

Use a few words to conclude the semester

went well

it was quick
liked my classes
informative
rough

Today's plan

- Review Ex 13-1
- Recap questions
- In-class Ex 13-2 / final project

Ex 13-1: Exceptions

- throw // something that you want to throw
- try { // codes where exception may be thrown }
- catch (// things that you want to catch)
- { // how do you want to handle the things that you catch }



Iterators

Why use iterators?


To "standardize" how we run through the elements of containers (combining for loop with pointer advancing through container) ✖

Provides a familiar and standard method of iterating through a container type. May need other functions like compare for other logic rather ✖


to traverse a container without having to explicitly use a for loop every time ✖

The correct answer is: To unify the iteration step as well as encapsulate the iteration implementation. The users don't need to know how to do the iteration.

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

A pointer needs to have contiguous elements adjacent in memory but this might not be the case for a container like a map 

Memory might not be continuous 

when the memory isn't stored in a linear/expected way like in a map 

The correct answer is: When data is not stored sequentially in memory (e.g. a CTrie/TTrie structure)

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

Dereference (operator*),
preincrement (operator++),
inequality (operator!=)



!=, ++, * you could also do: == and ->



!=, *, ++



The correct answer is: Inequality (operator !=), dereference (operator*), and preincrement (operator++)

Given a container how/where should the iterator class be specified?

Should be nested class inside the container class



As a nested class inside the container class



as a nested class



The correct answer is: As a nested subclass of the container (i.e. within the class scope)

In addition to defining the iterator class, what else should the container do to support iterators?

Define .begin() and .end() methods



cbegin, cend, begin, end, rbegin, rend
- depending on iterator



The correct answer is: Define `begin` and `end` member functions

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

you can only iterate through non const containers?

Ask me anything

0 questions

0 upvotes