

## Sorting: Natural and Custom Orders

Every data type can have a *natural ordering*, which is used to determine in which order objects of that type should be sorted. Data types can also have any number of *custom orderings*, which can be explicitly used to sort objects in a different order. Functions are available in the standard libraries to efficiently sort arrays and vectors (quicksort).

C++	Java
<pre> #include &lt;set&gt; #include &lt;map&gt; #include &lt;vector&gt; #include &lt;algorithm&gt; #include &lt;string&gt; using namespace std; ...  // Define a custom type: class mytype { public:     int foo;     string bar; };  // Natural ordering: // Returns true if x &lt; y, // false if x &gt;= y. bool operator&lt;(const mytype &amp;x,                const mytype &amp;y) {     if (x.foo != y.foo)         return x.foo &lt; y.foo;     else return x.bar &lt; y.bar; }  // Custom ordering: bool otherorder(const mytype &amp;x,                const mytype &amp;y) {     if (x.bar != y.bar)         return x.bar &lt; y.bar;     else return x.foo &lt; y.foo; }  // Custom order set/map: set&lt;mytype, typeof(&amp;otherorder)&gt; s(&amp;otherorder); map&lt;mytype, string,     typeof(&amp;otherorder)&gt; m(&amp;otherorder);  // Sorting: vector&lt;mytype&gt; vec; mytype ary[27]; sort(v.begin(), v.end()); sort(v.begin(), v.end(), &amp;otherorder); sort(ary, ary + 27); sort(ary, ary + 27, &amp;otherorder); </pre>	<pre> import java.util.*; ... // Define a custom type: class MyType implements Comparable {     public int foo;     public String bar;      // Natural ordering: returns &gt;0 for &gt;,     // 0 for =, &lt;0 for &lt;     public int compareTo(MyType other) {         if (foo != other.foo)             return foo - other.foo;         else             return bar.compareTo(other.bar);     } }  // Custom ordering: class OtherOrder implements     Comparator&lt;MyType&gt; {     public int compare(MyType x, MyType y)     {         if (!x.bar.equals(y.bar))             return x.bar.compareTo(y.bar);         else             return x.foo - y.foo;     } }  // Custom order set/map: new TreeSet&lt;MyType&gt;(new OtherOrder()); new TreeMap&lt;MyType, String&gt;(     new OtherOrder());  // Sorting: List&lt;MyType&gt; vec; MyType[] ary; Collections.sort(vec); Collections.sort(vec, new OtherOrder()); Arrays.sort(ary); Arrays.sort(ary, new OtherOrder()); </pre>