

# Intermediate Programming

## Day 36

# Outline

- Exercise 35
- Iterators
- Review questions

# Exercise 35

try/catch too many integers

exceptionExercise.cpp

```
...  
int main( int argc , char **argv )  
{  
    ...  
    std::vector< int > numbers;  
    numbers = readFile( argv[1] );  
    ...  
}
```



exceptionExercise.cpp

```
...  
int main( int argc , char **argv )  
{  
    ...  
    std::vector< int > numbers;  
    try{ numbers = readFile( argv[1] ); }  
    catch( std::out_of_range &e )  
    {  
        std::err << "Too many numbers in file" << std::endl;  
        return 1;  
    }  
    ...  
}
```

# Exercise 35

throw an exception when a file does not exist

```
exceptionExercise.cpp

...
vector< int > readFile( char *filename )
{
    std::ifstream fin( filename );
    std::vector< int > numbers(10);
    ...
}
int main( int argc , char **argv )
{
    ...
    std::vector< int > numbers;
    try{ numbers = readFile( argv[1] ); }
    catch( std::out_of_range &e )
    {
        std::cerr << "Too many numbers in file" << std::endl;
        return 1;
    }
    ...
}
```



```
exceptionExercise.cpp

...
vector< int > readFile( char *filename )
{
    std::ifstream fin( filename );
    std::vector< int > numbers(10);
    if( !fin.is_open() )
        throw std::ios_base::failure( "Couldn't open file" );
    ...
}
int main( int argc , char **argv )
{
    ...
    std::vector< int > numbers;
    try{ numbers = readFile( argv[1] ); }
    catch( out_of_range &e )
    {
        std::cerr << "Too many numbers in file" << std::endl;
        return 1;
    }
    catch( std::ios_base::failure &e )
    {
        std::cerr << e.what() << std::endl;
        return 1;
    }
    ...
}
```

# Exercise 35

## catch non-int data

```
exceptionExercise.cpp

...
int main( int argc , char **argv )
{
    ...
    std::vector< int > numbers;
    try{ numbers = readFile( argv[1] ); }
    catch( std::out_of_range &e )
    {
        std::cerr << "Too many numbers in file" << std::endl;
        return 1;
    }
    catch( std::ios_base::failure &e )
    {
        std::cerr << e.what() << std::endl;
        return 1;
    }
    ...
}
```



```
exceptionExercise.cpp

...
int main( int argc , char **argv )
{
    ...
    std::vector< int > numbers;
    try{ numbers = readFile( argv[1] ); }
    catch( std::out_of_range &e )
    {
        std::cerr << "Too many numbers in file" << std::endl;
        return 1;
    }
    catch( std::ios_base::failure &e )
    {
        std::cerr << e.what() << std::endl;
        return 1;
    }
    catch( std::invalid_argument &e )
    {
        std::cerr << e.what() << std::endl;
        return 1;
    }
    ...
}
```

# Exercise 35

Handle access beyond array with **try/catch** block

exceptionExercise.cpp

```
...
std::vector< int > readFile( char *filename )
{
    std::ifstream fin( filename );
    std::vector< int > numbers(10);
    if( !fin.is_open() )
        throw std::ios_base::failure( "Couldn't open file" );
    ...
    numbers.at(index) = n;
    ...
}
```



exceptionExercise.cpp

```
...
std::vector< int > readFile( char *filename )
{
    std::ifstream fin( filename );
    std::vector< int > numbers(10);
    if( !fin.is_open() )
        std::throw ios_base::failure( "Couldn't open file" );
    ...
    try{ numbers.at(index) = n; }
    catch( std::out_of_range &e )
    {
        numbers.resize( numbers.size()+1 );
        numbers.at(index) = n;
    }
    ...
}
```

# Outline

- Exercise 35
- **Iterators**
- Review questions

# Iterators

- In our code, we often work with containers of things:

```
myVec.h
template< typename T >
class MyVec
{
    size_t _size;
    T *_values;
public:
    MyVec( int size ) : _values( new T[size] ) , _size(size) {}
    ~MyVec( void ) { delete[] _values; }
    size_t size( void ) const { return _size; }
    T& operator[] ( size_t i ){ return _values[i]; }
    const T& operator[] ( size_t i ) const { return _values[i]; }
};
```

```
#include <iostream>
#include "myVec.h"
using namespace std;
```

```
void Print( const MyVec< int > &v )
{
    for( size_t i=0 ; i<v.size() ; i++ ) cout << v[i] << endl;
}

int main( void )
{
    MyVec< int > v( 3 );
    v[0] = 0 , v[1] = 3 , v[2] = 5;
    Print( v );
    return 0;
}
```

```
>> ./a.out
0
3
5
>>
```



# Iterators

- In our code, we often work with containers of things:

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    T value;
    MyNode *next;
    MyNode( T v , MyNode *n=nullptr ) : next(n) , value(v) { }
};
```

```
#include <iostream>
#include "myNode.h"
using namespace std;
```

```
void Print( const MyNode< int > &l )
{
    for( const MyNode< int > *i=&l ; i!=NULL ; i=i->next )
        cout << i->value << endl;
}

int main( void )
{
    MyNode< int > n1( 0 ) , n2( 3 ) , n3( 5 );
    n1.next = &n2 , n2.next = &n3;
    Print( n1 );
    return 0;
}
```

```
>> ./a.out
0
3
5
>>
```

# Iterators

- When working with containers of things, we don't want to special-case the type-specific ways for running through the elements of the container

*main.cpp*

```
#include <iostream>
#include "myVec.h"
using namespace std;

void Print( const MyVec< int > &v )
{
    for( size_t i=0 ; i<v.size() ; i++ )
        cout << v[i] << endl;
}
...
```

*main.cpp*

```
#include <iostream>
#include "myNode.h"
using namespace std;

void Print( const MyNode< int > &n )
{
    for( const MyNode< int > *i=&n ; i!=NULL ; i=i->next )
        cout << i->value << endl;
}
...
```

# Iterators

- In our code, we often work with lists of values:
  - We unify the iteration by defining an auxiliary "pointer-like" object / *iterator* for walking through the list
  - We need to:
    - Get an iterator that "points" to the beginning of the list
    - Get an iterator that "points" just past the end of the list
    - Dereference the iterator
    - Advance the iterator
    - Check if two iterators are different

*main.cpp*

```
...  
template< typename Container >  
void Print( const Container &c )  
{  
    for( PointerLikeObject p=c.begin() ; p!=c.end() ; ++p )  
        cout << *p << endl;  
}  
...
```

# Iterators

- In C++, when we have a container class, we define the iterator as a **public nested** class called:
  - `iterator` if we want to be able to modify the values of the reference
  - `const_iterator` if we do not

```
container.h

template< typename T >
class Container
{
public:
    ...
    class iterator
    {
        ...
    };
    class const_iterator
    {
        ...
    };
};
...
```

# Iterators

- In C++, when we have a container class, we define the iterator as a **public nested class** called:
- The iterator must overload:
  - The dereference operator
  - The (pre-)increment operator
  - The inequality operator

```
container.h

template< typename T >
class Container
{
public:
    ...
    class iterator
    {
        public:
            T &operator * ( );
            iterator &operator ++ ( );
            bool operator != ( const iterator &i ) const;
            ...
    };
    class const_iterator{ ... };
};
...
```

# Iterators

- In C++, when we have a container class, we define the iterator as a **public nested class** called:
- The iterator must overload:
  - The dereference operator
  - The (pre-)increment operator
  - The inequality operator
- The container must define:
  - A *begin/cbegin* method
  - An *end/cend* method

```
container.h

template< typename T >
class Container
{
public:
    ...
    class iterator{ ... };
    class const_iterator{ ... };
    ...
    iterator begin( void );
    iterator end( void );
    const_iterator cbegin( void ) const;
    const_iterator cend( void ) const;
};
...
```

# Iterators

- Putting these together, we can define generic code:

*main.cpp*

```
...
template< typename C >
void Print( const C &c )
{
    for( typename C::const_iterator i=c.cbegin() ; i!=c.cend() ; ++i )
        cout << *i << endl;
}
...
```

*container.h*

```
template< typename T >
Container

c:
...
class iterator{ ... };
class const_iterator{ ... };
...
iterator begin( void );
iterator end( void );
const_iterator cbegin( void ) const;
const_iterator cend( void ) const;

};
...
```

# Iterators

- Putting these together, we can define generic code:

*main.cpp*

```
...
template< typename C >
void Print( const C &c )
{
    for( typename C::const_iterator i=c.cbegin() ; i!=c.cend() ; ++i )
        cout << *i << endl;
}
...
```

*container.h*

```
template< typename T >
Container

c:
...
class iterator{ ... };
class const_iterator{ ... };
...
iterator begin( void );
iterator end( void );
const_iterator cbegin( void ) const;
const_iterator cend( void ) const;

};
...
```

## Note:

The keyword **typename** is needed to let the compiler know that **const\_iterator** is a class / type, not (static) member data.



# Iterators: *MyVec*

- constructor

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T &operator[] ( size_t i );
    const T &operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ){ }

};

};
```

# Iterators: *MyVec*

- dereference

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T &operator[] ( size_t i );
    const T &operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return *_ptr; }

};

};
```

# Iterators: *MyVec*

- pre-increment

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T &operator[] ( size_t i );
    const T &operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return *_ptr; }
    const_iterator &operator ++ ( ) { _ptr++ ; return *this; }

};

};
```

# Iterators: *MyVec*

- inequality

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T &operator[] ( size_t i );
    const T &operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ) { }
    const T &operator * ( ) const { return *_ptr; }
    const_iterator &operator ++ ( ) { _ptr++ ; return *this; }
    bool operator != ( const const_iterator& i ) const
    {
        return _ptr!=i._ptr;
    }
};

};
```

# Iterators: *MyVec*

- beginning / ending iterators

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T &operator[] ( size_t i );
    const T &operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ) {}
    const T &operator * ( ) const { return *_ptr; }
    const_iterator &operator ++ ( ) { _ptr++ ; return *this; }
    bool operator != ( const const_iterator& i ) const
    {
        return _ptr!=i._ptr;
    }
};

const_iterator cbegin( void ) const { return const_iterator( _values ); }
const_iterator cend( void ) const { return const_iterator( _values+_size ); }
};
```

# Iterators: *MyNode*

- constructor

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    MyNode< T > *next;
    T value;
    MyNode( T v , MyNode< T > *n=nullptr );
    ...
};
```

```
...
class const_iterator
{
    const MyNode< T > *_ptr;
public:
    const_iterator( const MyNode< T > *ptr ) : _ptr( ptr ){ }
};

};
```

# Iterators: *MyNode*

- dereference

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    MyNode< T > *next;
    T value;
    MyNode( T v , MyNode< T > *n=nullptr );
    ...
};
```

```
...
class const_iterator
{
    const MyNode< T > *_ptr;
public:
    const_iterator( const MyNode< T > *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return _ptr->value; }
};

};
```

# Iterators: *MyNode*

- pre-increment

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    MyNode< T > *next;
    T value;
    MyNode( T v , MyNode< T > *n=nullptr );
    ...
};
```

```
...
class const_iterator
{
    const MyNode< T > *_ptr;
public:
    const_iterator( const MyNode< T > *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return _ptr->value; }
    const_iterator &operator ++ ( ) { _ptr=_ptr->next ; return *this; }
};

};
```



# Iterators: *MyNode*

- inequality

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    MyNode< T > *next;
    T value;
    MyNode( T v , MyNode< T > *n=nullptr );
    ...
};
```

```
...
class const_iterator
{
    const MyNode< T > *_ptr;
public:
    const_iterator( const MyNode< T > *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return _ptr->value; }
    const_iterator &operator ++ ( ) { _ptr=_ptr->next ; return *this; }
    bool operator != ( const const_iterator& i ) const
    {
        return _ptr!=i._ptr;
    }
};

};
```

# Iterators: *MyNode*

- beginning / ending iterators

*myNode.h*

```
template< typename T >
class MyNode
{
public:
    MyNode< T > *next;
    T value;
    MyNode( T v , MyNode< T > *n=nullptr );
    ...
};
```

```
...
class const_iterator
{
    const MyNode< T > *_ptr;
public:
    const_iterator( const MyNode< T > *ptr ) : _ptr( ptr ){ }
    const T &operator * ( ) const { return _ptr->value; }
    const_iterator &operator ++ ( ) { _ptr=_ptr->next ; return *this; }
    bool operator != ( const const_iterator& i ) const
    {
        return _ptr!=i._ptr;
    }
};

const_iterator cbegin( void ) const { return const_iterator( this ); }
const_iterator cend( void ) const { return const_iterator( nullptr ); }
};
```

# Iterators: *MyVec*

- When the iterator is a pointer, things can be made simpler

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T& operator[] ( size_t i );
    const T& operator[] ( size_t i ) const;
    ...
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ) {}
    const T &operator * ( ) const { return *_ptr; }
    const_iterator &operator ++ ( ) { _ptr++; return *this; }
    bool operator != ( const const_iterator& i ) const
    {
        return _ptr!=i._ptr;
    }
};

const_iterator cbegin( void ) const { return const_iterator( _values ); }
const_iterator cend( void ) const { return const_iterator( _values+_size ); }
};
```

# Iterators: *MyVec*

- When the iterator is a pointer, things can be made simpler

*myVec.h*

```
template< typename T >
class MyVec
{
    T *_values;
    size_t _size;
public:
    MyVec( int size );
    ~MyVec( void );
    size_t size( void ) const;
    T& operator[] ( size_t i );
    const T& operator[] ( size_t i ) const;
```

```
...
typedef const T *const_iterator;
const_iterator cbegin( void ) const { return _values; }
const_iterator cend( void ) const { return _values+_size; }
};
```

```
...
class const_iterator
{
    const T *_ptr;
public:
    const_iterator( const T *ptr ) : _ptr( ptr ) {}
    const T &operator * ( ) const { return *_ptr; }
    const_iterator &operator ++ ( ) { _ptr++ ; return *this; }
    bool operator != ( const const_iterator &i ) const
    {
        return _ptr!=i._ptr;
    }
};
```

```
...
const_iterator cbegin( void ) const { return const_iterator( _values ); }
const_iterator cend( void ) const { return const_iterator( _values+_size ); }
```

# Iterators

- We can define a single (templated) function for processing contents of different types of containers.

*main.cpp*

```
#include <iostream>
#include "myVec.h"
#include "myNode.h"

template< typename Container >
void Print( const Container &c )
{
    for( typename Container::const_iterator it=c.cbegin() ; it!=c.cend() ; ++it )
        std::cout << *it << std::endl;
}

int main( void )
{
    MyVec< int > v( 3 );
    v[0] = 0 , v[1] = 3 , v[2] = 5;
    std::cout << "Printing MyVec" << std::endl;
    Print( v );

    MyNode< int > n1( 0 ) , n2( 3 ) , n3( 5 );
    n1.next = &n2 , n2.next = &n3;
    std::cout << "Printing MyNode" << std::endl;
    Print( n1 );

    return 0;
}
```

```
>> ./main
Printing MyVec
0
3
5
Printing MyNode
0
3
5
>>
```

# Outline

- Exercise 35
- Iterators
- Review questions

# Review questions

## 1. Why use iterators?

Iterators unify the manner in which we step through the elements in a container

# Review questions

2. What are the bare minimum operators that need to be overloaded by an iterator?

Inequality, dereference, and (pre-)increment



# Review questions

3. When won't a pointer work for representing an iterator?

When data is not stored sequentially in memory

# Review questions

4. Given a container how/where should the `iterator` and `const_iterator` classes be specified?

As a `public` nested subclasses of the container

# Review questions

5. In addition to defining the `iterator` and `const_iterator` classes, what else should the container do to support iteration?

Define `begin/cbegin` and `end/cend` member functions

# Review questions

6. What might go wrong if we don't also define a `const_iterator` for a container?

We won't be able to iterate over the contents of a `const` object of that container class

# Exercise 36

- Website -> Course Materials -> Exercise 36