

Vectors, Casting, and Templates

Lesson #2 - 09/11/2025

TCHS Programming Team

Setup

Create a codeforces account at

<https://codeforces.com>

Once you have an account join the group by using the following url:

Also open the compiler to write code:

<https://ide.usaco.guide>

casting

We can use variables with others of the same type. This means that, for example, we cannot compare `int` and `double` directly. To do this, we need to use **casting**.

```
double decimal_num = 4.69;
```

```
int number1 = decimal_num;
```

```
// what does this output?
```

```
cout << number1 << endl;
```

What is actually happening is the following:

```
double decimal_num = 4.69;
```

```
int number1 = int(decimal_num);
```

```
// what does this output?
```

```
cout << number1 << endl;
```

casting - Continued

```
int big_num = 500;
```

```
// 1e9 (or for any x -> lex for that matter) is
```

```
// actually a double
```

```
if(big_num < 1e9){  
}
```

```
// so this if statement gets converted to:
```

```
if(double(big_num) < 1e9){  
}
```

```
// since this is not desirable we can manually cast
```

```
// the double:
```

```
if(big_num < (int)1e9){  
}
```

Vectors

Vectors - Concept



Vectors - usage

Initializing vectors can be done like the following:

```
// where T is a data type
vector<T> my_list; // starts out empty - contains no elements)
vector<T> my_list(n); // starts with n-elements - they are all considered empty
vector<T> my_list(n,default_val); // starts with n-elements, all equal to default_val

vector<int> num_list;
vector<string> string_list;
vector<double> double_list; // etc...

// starts out with 5 elements, however each of them are considered empty
vector<int> empty_list(5);

// starts out with 5 elements, and all of them are equal to pi
vector<double> another_list(5,3.14567);

// T can even be another vector!
vector<vector<int>> num_list_2d(20, vector<int>(40, -5) );
// here num_list_2d is a list of 20 vectors, each of
// which has 40 elements all equal to -5
```

Vectors - Looping through

```
vector<int> l = {1,2,3,4,5,6,7};

for(int i = 0; i < l.size(); i++){
    // can access the current value by using l[i],
    // for example:
    cout << l[i] << " ";
}
cout << endl; // prints the end line

// if the index isn't needed then a
// for-each for loop can be used
for(int x : l){
    cout << x << " ";
}
cout << endl;

// for loop using iterators
for(auto it = l.begin(); it != l.end(); it++){
    // value can be accessed at *it:
    cout << *it << " ";
}
cout << endl;
```


Vectors - Looping through (ii)

For 2d vectors similar syntax can be used:

```
int n = 100;
int m = 200;

vector<vector<int>> dp(n, vector<int>(m, 0));

// this is for example how you can print a 2d list:
for(int i = 0; i < n; i++){
    for(int j = 0; j < m; j++){
        cout << dp[i][j] << " ";
    }
    cout << endl;
}
```

Vectors - Methods

Vectors support lots of methods:

method	comment
<code>push_back(T value)</code>	add a value to the list.
<code>size()</code>	Returns the number of elements in the vector.
<code>front()</code>	Returns the first element of the vector
<code>back()</code>	Returns the last element of the vector
<code>erase(iterator)</code>	Erases value at some index*
<code>empty()</code>	Returns true if empty, otherwise returns false.

```
vector<int> l = {10,20,30,50,20};    output:
l.push_back(-10);                  5
l.push_back(l.begin() + 2);        10 20 50 20 -10
cout << l.size() << endl;
for(int x : l)
    cout << x << " ";
```

Programming Problems' structure / related topics

Reading in a list / lists

A common pattern is reading in a list of numbers:

```
// --- first approach --- //
int n;
cin >> n; // read in number of elements

// list starts empty
vector<int> nums;

// read in elements
for(int i = 0; i < n; i++){
    int tmp; cin >> tmp;
    nums.push_back(tmp); // adds each element into the list
}

// --- second approach (recommended) --- //
int n;
cin >> n; // read in number of elements

// create a list with n elements
// NOTE: you must initialize the list with n-elements before reading them in,
// otherwise you will get an error!
vector<int> nums(n);

// read in elements
for(int i = 0; i < n; i++){
    cin >> nums[i];
}
```

Test cases

Input for each test case is two numbers:

Single test case	Multiple Test cases
<code>2 3 // test case #1</code>	<code>3 // number of test cases</code> <code>2 3 // test case #1</code> <code>6 7 // text case #2</code> <code>4 1 // test case #3</code>

Input for each test case is a list:

Single test case	Multiple Test cases
<code>5</code> <code>1 2 5 3 4</code>	<code>2 // number of test cases</code> <code>5 // start of test case 1</code> <code>1 2 5 3 4</code> <code>3 // start of test case 2</code> <code>1 2 3</code>

Templates

Some code can often be annoying to type over and over, so we can make templates to make writing solutions easier

Template

```
#include <bits/stdc++.h>
using namespace std;

// the list of shortcuts will likely grow over the year
using ll = long long;
using vi = vector<int>;

void solve(){
    // same as `long long long_num;`
    ll long_num = (ll)1e16;
    // same as `vector<int> list_of_nums;`
    vi list_of_nums;

    // both are the same:
    vector<vector<int>> list_2d(10, vector<int>(40, 30) );
    vector<vi> list_2d(10, vi(40, 30) );
}

int main(){
    int tc = 1;
    cin >> tc; // comment this out if its only one test case
    while(tc--){
        solve();
    }
}
```

planning stuff

TODO: plan example code for each of the slides:

- casting first slide: have code to show off casting
- one / multiple test cases

things to know when presenting

- first ask who have used lists, 2d lists, and

vectors in specific

- mention that my goals is to introduce topics, but that they are responsible for actually practicing

and researching what I cannot cover

- functions
- topics for next lesson:
- pairs
- sets
- time complexity

Miscellaneous

- Practice competition
 - planning to have it this coming Tuesday
- feedback on slides
 - theme
- next meeting
 - sets / hash maps
 - functions / recursion