 9 16 25 36 49 64 81 |

* As you can see, each elements in the ***x1*** list has been ***squared***.

**14.14 STRING class**

C++ does not support a built-in string type. However, C++ provide two ways to handle strings.

1. First, you can use the traditional, null-terminated character array which we usually use. This is sometimes referred to as a C string.
2. The second method is to use a class object of ***type string***. This approach is examined here.

* String class is a specialization of a more general template class called ***basic\_string***. two specializations of ***basic\_string*** :

|  |  |
| --- | --- |
| * ***string***, which supports ***8-bit character strings***, | * ***wstring***, which supports ***wide character strings***. |

* Since 8-bit characters are most commonly used we'll focus on ***string*** here.
* why **string** class is part of the C++ library: Since C++ already contains some support for strings as null-terminated character arrays, it might at first seem that the inclusion of the string class is an exception to this rule. There are three reasons for the inclusion of the ***standard string class***
* Consistency: Using standard string class a string now defines a data-type.
* Convenience***(you can use the standard C++ operators)***: Null-terminated strings cannot be manipulated by any of the ***standard C++ operators***, nor can they take part in ***normal C++ expressions***. For example:

char s1[80], s2[80], s3[80];

s1 = "one"; */\* can 't do \*/*

s2 = "two"; */\* can 't do \*/*

s3 = s1 + s2; */\* error , not allowed \*/*

* In C++ it is not possible to use the *assignment operator* to give a character array a new value (except during initialization),
* Also it is not possible to use the **+** operator to *concatenate* two strings. These must be written using library functions as:

|  |  |  |  |
| --- | --- | --- | --- |
| **strcpy**(s1, "one"); | **strcpy**(s2, "two"); | **strcpy**(s3, s1); | **strcat**(s3, s2); |

* Since *null-terminated character arrays* are not technically data types, the C++ operators cannot be applied to them. This inability of operation has driven the development of a standard string class. By standard string class we can apply C++ operators on strings (just like other data types).
* safety***(array boundaries will not be overrun)***: Safety is one other reason for the standard string class. An inexperience or careless programmer can very easily overrun the end of an array that holds a *null-terminated string*. For example, ***strcpy()*** contains no provision for checking the boundary of the target array. If the source array contains more characters than the target array can hold, a program error/system-crash occurs.
* However, for speedy program simple *null-terminated strings* is a good choice.
* Overload the operators for new class-types: Remember, when you define a class in C++, you are defining a new data type that can be fully integrated into the C++ environment. This, of course, means that the operators can be overloaded relative to the new class.
* Although not traditionally thought of as part of the STL, string is another container class defined by C++. This means that it supports the *algorithms* described in the previous section.
* To have access to the string class you must include **<string>**. The string class supports several *constructors*. The prototypes for three of its most ***commonly used constructors*** are:
* This form creates an empty string object: ***string();***
* The second creates a string object from the null-terminated string pointed to by ***str***. This form provides a conversion from ***null-terminated strings*** to ***string objects***: ***string(const char \*str);***
* The third form creates a string object from another string object: ***string(const string &str);***
* A number of operators that apply to strings are defined for string objects, including those listed in the following table:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Operator | **=** | **+** | **+=** | **==** | **!=** | **<** |
| Meaning | Assignment | Concatenation | Concatenation assignment | Equality | Inequality | Less than |
| Operator | **<=** | **>** | **>=** | **[ ]** | **<<** | **>>** |
| Meaning | Less than or equal | Greater than | Greater than or equal | Subscripting | Output | Input |

* These operators allow the use of string objects in normal expressions and eliminate the need for calls to functions such as ***strcpy()*** or ***strcat()***.
* In general, you can mix string objects with normal, null-terminated strings in expressions. For example, a string object can be assigned a null-terminated string.
* The **+** operator can be used to concatenate a string object with another string object or a string object with a C-style string. i.e.

|  |  |  |
| --- | --- | --- |
| string + string | string + C-string | C-string + string |

* The **+** operator can also be used to concatenate a character onto the ***end of a string***.
* The string class defines the constant ***npos***, which is usually ***-1***, represents the length of the longest possible string.
* string class member functions: Complex string operations are accomplished with string class member functions. Most common string class member functions are discussed below:
* **assign()**: To assign one string to another, use the ***assign()*** function. Two of its forms are:

**string** &assign(**const** **string** &strob, **size\_type** start, **size\_type** num);

**string** &assign(**const** **char** \*str, **size\_type** num );

* In the first form, ***num*** characters from ***strob*** beginning at ***start*** will be assigned to the invoking object.
* In the second form, the first ***num*** characters of the ***null- terminated string*** ***str*** are assigned to the invoking object.
* In each case, a reference to the invoking object is *returned*.
* **append()**: You can append part of one string to another using the ***append()***.Two of its forms are:

**string** &append(**const** **string** &strob, **size\_type** start, **size\_type** num);

**string** &append(**const** **char** \*str, **size\_type** num);

* In the first form, ***num*** characters from ***strob***, beginning at ***start***, will be appended to the invoking object.
* In the second form, the first ***num*** characters of the ***null-terminated string*** ***str*** are appended to the invoking object.
* In each case, a reference to the invoking object is *returned*.
* **insert()** and **replace()**: You can insert or replace characters within a string using ***insert()*** and ***replace()***.

**string** &insert(**size\_type** start, **const** **string** &strob);

**string** &insert(**size\_type** start, **const** **string** &strob, **size\_type** insStart, **size\_type** num);

* The first form of ***insert()*** inserts ***strob*** into the invoking string at the index specified by ***start***.
* The second form of ***insert()*** inserts ***num***, characters from ***strob*** beginning at ***insStart*** into the invoking string at the index specified by ***start***.

**string** &replace(**size\_type** start, **size\_type** num, **const** **string** &strob );

***string*** *&replace(****size\_type*** *start,* ***size\_type*** *orgNum ,* ***const******string*** *&strob ,* ***size\_type*** *replaceStart,* ***size\_type*** *replaceNum);*

* Beginning at ***start***, the first form of ***replace()*** replaces ***num*** characters from the invoking string with ***strob***.
* The second form replaces ***orgNum*** characters, beginning at ***start*** in the invoking string, with ***replaceNum*** characters from the string specified by ***strob*** beginning at ***replaceStart***.
* In both cases, a reference to the invoking object is *returned*.
* ***erase()***: You can remove characters from a string using ***erase()***. One of its forms is:

**string** &erase(**size\_type** start=0, **size\_type** num=npos);

* It removes ***num*** characters from the invoking string beginning at ***start***. A reference to the invoking string is *returned*.
* ***find()*** and ***rfind()***: ***find()*** and ***rfind()***,search a string. (There are also other functions for searching.)

**size\_type** find(**const** **string** &strob , **size\_type** start =0) **const**;

* Beginning at ***start***, ***find()*** searches the invoking string for the first occurrence of the string contained in ***strob***.
* If the search string is found, ***find()*** returns the index at which the match occurs within the invoking string. If no match is found, ***npos*** is returned.

**size\_type** rfind(**const** **string** &strob , **size\_type** start = npos ) **const**;

* ***rfind()*** is the opposite of ***find()***. Beginning at ***start***, it searches the invoking string in the *reverse direction* for the first occurrence of the string contained in ***strob***. (i.e., it finds the *last occurrence* of ***strob*** within the invoking string.)
* If the search string is found, ***rfind()*** returns the index at which the match occurs within the invoking string. If no match is found, ***npos*** is returned.
* ***compare()***: To compare the entire contents of one string object to those of another, you will normally use the overloaded relational operators described earlier. However, if you want to compare a portion of one string to another, use ***compare()***

**int** compare(**size\_type** start, **size\_type** num, **const** **string** &strob) **const**;

* Here ***num*** characters in ***strob***, beginning at ***start***, will be compared against the invoking string.
* If the invoking string is less than ***strob***, ***compare()*** will return ***0***.
* ***c\_str()*** *for null-terminated character array version of the string:* Although *string objects* are, there will be times when you will need to obtain a *null-terminated character array version of the string*. For example, you might use a *string object* to *construct a file name*. However, when *opening a file*, you will need to specify a ***pointer*** to a *standard null-terminated string*. To solve this problem, the member function ***c\_str()*** is provided. Its prototype is:

**const** **char** \*c\_str() **const** ;

* This function *returns* a pointer to ***a null-terminated version of the string*** contained in the invoking string object.
* The ***null-terminated string*** must not be altered. It is also not guaranteed to be valid after any other operations have taken place on the string object.
* ***begin()***, ***end()*** and ***size()***: Since string is a container, it supports the ***begin()*** and ***end()*** functions that *return* an iterator to the start and end of a string, respectively.
* Also included is the ***size()*** function, which returns the *number of characters* currently in a string.
* Example 1: C++ string class makes string handling easy. For example, with string objects you can use the assignment operator to assign a quoted string to a string, the **+** operator to concatenate strings, and the comparison operators to compare strings.

|  |  |
| --- | --- |
| #include <iostream>  #include <string>  using namespace std;  **int** **main**() { **string** str1(" Demonstrating Strings ");  **string** str2 (" String Two ");  **string** str3 ;  str3 = str1; */\* assign a string \*/*  **cout** << str1 << "\n" << str3 << "\n";  str3 = str1 + str2 ; */\* concatenate two strings \*/*  **cout** << str3 << "\n";  **if**(str3 > str1) **cout** << " str3 > str1 \n"; */\* compare strings \*/*  **if**(str3 == str1 + str2) **cout** << " str3 == str1 + str2 \n";  */\* A string object can also be assigned a normal string. \*/*  str1 = " This is a normal string .\n";  **cout** << str1 ; | */\* create a string object using another string object \*/*  **string** str4 ( str1 );  **cout** << str4 ;  **cout** << " Enter a string : ";  **cin** >> str4 ; /\* input a string \*/  **cout** << str4 ;  **return** 0; } |
| output: *Demonstrating Strings*  *Demonstrating Strings*  *Demonstrating StringsString Two*  *str3 >str1*  *str3 == str1+str2*  *This is a normal string.*  *This is a normal string.*  *Enter a string: Hello*  *Hello* |

* Notice: the sizes of the strings are not specified. A string object is automatically sized to hold the string that it is given.
* Example 2: The following program demonstrates the ***insert()***, ***erase()***, and ***replace()*** functions.

|  |  |  |
| --- | --- | --- |
| **int** **main**() { **string** str1("This is a test");  **string** str2 (" ABCDEFG ");  **cout** << "Initial strings :\n";  **cout** << "str1 : " << str1 << **endl** ;  **cout** << "str2 : " << str2 <<"\n\n";  */\* demonstrate insert() \*/*  **cout** << "Insert str2 into str1 :\n";  str1.**insert**(5, str2 );  **cout** << str1 << "\n\n"; | */\* demonstrate erase() \*/*  **cout** << "Remove 7 characters from str1 :\n";  str1.**erase**(5, 7);  **cout** << str1 << "\n\n";  */\* demonstrate replace() \*/*  **cout** << "Replace 2 characters in str1 with str2 :\n";  str1.**replace**(5, 2, str2 );  **cout** << str1 << **endl** ;  **return** 0; } | output:  *Initial strings:*  *str1: This is a test*  *str2: ABCDEFG*  *Insert str2 into str1:*  *This ABCDEFGis a test*  *Remove 7 characters from str1:*  *This is a test*  *Replace 2 characters in str1 with str2:*  *This ABCDEFG a test* |

* Example 3: Since string defines a data type, it is possible to ***create containers that hold objects of type string***. For example,

|  |  |
| --- | --- |
| #include <iostream>  #include <map>  #include <string>  using namespace std;  **int** **main**() { **map**<**string**, **string**> m;  **int** i;  m.**insert**( **pair**<**string**, **string**>("yes", "no") );  m.**insert**( **pair**<**string**, **string**>("up", " down") );  m.**insert**( **pair**<**string**, **string**>("left", "right") );  m.**insert**( **pair**<**string**, **string**>("good", "bad") ); | **string** s;  **cout** << " Enter word : ";  **cin** >> s;  **map**<**string**, **string**> :: **iterator** p;  p = m.**find**(s);  **if**(p != m.**end**()) **cout** << "Opposite :" << p **->** **second** ;  **else cout** << " Word not in map \n";  **return** 0;} |

**Finishing Tips (C)**

* Now that you have finished this book, go back and skim through each chapter, thinking about how each aspect of C relates to the rest of it. As you will see, C is a highly integrated language, in which one feature complements another. The connection between pointers and arrays, for example, is pure elegance.
* C is a language best learned by doing! Continue to write programs in C and to study other programmer's programs. You will be surprised at how quickly C will become second nature!
* Finally, you now have the necessary foundation in C to allow you to move on to C++, C’s object-oriented extension. If C++ programming is in your future, proceed to Teach Yourself C++, It picks up where this book leaves off.

**Finishing Tips (C++)**

* You have come a long way since Chapter 1. Take some time to skim through the book again. As you do so, think about ways you can improve the examples (especially those in chapters 9, 10, 11) so that they take advantage of all the features of C++ .
* Programming is learned best by doing. Write many C++ programs. Try to exercise those features of C++ that are unique to it.
* Continue to explore the ***STL***. In the future, many programming tasks will be ***framed in terms of the STL*** because often a program can be reduced to manipulations of containers by algorithms.
* Finally, remember: C++ gives you unprecedented power. It is important that you learn to use this power wisely. Because this power, C++ lets you push the limits of your programming ability. However, if this power is misused, you can also create programs that are hard to understand, nearly impossible to follow, and extremely difficult to maintain. C++ is a powerful too. But, like any other tool, it is only as good as the person using it.