

# Stanford Library to Standard Library Cheat sheet

## COMP220 Data Structures

Fall 2016

This document list standard library equivalents to the collections classes in the Stanford C++ library used in the text book. Handling of special cases and errors may differ between the Stanford and Standard equivalents presented here. You should verify the specifications with the appropriate resource.

### Vector

The C++ `std::vector` class<sup>1</sup> can be used in place of the Stanford C++ `Vector` class<sup>2</sup>.

<sup>1</sup> <http://www.cplusplus.com/reference/vector/vector/>

<sup>2</sup> pg 197

Operation	Stanford	Std
Empty Constructor	<code>Vector&lt;t&gt;()</code>	<code>std::vector&lt;t&gt;()</code>
Fill Constructor	<code>Vector&lt;t&gt;(size,val)</code>	<code>std::vector&lt;t&gt;(size,val)</code>
Size Query Method	<code>v.size()</code>	<code>v.size()</code>
Empty Predicate	<code>v.isEmpty()</code>	<code>v.empty()</code>
Element Selector	<code>v.get(idx)</code> <code>v[idx]</code>	<code>v.at(idx)</code> <code>v[idx]</code>
Element Mutator	<code>v.set(idx,val)</code>	<code>v[idx] = val</code>
Add to Back	<code>v.add(val)</code>	<code>v.push_back(val)</code>
Insert at	<code>v.insertAt(idx,val)</code>	<code>v.insert(std::begin(v) + idx, val)</code>
Remove at	<code>v.removeAt(idx)</code>	<code>v.erase(std::begin(v) + idx)</code>
Erase all	<code>v.clear()</code>	<code>v.clear()</code>
Concatenate	<code>v + w</code>	<code>v.insert(std::end(v),std::begin(w),std::end(w))</code>
Repeated Add	<code>v += a,b,c,d,e ...</code>	N.A.

Figure 1: Vector to `std::vector`

### Stack

The `std::stack` class<sup>3</sup> can be used in place of the Stanford `Stack` class<sup>4</sup>.

<sup>3</sup> <http://www.cplusplus.com/reference/stack/stack/>

<sup>4</sup> pg 211

Figure 2: Stack to `std::stack`

Operation	Stanford	Std
Empty Constructor	<code>Stack&lt;t&gt;()</code>	<code>std::stack&lt;t&gt;()</code>
Size Query	<code>s.size()</code>	<code>s.size()</code>
Empty Predicate	<code>s.isEmpty()</code>	<code>s.empty()</code>
Push Element	<code>s.push(val)</code>	<code>s.push(val)</code>
Pop Element	<code>s.pop()</code>	<code>s.pop()</code>
Peek at Top	<code>s.peek()</code>	<code>s.top()</code>
Remove all Elements	<code>s.clear()</code>	N.A.

## Queue

The `std::queue` class<sup>5</sup> can be used in place of the Stanford C++ Queue class<sup>6</sup>.

<sup>5</sup> <http://www.cplusplus.com/reference/queue/queue/>

<sup>6</sup> pg 217

<u>Operation</u>	<u>Stanford</u>	<u>Std</u>
Empty Constructor	<code>Queue&lt;t&gt;()</code>	<code>std::queue&lt;t&gt;()</code>
Size Query	<code>q.size()</code>	<code>q.size()</code>
Empty Predicate	<code>q.isEmpty()</code>	<code>q.empty()</code>
Enqueue Element	<code>q.enqueue(val)</code>	<code>s.push_back(val)</code>
Dequeue Element	<code>s.dequeue()</code>	<code>s.pop_front()</code>
Peek at Front	<code>s.peek()</code>	<code>s.front()</code>
Remove all Elements	<code>s.clear()</code>	N.A.

Figure 3: Queue to `std::queue`

## Map

The `std::map` class<sup>7</sup> can be used in place of the Stanford C++ Map class<sup>8</sup>.

<sup>7</sup> <http://www.cplusplus.com/reference/map/map/>

<sup>8</sup> pg 226

<u>Operation</u>	<u>Stanford</u>	<u>Std</u>
Empty Constructor	<code>Map&lt;kt,vt&gt;()</code>	<code>std::map&lt;kt,mt&gt;()</code>
Size Query	<code>m.size()</code>	<code>m.size()</code>
Empty Predicate	<code>m.isEmpty()</code>	<code>m.empty()</code>
Select Element	<code>q.get(key)</code> <code>m[key]</code>	<code>m.at(key)</code> <code>m[key]</code>
Add Element	<code>m.put(key,val)</code> <code>m[key] = val</code>	<code>m.insert(std::pair&lt;kt,vt&gt;(key,val))</code> <code>m[key] = val</code>
Remove Key+Value	<code>m.remove(key)</code>	<code>m.erase(key)</code>
Key Containment Predicate	<code>m.containsKey(key)</code>	<code>m.count(key)</code>
Remove all Elements	<code>m.clear()</code>	<code>m.clear()</code>

Figure 4: Map to `std::map`

Alternatively, one can use `std::unordered_map`<sup>9</sup> to improve the performance of certain map operations.

<sup>9</sup> [http://www.cplusplus.com/reference/unordered\\_map/unordered\\_map/](http://www.cplusplus.com/reference/unordered_map/unordered_map/)

## Set

The `std::set` class<sup>10</sup> can be used in place of the Stanford C++ Set class<sup>11</sup>. The `std::includes`, `std::set_intersection`, `std::set_difference`, and `std::set_union` functions are found in the *algorithm* library<sup>12</sup>

<sup>10</sup> <http://www.cplusplus.com/reference/set/set/>

<sup>11</sup> pg 232

<sup>12</sup> <http://www.cplusplus.com/reference/algorithm/>

Figure 5: Set to `std::set`

Operation	Stanford	Std
Empty Constructor	<code>Set&lt;t&gt;()</code>	<code>std::set&lt;t&gt;()</code>
Size Query	<code>s.size()</code>	<code>s.size()</code>
Empty Predicate	<code>s.isEmpty()</code>	<code>s.empty()</code>
Add Element	<code>s.add(val)</code>	<code>s.insert(val)</code>
Remove Element	<code>s.remove(key)</code>	<code>s.erase(key)</code>
Containment Predicate	<code>s.contains(val)</code>	<code>s.count(key)</code>
Remove all Elements	<code>s.clear()</code>	<code>s.clear()</code>
Is Subset of	<code>s.isSubsetOf(r)</code>	<code>std::includes(std::begin(s),std::end(s), std::begin(r),std::begin(s))</code>
Get First	<code>s.first()</code>	<code>*(std::begin(s))</code>
Union	<code>s + r</code>	<code>std::union(std::begin(s),std::end(s), std::begin(r),std::end(r),std::begin(result_set))</code>
Intersection	<code>s * r</code>	<code>std::set_intersection(std::begin(s),std::end(s), std::begin(r),std::end(r),std::begin(result_set))</code>
Difference	<code>s - r</code>	<code>std::set_difference(std::begin(s),std::end(s), std::begin(r),std::end(r),std::begin(result_set))</code>

Alternatively, one can use `std::unordered_set`<sup>13</sup> to improve the performance of certain set operations.

<sup>13</sup> [http://www.cplusplus.com/reference/unordered\\_set/unordered\\_set/](http://www.cplusplus.com/reference/unordered_set/unordered_set/)