The Standard C++ Library Modifying containers

Version 1: Dr. Ofir Pele

Version 2: Dr. Erel Segal-Halevi

Iterators & Sequence Containers

```
SeqContainerName<...> c;
 SeqContainerName<...>::iterator i,j;

    c.insert(i,x) – inserts x before i

c.insert(i, first, last)
  inserts elements in [first, last) before i
• c.erase(i) – erases the element that i points to
c.erase(i,j)
  erase elements in range [i, j)
```

Iterators & Sequence Containers c++11

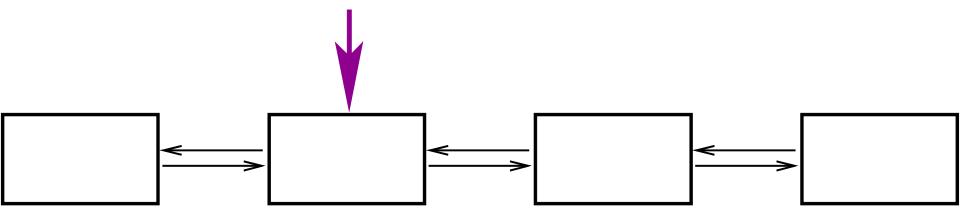
```
SeqContainerName<...> c;
 SeqContainerName<...>::iterator i,j;
• c.emplace(i,p1,...,pn):
Constructs and inserts before i an object
with a constructor that gets p1, . . . , pn
parameters
```

 When working with iterators, we have to remember that their validity can change
 What is wrong with this code?

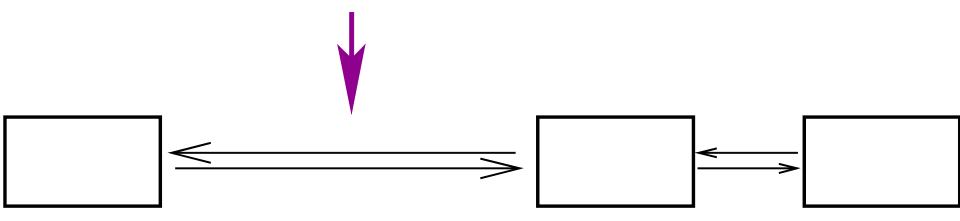
```
Container<...> c;
...
for(auto i= c.begin(); i!=c.end(); ++i )
  if( f( *i ) ) { // some test
     c.erase(i);
  }
```

- list, set, map
 - i is not a legal iterator

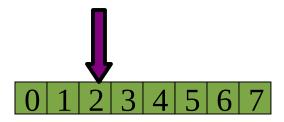
- list, set, map
 - i is not a legal iterator



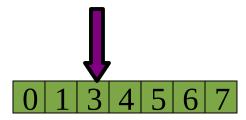
- list, set, map
 - i is not a legal iterator



- list, set, map
 - i is not a legal iterator
- vector
 - i points to the element after



- list, set, map
 - i is not a legal iterator
- vector
 - i points to the element after



Two cases:

- list, set, map
 - i is not a legal iterator
- vector
 - i points to the element after

In either case, this is not what we want...

Erasing during iteration (folder 3)

```
Container<...> c;
for(auto i= c.begin(); i!=c.end();/*no ++i*/)
  if( f( *i ) ) { // some test
    i = c.erase(i);
  } else {
   ++i;
```