

CIS 17C Fall 2023 Project 1 Checklist

Instructions:

Note: no vectors.

Show as many concepts as possible, meaning all the below. Especially Algorithm/Iterators/Containers in the STL as possible for the game.

Github Repo:

https://github.com/koa2019/cis17c_fall2023_2

	Checklist		Location in code/comments
	X	Minimum 750 lines of code	
1. Container classes			
	1. Sequence (At least 1)		See MySTL.cpp
	X	list	168, 243
	<input type="checkbox"/>	forward_list	
	<input type="checkbox"/>	bit_vector	
	2. Associative Containers (At least 2)		See MySTL.cpp
	X	set	163,
	X	map	186
	<input type="checkbox"/>	hash	
	3. Container adaptors (At least 2)		See MySTL.cpp
	X	stack	290
	X	queue	265, 463
	<input type="checkbox"/>	priority_queue	
2. Iterators			
	1. Concepts (Describe the iterators utilized for each Container)		
	X	Trivial Iterator	320. int*, const int*, vector
	X	Input Iterator (get)	213, 286, 320, 344. Refinement of Trivial Itr
	X	Output Iterator (set)	300, 311, 174. list, set, map,
	X	Forward Iterator	177, 178, list. Refinement of Trivial Itr
	X	Bidirectional Iterator	172, 244. Default itr for list. Refinement of Fwrd Itr
	X	Random Access Iterator	313, 263. Default itr for vectors, deque. Refinement of Bidirectional
3. Algorithms (Choose at least 1 from each category)			
	1. Non-mutating algorithms		See MySTL.cpp
	<input type="checkbox"/>	for_each	
	X	find	139
	<input type="checkbox"/>	count	
	<input type="checkbox"/>	equal	
	<input type="checkbox"/>	search	
	2. Mutating algorithms		See MySTL.cpp
	X	copy	173, 312
	<input type="checkbox"/>	swap	
	X	transform	427
	<input type="checkbox"/>	replace	
	<input type="checkbox"/>	fill	
	<input type="checkbox"/>	remove	
	X	shuffle	477, 452
	3. Organization		See MySTL.cpp
	<input type="checkbox"/>	sort	
	<input type="checkbox"/>	binary search	
	<input type="checkbox"/>	merge	
	<input type="checkbox"/>	inplace_merge	
	X	minimum and maximum	221 min, 121 max