

(1) Solution:

$\text{AF}(\text{SubChooser}) = \langle S \rangle$ where:

$|S| = \text{size_}$,

$S = [s_0, \dots, s_{n-1}]$ where $\forall 0 \leq i < |S|, s_i == \text{TRUE} \iff \text{value_} \& (1 \ll i)$

$\text{RI}(\text{SubChooser}) = 0 \leq \text{size_} < 64$

(2) Solution:

```
/** Returns the value of s_{@a i}
 * @pre 0 <= @a i < |S| */
BitwiseSubsetChooser::operator[](int i) const;
```

(3) Solution:

```
BitwiseSubsetChooser * subset_; //the subset that this iterator belongs to;
uint64_t mask_; //the iterator points to s_i <==> mask_ == 1 << i
```

(4) Solution:

```
std::vector<uint64_t> value_;
int size_;
```

(5) Solution:

```
/** Erase the element pointed to by @a it
 * @pre @a it is in position i, where 0 <= i < size()
 * @param it an iterator for this vector
 * @post new size() == old size() - 1
 * @post for all 0 <= j < i, new (*this)[j] == old (*this)[j]
 * @post for all i <= j < new size(), new (*this)[j] == old (*this)[j+1]
 * @return valid iterator for position i of new (*this)
 */
iterator vector<T>::erase(iterator it);
```

(6) Solution:

```
template <typename C, typename P>
void erase_if(C &x, P pred) {
    C::iterator it = x.begin();
    while (it != x.end()) {
        if (pred(*it)) {
            it = x.erase(it);
        } else {
            ++it;
        }
    }
}
```

(7) Solution:

The assumption here is that the only non-constant work that `T::erase()` does is call `value_.erase()`, which is $O(\text{value_}.size())$, and probably $O(T.size())$, assuming such a function exists.

(8) Solution:

```
U::iterator U::erase(U::iterator it) {
    assert(it.i_ < value_.size());
    int last = value_.back();
    value_.pop_back();
    if (value_.size() > it.i_) {
        *it = last;
    }
    //else it now points past-the-end
    return it;
}
```