STANDARD TEMPLATE LIBRARY IN C++

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Abstract. This is a reference sheet for the STL in C++.

Contents

0.1. **Iterators.** In all STL classes, we use *iterators* instead of *pointers*. Iterators are used to point to elements in an STL class; for instance, if `v` is a vector, then the iterator `v.begin()` points to the first element of the vector `v`. Iterators work just like pointers; so the first element of the vector `v` will be `*(v.begin())`. To store the iterator in a variable, we can do something like `stl_class::iterator p`. For instance, in maps of the type `map <int , int>`, we can do the following.

```
map <int , int> mymap;
map <int , int>::iterator p; p = mymap.begin();
cout << *(p).first; //prints the key of the first element in the map
```

A similar line can be used to declare iterators for other STL classes.

0.2. **Vector.** Consider `vector <int> v`. Then the following are defined.

(1) `v.assign(no_of_elements , val); //initialisation of v`
(2) `v.size(); //returns the size`
(3) `v.empty(); // returns whether v is empty`
(4) `v.front(); // first element`
(5) `v.back(); // last element`
(6) `v.push_back(x); // push x in v`

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(7) `v.pop_back(); // pop last element`
(8) `v.begin(); // iterator to beginning. This is an iterator`
(9) `v.end(); // iterator to end. NOT the last element. This is an iterator`
(10) `v.rbegin(); // reverse iterator to beginning, i.e iterator to last element`
(11) `v.rend(); // reverse iterator to beginning. NOT the first element`

Remark 0.0.1. Consider the iterators `v.end()` and `v.rend()`. In C++, the last element of the vector `v` will be succeeded by a *theoretical last element*. So, the element `*(v.end())` will actually *not* be the last element of `v`; instead, the last element will be `*(v.end() - 1)`. A similar thing holds for the reverse iterator.

0.3. **Queue.** Consider `queue <int> myqueue`. Then the following are defined.

(1) `myqueue.empty()`
(2) `myqueue.size()`
(3) `myqueue.front()`
(4) `myqueue.back()`
(5) `myqueue.push(x)`
(6) `myqueue.pop()`

0.4. **Deque.** Consider `deque <int> mydeque`. Then the following are defined;

(1) `mydeque.assign(no_of_elements , val); //initialisation of mydeque`
(2) `mydeque.size(); //returns the size`
(3) `mydeque.empty();`
(4) `mydeque.front();`
(5) `mydeque.back();`
(6) `mydeque.push_back(x);`
(7) `mydeque.pop_back();`
(8) `mydeque.push_front(x);`
(9) `mydeque.pop_front();`
(10) `mydeque.begin();`
(11) `mydeque.end();`
(12) `mydeque.rbegin();`
(13) `mydeque.rend();`

0.5. **Set and Multiset.** These are implemented as balanced BSTs in C++, and their operations take time $O(\log n)$. Both of these are ordered structures. The operations for `set` and `multiset` are the same. Consider `set <int> myset`.

(1) `myset.begin()`
(2) `myset.end()`
(3) `myset.rbegin()`
(4) `myset.rend()`
(5) `myset.empty()`
(6) `myset.size()`
(7) `myset.insert(x)`
(8) `myset.erase(position)` or `myset.erase(value)`. `position` must be an iterator and this erasing takes constant time. `value` must be a value contained in the set, and this erasing takes logarithmic time.
(9) `myset.find(value)`. Get the iterator (pointer) where the value `value` is stored inside the set. If `value` is not in the set, simply return `set.end()`. Takes logarithmic time.

If you want to pass a general comparison function to a `set` or `multiset`, then you can do something like this.

```
struct my_structure{
    ll x , y , z;
};

class compare_function{
    public:
        bool operator()(const my_structure &a , const my_structure &b){
            //sort on the basis of the first coordinate
            return a.x < b.x;
        }
};

//initialise the set or multiset like this
set <my_structure , compare_function> myset;
```

0.6. Maps and Unordered Maps. A set that contains key-value pairs, and the keys must be *distinct*. `map` is an ordered set, while `unordered_map` is not ordered; `map` uses the BST data structure, and hence operations are of the order $O(\log n)$. For `unordered_map`, the operations are $O(1)$ on average, since these use hashing. Let `map <int , int> mymap` be a definition.

(1) `mymap.begin()`
(2) `mymap.end()`
(3) `mymap.rbegin()`
(4) `mymap.rend()`
(5) `mymap.empty()`
(6) `mymap.size()`
(7) `mymap.insert(pair<int , int>(x , y)) //insert the key-value pair (x , y)`
(8) `mymap.erase(position)` or `myset.erase(key)`. Erasing by `position` takes constant time, while erasing by `key` takes logarithmic time.
(9) `mymap.find(key)`. Get the iterator to the pair with key attribute equal to `key`.

As usual, we can pass a custom key comparison function to a map. So you can do something like this.

```
struct key_type{
    ll x , y , z;
};

class compare_function{
    public:
        bool operator()(const key_type &a , const key_type &b){
            return a.x < b.x;
        }
};

//initialise the map as follows
```

```
map <key_type , mapped_type , compare_function> mymap;
```

0.7. **Priority Queue.** Look at this example.

```
struct Node {
    int x , y , value;
};
class compare{
    public:
        int operator()(Node &a, Node &b){
            return a.value > b.value;
        }
};
priority_queue <Node , vector<Node> , compare> myqueue;
Node mynode;
myqueue.push(Node);
myqueue.pop();
```

First, only look at the last four lines. We have defined `myqueue` to be a priority queue, which contains values of type `Node`, and the comparison function is `compare`. The class `compare` is just used to say what the comparison function does. You can literally use any comparison function of your choice!

Remark 0.0.2. In this case, we will have a min-priority queue. To have a max-priority queue, just invert the inequality in the compare class.

The following are defined.

1. `myqueue.empty()`
2. `myqueue.size()`
3. `myqueue.top() // top element`
4. `myqueue.push(x) // x must be of type Node`
5. `myqueue.pop() // pop the top element`

0.8. **Strings in C++.** These are specially defined in the STL. See the documentation for more information.

NOTE 1: The function `scanf` does not support any C++ class. In particular, we cannot take input using this function to a `string` object. For example, the following code will not make sense.

```
string temp;
scanf("%s" , &temp); //will not work
```

Instead, the following can be used.

```
char temp1[100];
scanf("%s" , &temp1);
string temp = temp1; //this works
```

NOTE 2: NEVER try to compare two strings using the == operator. For instance, both of the below snippets are not encouraged.

```
char temp1[100]; char temp2[100];
```

```
if (temp1 == temp2){ \\don't do this
    ...
}
```

```
string temp1; string temp2;
if (temp1 == temp2){ \\don't do this
    ...
}
```

Instead, convert the given strings to a `string` object, and then use the `std::string.compare` function.

0.9. Bitsets. We will use the following for reference (this is also given in the main document).

Declare a `bitset` like this: `bitset <size> mybitset`. Given two bitsets `a` and `b`, the following are defined.

(1) `a.count() //the number of set bits in a`
(2) `a[i] //access the i^{th} bit`
(3) `a.size() //size of the bitset`
(4) `a.test(pos) //true if bit at position pos is 1, false otherwise`
(5) `a.any() //test if any bit is set`
(6) `a.none() //test if no bit is set`
(7) `a.all() //test if all bits are set`
(8) `a.set() // set all the bits`
(9) `a.set(pos)// set the bit at position pos`
(10) `a.set(pos , val) //set bit at position pos to val`
(11) `a.reset() //reset all the bits, i.e all the bits to 0`
(12) `a.reset(pos) // reset the bit at position pos`
(13) `a.flip() //flip all the bits`
(14) `a.flip(pos) //flip the bit at position pos`

The good thing about bitsets is that you can apply the usual bitwise operations to them. We can also construct a bitset from integers or strings, as follows.

```
bitset<100> a(17);
bitset<100> b("1010");
```

1. Random Number Generation

1.1. Reference blog. Check out this reference blog to know more: https://codeforces.com/blog/entry/61587.

1.2. Initialising the Mersenne Twister Generator in C++. To initialise the generator, we will use the current system time as the seed (using a fixed seed is not recommended for competitive programming, as it might results in hacks and someone challenging your code).

```
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
```

Use mt19937_64 to generate 64-bit numbers.

1.3. **The uniform integer distribution.** To generate a random integer in a given range $[a, b]$ uniformly, you can do the following.

```
    <type> x = uniform_int_distribution<type>(a , b)(rng)
```

Here type must be an integer type (int, long long int etc). rng is the generator that we initialised before.

1.4. **Random shuffle.** To randomly shuffle a vector, you can do something like this.

```
    vector <long long int> v;
    shuffle(v.begin(), v.end(), rng);
```