

# Wrapping Up The STL

Bad Dad Joke of the Day:

- How did the hamburger introduce his wife?
- Meat patty.

Creds: Julie

# Game Plan



- Assignment 2 Preview
- BIG STL RECAP and Mystery Activity
- Let's Put It All Together!

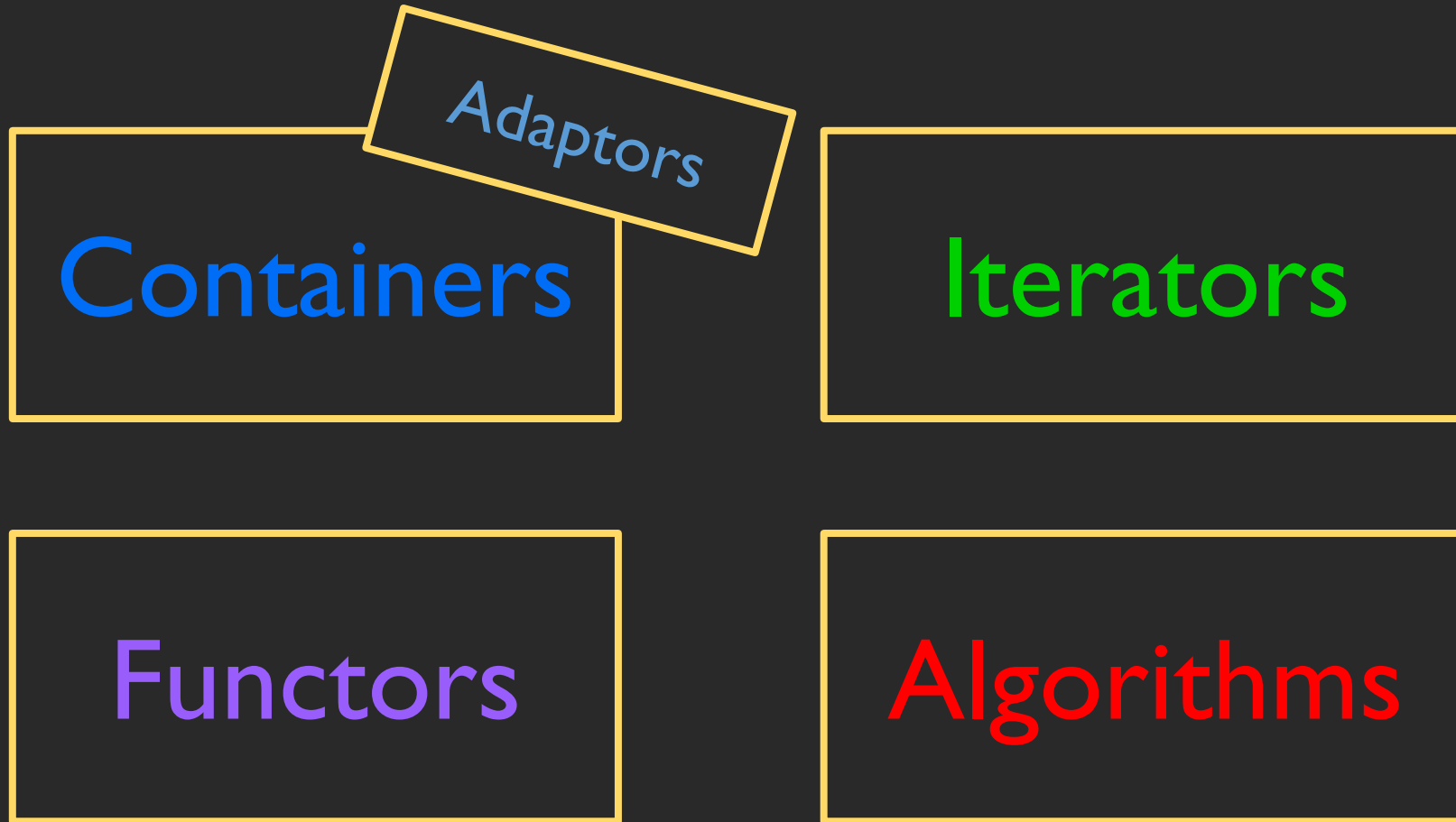
iterator adaptor: back\_insert

# Preview of Assignment 2

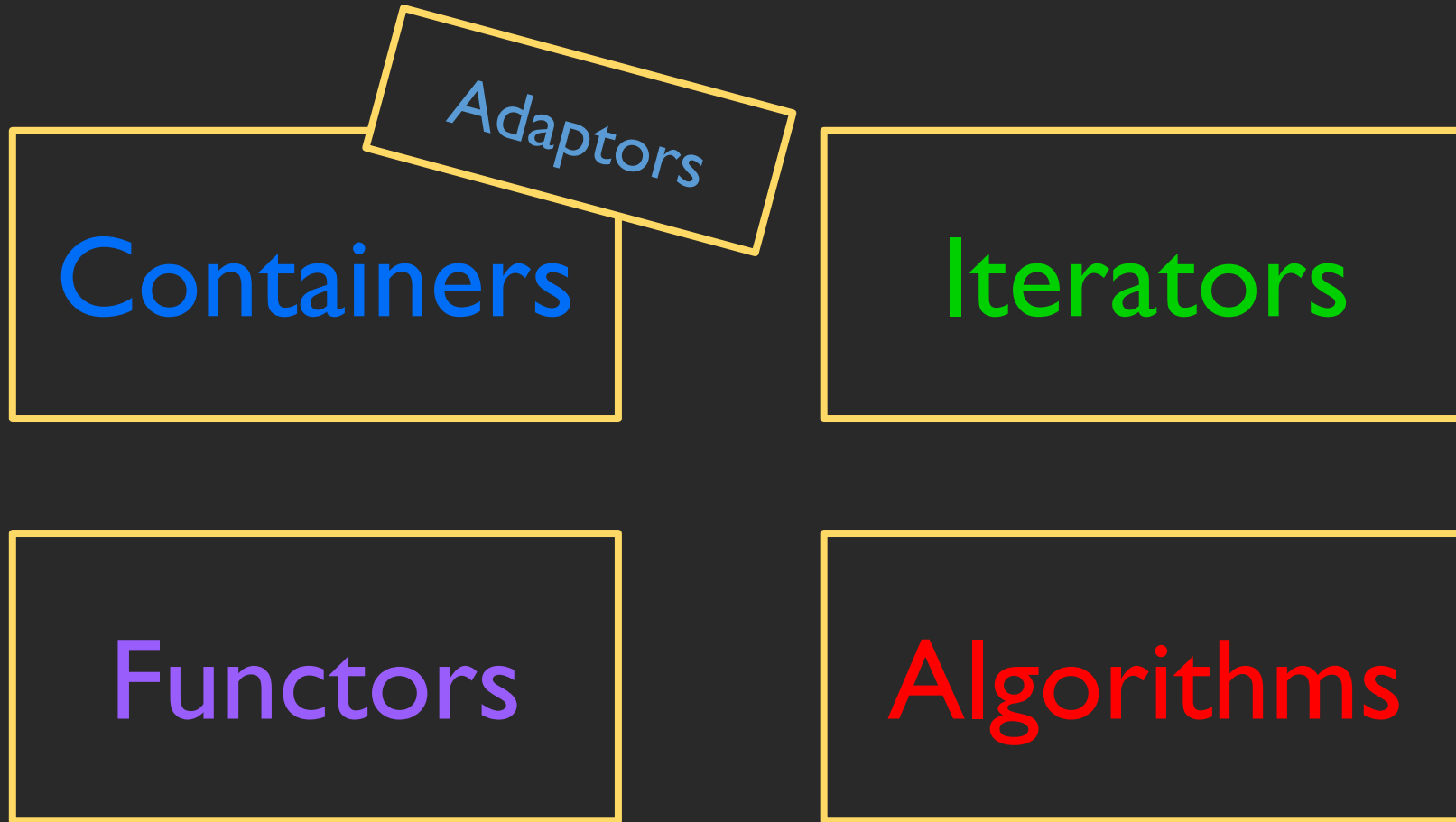
Part A: due Friday, February 7 (no more than 2 hours)  
Part B: due Thursday, February 13

<https://en.wikipedia.org/wiki/Wikipedia:Wikirace>

# Overview of STL



You've now seen it all!



# THE BIG STL RECAP, aka the BSTLR\*

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\*not an official C++ acronym

# Feedback Survey #1

Thanks for filling out the feedback survey!

We're still processing the results, but one common theme for improvement was:

- “recaps”
- “coding exercises in class”
- “a bit too fast”



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- “a bit too fast”... and “good pace”

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The BSTLR!

# The BSTLR

1. Streams
2. Sequence containers + container adaptors
3. Associative containers
4. Iterators
5. Templates
6. Lambdas
7. Algorithms

# Streams Recap

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console &  
keyboard

a string



files

# Streams Recap



console &  
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a string



files

stringstream:

- stringstream ss("Hello",  
stringstream::ate);
- ss << 106;
- string myString;

ss >> myString;

# Streams Recap



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a string



files

stringstream:

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fstream:

- fstream fs(filename);
- string line;                      getline(fs, line);



# Streams Recap



console &  
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files

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cout/cin:

- cout << "Hello" << endl;
- cin >> myInt >> myString;

# Streams Recap



a string



files

State bits:

- good, fail, eof, bad
- fail fails silently!

Def of streams: buffer + pos ptr(controlled by diff operators)

>> operator: how does it work? (nightmare: cin >> ....)

<< operator

getline()

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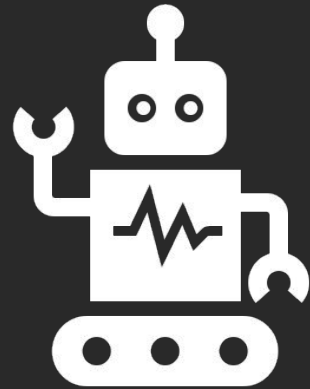
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# Challenge #1: Streams



```
string fileToString(ifstream& file)
```

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(fast access of middle)
- deque  
(fast insert begin/end)
- list, forward\_list

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vector or deque
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## vector:

- `vector<int> v{1, 0, 6};`
- `v.push_back(-100);`
- `v.pop_back();`
- `v[3]` fails silently! `v.at(3)` throws error

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- `deque<int> d{1, 0, 6};`
- same as a vector
- `d.push_front(42);`
- `d.pop_front();`



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stack: `stack<int> s{1, 0, 6}; s.push(5); s.pop();`  
queue: `queue<int> q{1, 0, 6}; q.push(5); q.pop();`

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## map:

- `map<int, string> m{{5, "Hi"}, {80, "Bye"}};`
- `m[106] = "C++";`
- `m.count(106);`
- `m.at(99) = "Hey";` // throws error
- `m[99] = "Hey";` // creates new entry

# Associative Containers Recap

## Associative Containers:

(sorted, fast for range:)

- map
- set  set is a map only with keys
- multimap
- multiset  
(allows repeated keys)

(hashed, fast for single elems:)

- unordered\_map
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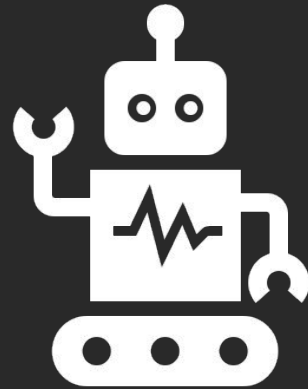
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set:

- set<int> s{1, 0, 6};
- really a map to 0/1, without .at() and []

# Challenge #2: Containers



```
vector<int> createCountVec(const string& text)
```

# Iterators Recap



# Iterators Recap

## Types:

- input  
(one-pass, read-only)
- output  
(one-pass, write-only)
- forward
  - (multi-pass, read and write)
- bidirectional  
(multi-pass, read and write, can decrement)
- random access  
(multi-pass, read and write, can incr/decr by arbitrary amounts)

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## Basic syntax:

- `set<int> s{1, 0, 6};`
- `set<int>::iterator it = s.begin();`
- `auto it2 = s.end();`
- `++it;`
- `*it = 3;`
- `if (it != it2) ...`
- `map<int, string> m{{1, "Hi"}, {6, "Bye"}};`
- `auto [key, val] = m.begin();`
- `(m.begin())->first = 3`

# Iterators Recap

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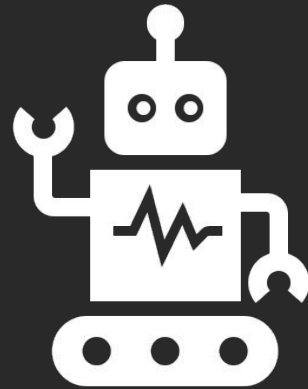
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- `if (it != it2) ...`
- `map<int, string> m{{1, "Hi"}, {6, "Bye"}};`
- `auto [key, val] = m.begin();`
- `(m.begin())->first = 3`

## for-each loop:

- `for (int i : s) ...`  
is implemented as
- `for (auto it = s.begin(); it != s.end(); ++it) ...`

# Challenge #3: Iterators



```
int countOccurrences(const string& text,  
                    const string& feature)
```

# Templates Recap

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Declares the next  
function is a template.

Specifies T is some  
arbitrary type.

List of template  
arguments.

```
template <typename T>  
pair<T, T> my_minmax(T a, T b) {  
    if (a < b) return {a, b};  
    else return {b, a};  
}
```

Scope of template  
argument T limited to  
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won't do as you expect! Will deduce C-strings



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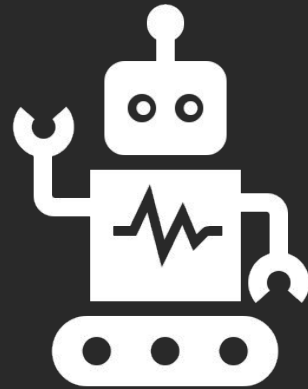
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generic programming: concept lifting: relaxing the constraints/assumptions imposed on parameters

Concept (C++20) = turns the implicit assumptions that your code is making, into explicit requirements

# Challenge #4: Templates



```
int countOccurrences(const string& text,  
                    const string& feature)
```

# Lambdas Recap

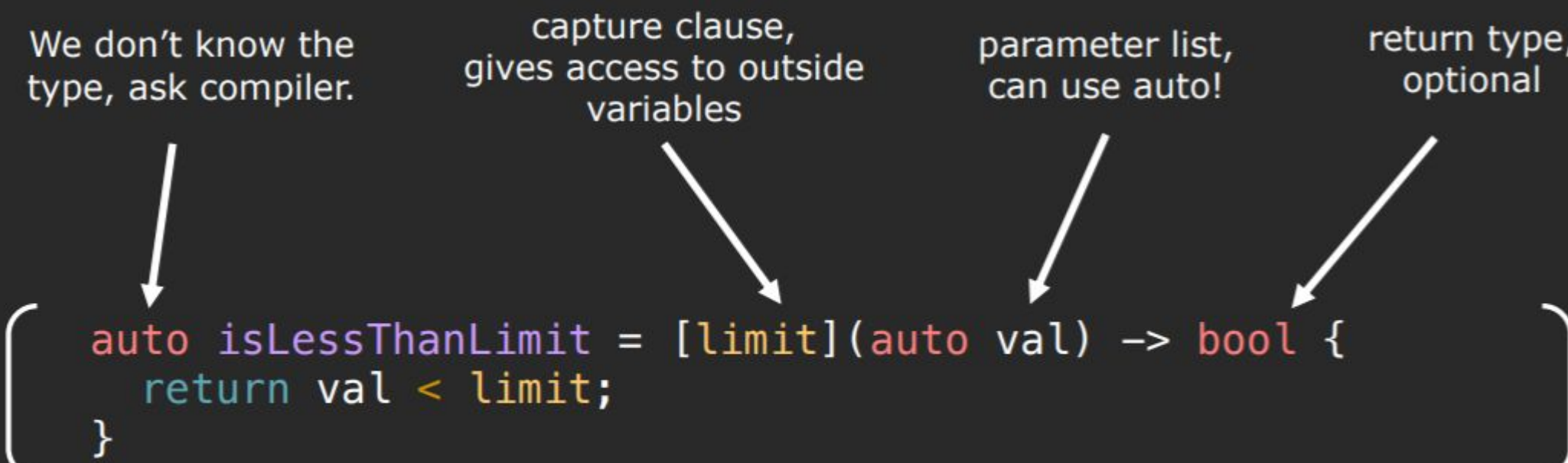
# Lambdas Recap

We don't know the type, ask compiler.

capture clause,  
gives access to outside  
variables

parameter list,  
can use auto!

return type,  
optional



```
[ auto isLessThanLimit = [limit](auto val) -> bool {  
    return val < limit;  
} ]
```

Scope of lambda limited to capture  
clause and parameter list.

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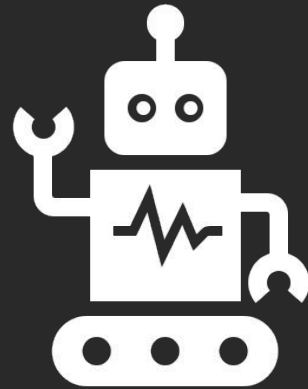
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[ auto isLessThanLimit = [limit](auto val) -> bool {  
    return val < limit;  
} ]
```

Scope of lambda limited to capture  
clause and parameter list.

Capture clause:

- [=, &obj] → captures everything by value, except obj by reference
- [&, limit] → captures everything by reference, except limit by value

# Challenge #5: Lambdas



```
string fileToString(ifstream& file)
```

# Algorithms Recap

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Algorithms we've seen:

- `std::sort`
- `std::find`
- `std::count`
- `std::nth_element`
- `std::stable_partition`
- `std::copy`
- `std::copy_if`
- `std::remove_if`
- **and more!**



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- **and more!**

## Special iterators:

- `back_inserter`
  - e.g., `std::copy(vec.begin(), vec.end(), std::back_inserter(newVec));`
- `stream_iterator`
  - e.g., `std::copy(vec.begin(), vec.end(), std::ostream_iterator<int>(cout, ", "));`

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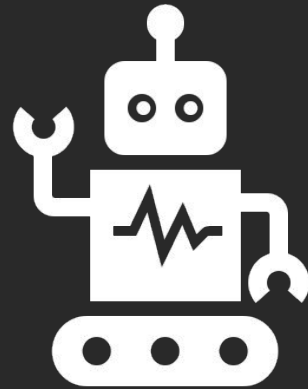
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## Erase-remove idiom using algorithms\*:

```
std::erase(
    std::remove(v.begin(), v.end()), v.end()
);
```

\*many containers will define their own erase function which does this for you - this only applies if you use the STL erase/remove algorithms

# Challenge #6: Algorithms



```
int dotProduct(const vector<int>& v1,  
               const vector<int>& v2)
```

STL Wrap-Up:  
*Let's put it all together!*

THE  
FEDERALIST:

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ESSAYS,

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NEW CONSTITUTION,

AS AGREED UPON BY THE  
FEDERAL CONVENTION,

SEPTEMBER 17, 1787.

—♦—♦—♦—  
IN TWO VOLUMES.  
VOL. I.

—♦—♦—♦—  
NEW-YORK:  
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1799.



*M. Maden*



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1799. *W. Madison*

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No money required till delivery.

To render this work more complete, will be  
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PHILO-PUBLIUS



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The FÆDERALIST, No. 10.

To the People of the State of New-York.

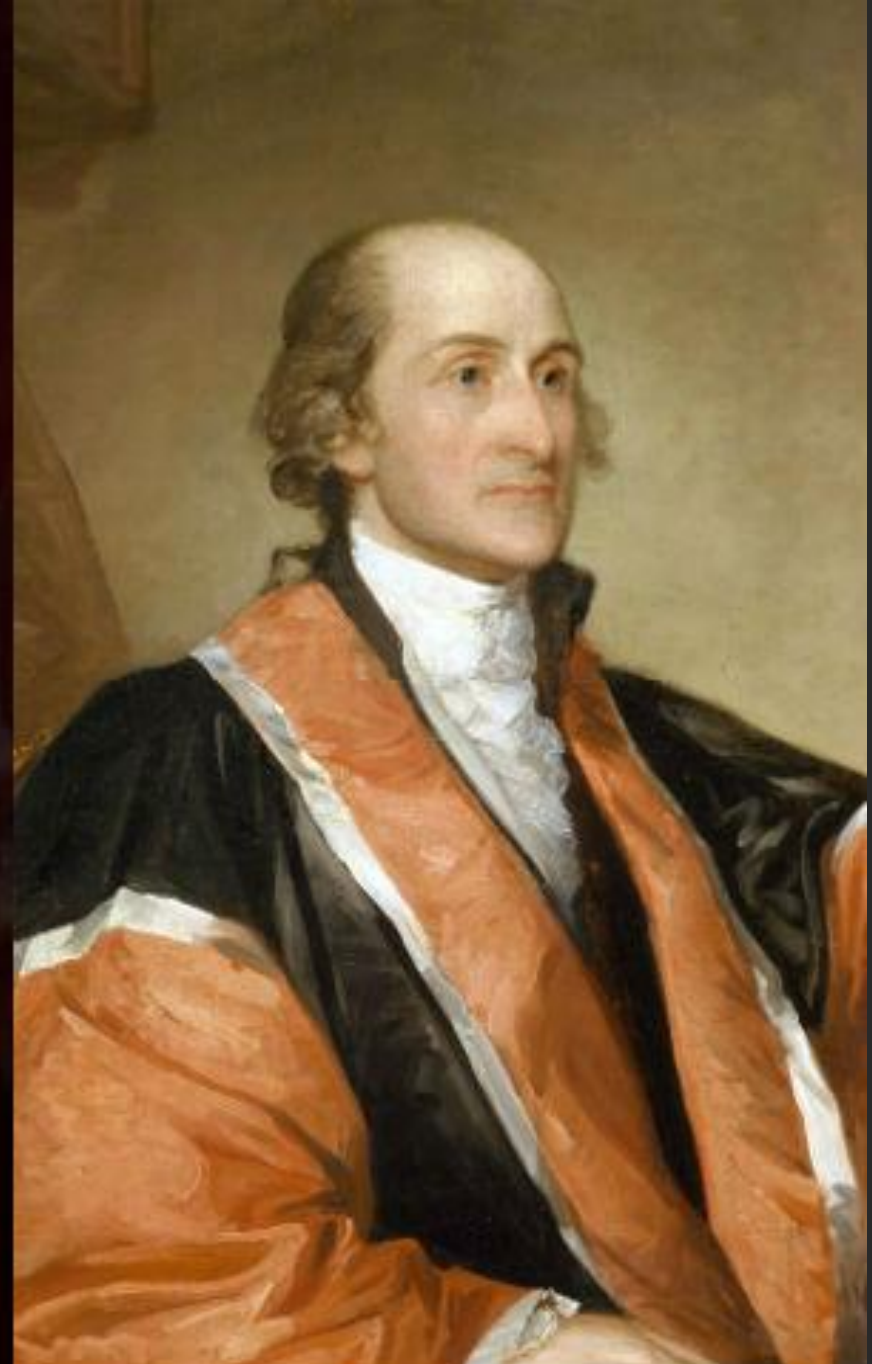
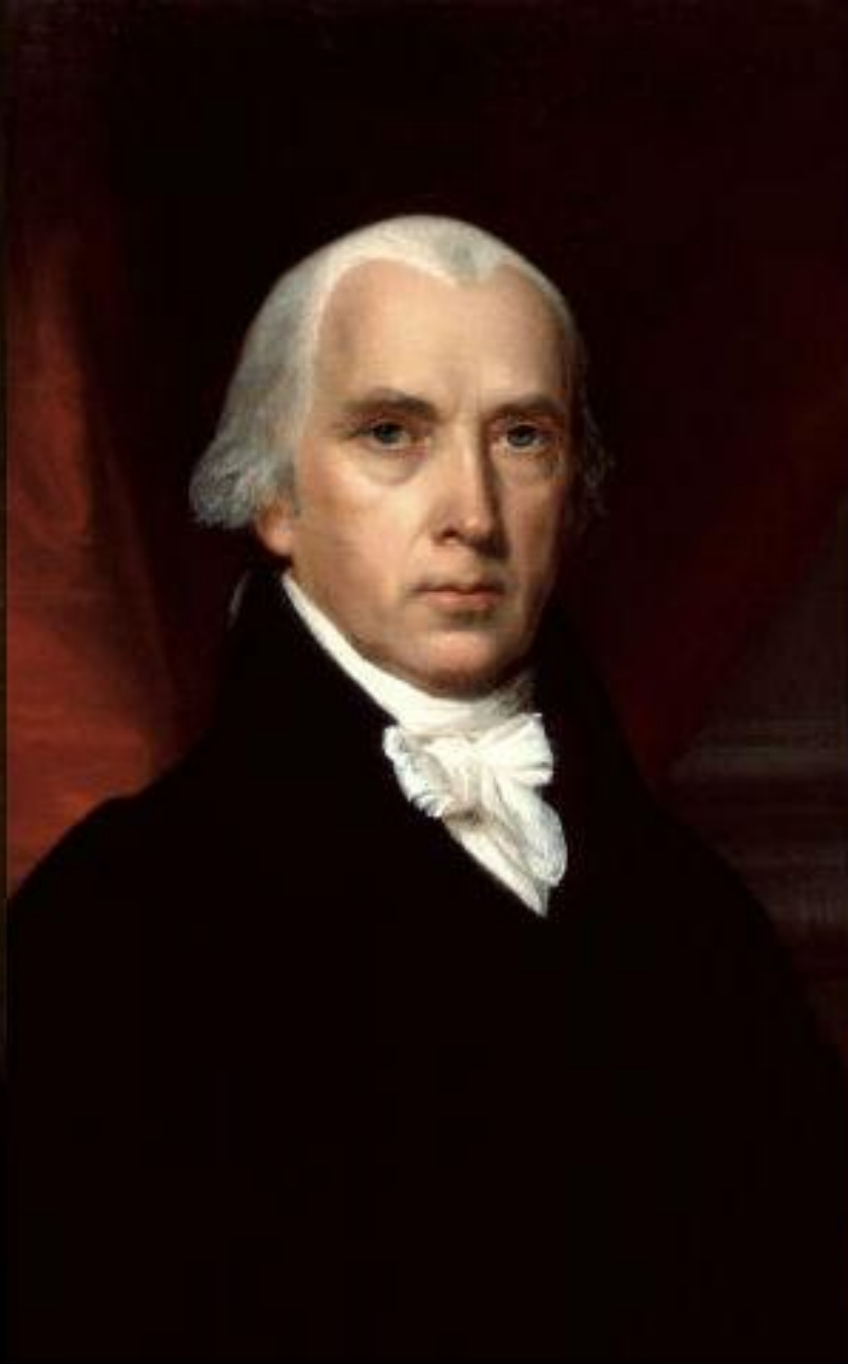
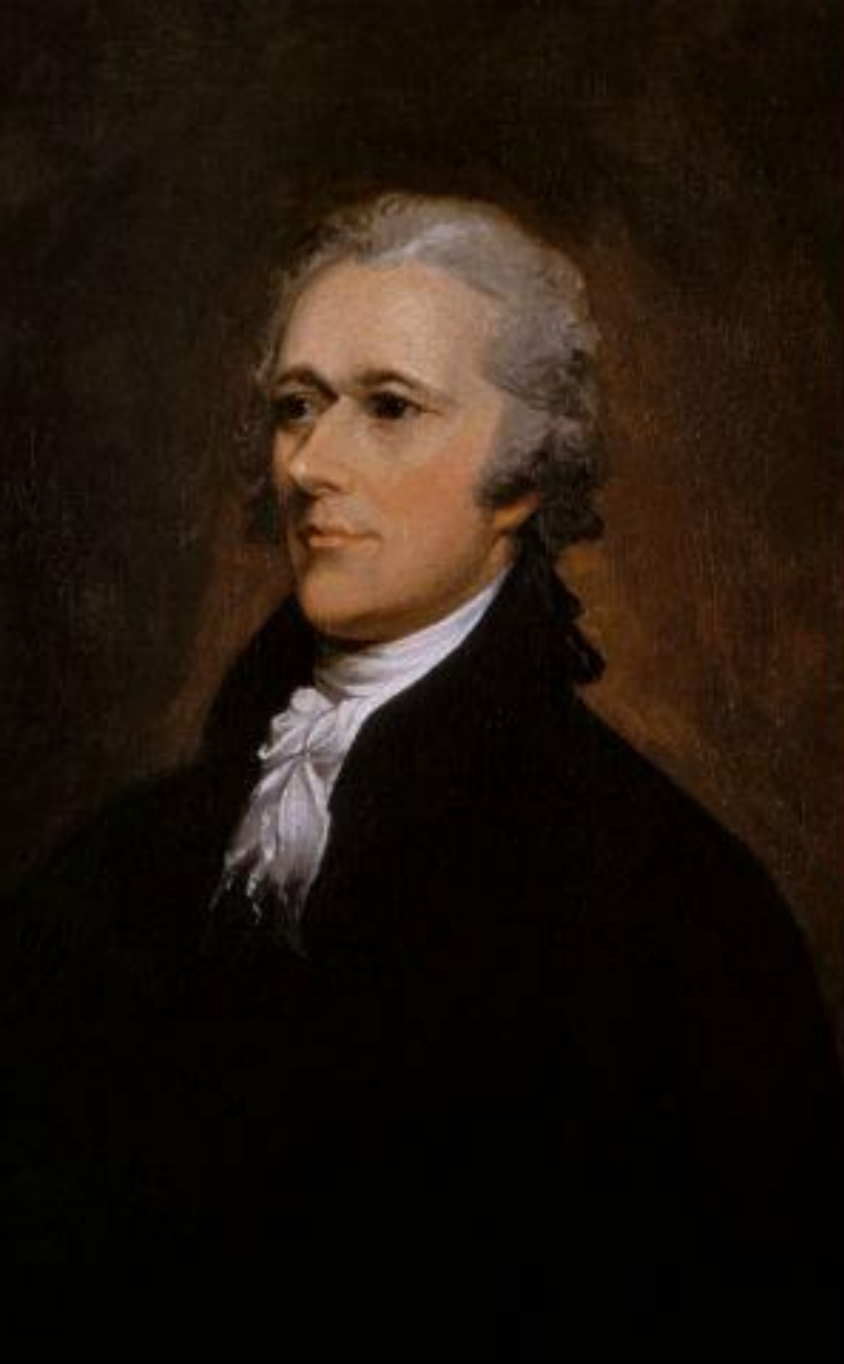
**A**MONG the numerous advantages promised by  
a well constructed Union, none deserves to be  
more accurately developed than its tendency to  
break and control the violence of faction. The  
friend of popular governments, never finds himself  
so much alarmed for their character and fate, as  
when he contemplates their propensity to this dan-  
gerous vice. He will not fail therefore to set a due  
value on any plan which, without violating the  
principles to which he is attached, provides a pro-  
per cure for it. The instability, injustice and con-  
fusion introduced into the public councils, have in  
truth been the mortal diseases under which popular  
governments have every where perished; as they  
continue to be the favorite and fruitful topics from  
which the adversaries to liberty derive their most  
specious declamations. The valuable improvements  
made by the American Constitutions on the popular  
models, both ancient and modern, cannot certainly

The influence of factious leaders may kindle a  
flame within their particular States, but will be un-  
able to spread a general conflagration through the  
other States: A religious sect, may degenerate into a  
political faction in a part of the confederacy; but  
the variety of sects dispersed over the entire face of  
it, must secure the national Councils against any  
danger from that source: A rage for paper money,  
for an abolition of debts, for an equal division of  
property, or for any other improper or wicked pro-  
ject, will be less apt to pervade the whole body of  
the Union, than a particular member of it; in the  
same proportion as such a malady is more likely to  
taint a particular county or district, than an entire  
State.

In the extent and proper structure of the Union,  
therefore, we behold a republican remedy for the  
diseases most incident to republican Government.  
And according to the degree of pleasure and pride,  
we feel in being Republicans, ought to be our zeal in  
cherishing the spirit and supporting the character of  
Federalists.

PUBLIUS.







Can we discover an author's identity from  
their writing?

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**stylometry** **noun**

sty·lom·e·try | \ stī'lämə·trē, -tri \

*plural* -es

## **Definition of *stylometry***

: the study of the chronology and development of an author's work based especially on the recurrence of particular turns of expression or trends of thought

# The Idea

Authors have an underlying **writing style**.

Subconsciously writers tend to write in a **consistent** manner.

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...

Could we use these tendencies as a **literary fingerprint**?

# The Idea

We need a writer **invariant**.

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Function words:

- Syntactic glue of a language
- E.g. *the, I, he, she, do, from, because...*

# The Idea

Let's imagine our language only has 3 function words:

[I, the, there]

Deep into that darkness peering, long I stood  
there, wondering, fearing, doubting, dreaming  
dreams no mortal ever dared to dream before.

- Edgar Allan Poe

I first met Dean not long after my wife and I split up. I had  
just gotten over a serious illness that I won't bother to talk  
about, except that it had something to do with the  
miserably weary split-up and my feeling that everything  
there was dead.

- Jack Kerouac

# The Idea

We can create a fingerprint vector for the two texts.

[I, the, there]

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# The Idea

[I, the, there]

[ 0 , 0 , 0 ]

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[I, the, there]

[ 1 , 0 , 0 ]

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# The Idea

[I, **the**, there]

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Deep into that darkness peering, long I stood  
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[ 1 , 0 , 1 ]

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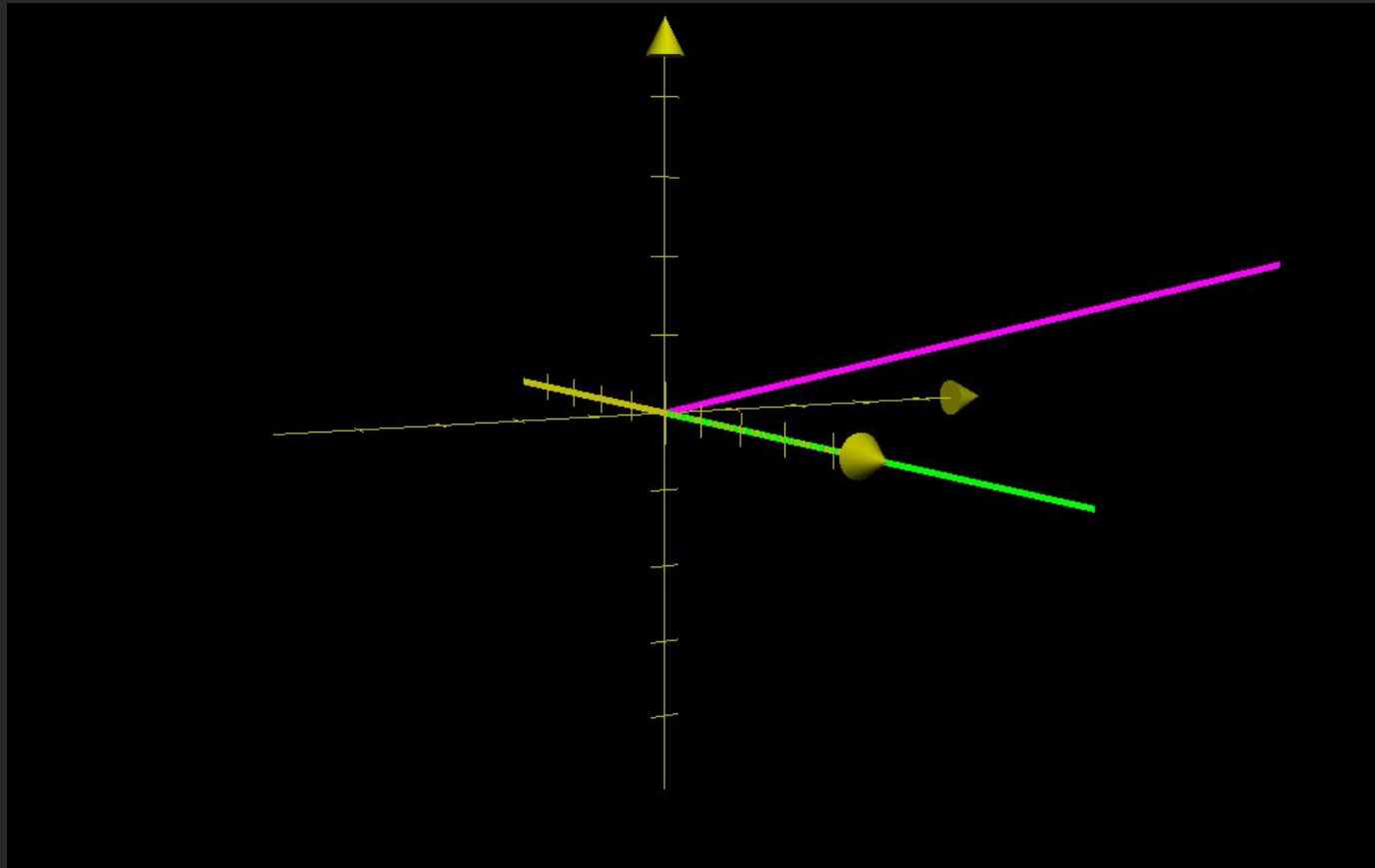
[ 1 , 0 , 1 ]

[ 4 , 1 , 1 ]

# The Idea

[ 1 , 0 , 1 ]

[ 4 , 1 , 1 ]

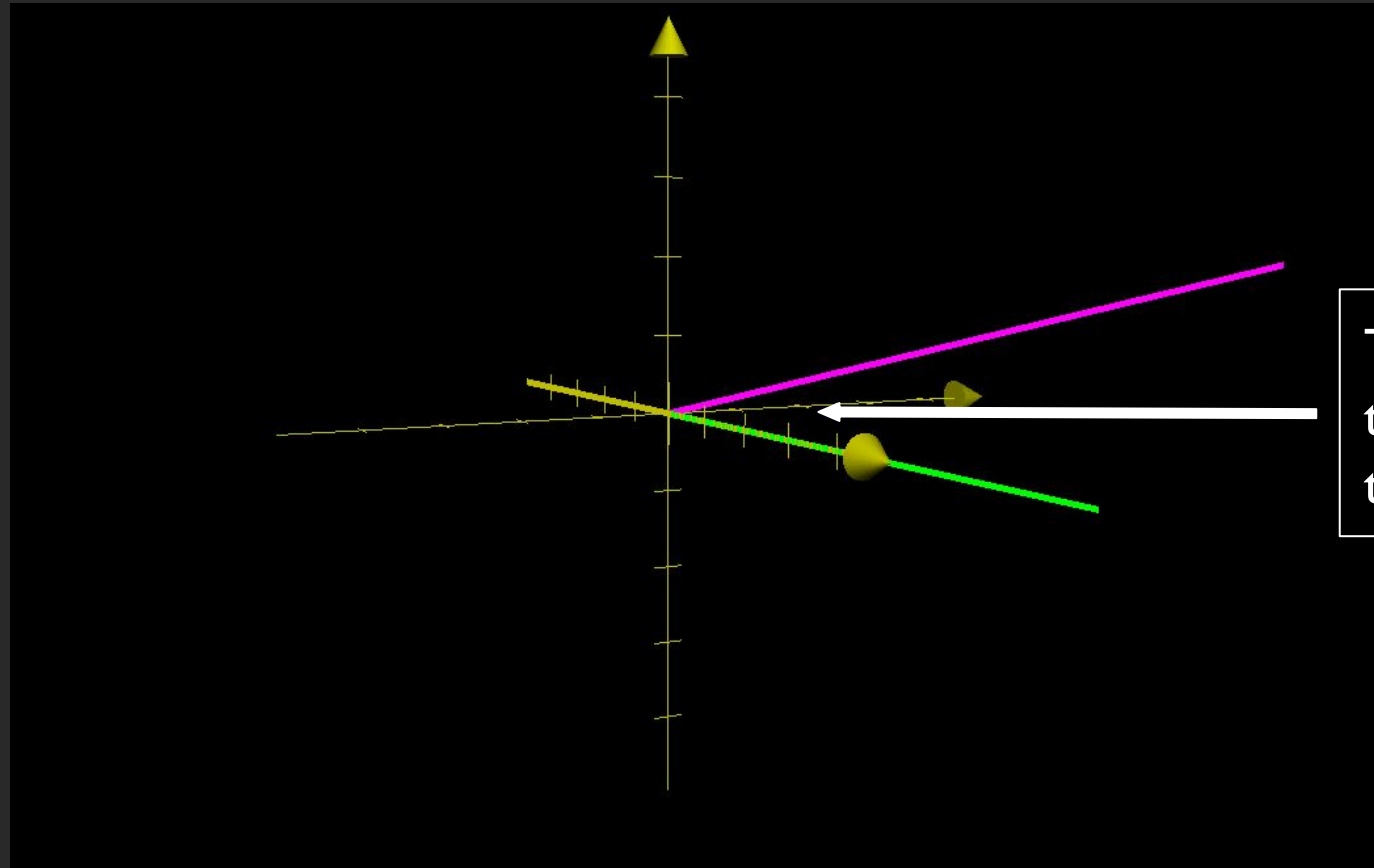




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[ 1 , 0 , 1 ]

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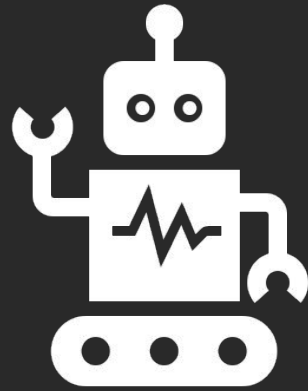


The closer this angle,  
the more similar the  
texts

# The Idea

$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$$

Let's get coding!



# Example

## Stylometry

# Closing Notes

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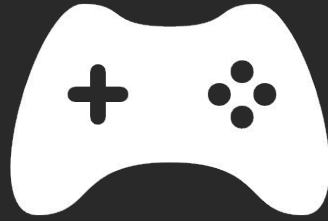
The code for getting the word count (i.e. `countOccurrences`) will be really useful for the first part of assignment 2.

# Congratulations!



“As mathematicians learned to lift theorems into their most **general** setting, so I wanted to lift **algorithms and data structures.**”

— *Alex Stepanov, inventor of the STL*



# Next time

Class Design with Iterators

Starting a new unit: Object-Oriented Programming  
(in Modern C++)!