

Lab Session: STL containers

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The Problem

- Write a program that manages the list of players of an arcade video-game and their scores. Create a function that can find and return a player with a given username
- As a starting point, you are provided with the implementation based on vector to collect players. Also a `binary_search` function has been implemented
- In the provided example, the search is profiled in case the player is in the vector or he/she is not
- Implement your solution once by using a set (ordered) to collect players, and another time using map (unordered)

The Questions

- Add to search.cc:
 - `bool set_search (`
 `const std::set<Arcade::Player> & player_set,`
 `unsigned username);`
 - `bool map_search (`
 `const std::unordered_map<unsigned, Arcade::Player> &`
 `player_map,`
 `unsigned username);`
- Implement `stl_binary_search()` for the initial vector-based solution, by relying on the STL `binary_search` which is:
 - `bool binary_search(`
 `player_vec_type::const_iterator first,`
 `player_vec_type::const_iterator last,`
 `const Arcade::Player & value);`
- Complete the main