

C++ Programming

STL Unordered Set

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Unordered Set

```
1 #include<iostream>
2 #include<unordered_set>
3 #include<set>
4 #include<algorithm>    // find
5 using namespace std;
6
7 int main() {
8     unordered_set<int> s1 {20, 10, 20, 5, 30};
9
10    s1.insert(7);
11    s1.insert(0);
12
13    for (auto v : s1)
14        cout << v << " ";
15    cout << "\n";    // 0 7 20 10 5 30 : removed duplicates
16
17    // If container has a method use it,
18    // as it considers the internal representation
19    auto it1 = s1.find(20); // FAST
20    cout << *it1 << "\n";
21    /*it = 20;    // CAN'T change
22
23    // generic algorithms iterate in generic/same way.
24    // No idea about internal representation
25    auto it2 = find(s1.begin(), s1.end(), 20); // SLOW
26    cout << *it2 << "\n";
27
28    cout<<s1.size()<<"\n"; // 6
29    s1.erase(s1.begin());
30    cout<<s1.size()<<"\n"; // 5
```

Unordered Set (common actually)

```
int arr[] {20, 10, 20, 5, 30, 7, 0};  
unordered_set<int> s2(arr, arr+3);  
  
s1.swap(s2); // swapping operation: 0 7 30 5 10 20  
  
set<int> sorteds(s1.begin(), s1.end()); // 5 7 10 20 30  
////////////////////////////////////  
// No reverse iterator  
// unordered_multiset: same but allows duplicates  
// In general most operations are fast  
// Based on HashTable.  
// In datastructures course you learn how to use efficiently
```

“Acquire knowledge and impart it to the people.”

“Seek knowledge from the Cradle to the Grave.”