

Standard Template Library

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Overview

- Introduction to Containers, Algorithms, and Iterators
- Sequential Containers
 - Vector
 - List
 - Deque
- Iterators
- Algorithms
- Function Objects
- Iterators and Algorithms
- Associative Containers
 - Set
 - Map
 - Multimap
 - Multiset
- Container Adapters



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Storing and Processing Data

- Most computer programs exist to process data
- The data may represent a wide variety of real-world information: personnel records, inventories, text documents, the results of scientific experiments
- Whatever it represents, data is stored in memory and manipulated in similar ways
- C++ classes provide a mechanism for creating a library of data structures
- Since the development of C++, most compiler vendors and many third-party developers have offered libraries of **container classes** to handle the storage and processing of data
- The Standard Template Library (STL) is the standard approach for storing and processing data



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Standard Template Library

- The STL is a powerful library intended to satisfy the vast bulk of your needs for containers and algorithms, but in a completely portable fashion
- This means that your programs are easier to port to other platforms
- The STL is likely to be more tested and scrutinized than a particular vendor's library
- Thus, it will benefit you greatly to look first to the STL for containers and algorithms, before looking at vendor-specific solutions



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STL Sources

- This chapter does not describe the STL in details
- There are very good online sources of STL documentation in HTML format:
 - e.g., <http://www.sgi.com/tech/stl/>



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Introduction to the STL

- The STL contains several kinds of entities
- The three most important are
 - containers
 - algorithms
 - iterators



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Containers

- A **container** (collection) is a way that stored data is organized in memory
- Examples are stacks, linked lists, and the array
- The STL containers are implemented by **template classes** so they can be easily customized to hold different kinds of data



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Algorithms

- **Algorithms** are procedures that are applied to containers to process their data in various ways
- For example, there are algorithms to sort, copy, search, and merge data
- In the STL, algorithms are represented by **template functions**
- These functions are not member functions of the container classes



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Iterators

- **Iterators** are a generalization of the concept of pointers: They point to elements in a container
- You can increment an iterator, as you can a pointer, so it points in turn to each element in a container
- Iterators are a key part of the STL because they connect algorithms with containers
- The STL iterators are implemented by classes



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Example

```
#include <vector>
#include <algorithm>
using namespace std;

int main(){
    vector<int> v;           // vector (array) of integers
    vector<float> f;        // vector (array) of floats
    :                      // some operations on arrays (fill)
    sort ( v.begin(), v.end() ); // sort is an algorithm in the STL
    sort ( f.begin(), f.end() );
    :                      // other operations on arrays
}
```

Container (Template class) points to `vector<int> v;` and `vector<float> f;`

Algorithm (Template function) points to `sort (v.begin(), v.end());` and `sort (f.begin(), f.end());`

Methods of vector points to `v.begin()`, `v.end()`, `f.begin()`, and `f.end()`

- In STL, **vector** is a container (template class)
- **sort** is an algorithm (template function)
- **begin()** and **end()** are member functions of vector
 - They return iterators (pointers) to the first and last elements of the array



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Containers

- Containers in the STL fall into two categories: **sequential** and **associative**
- The sequential containers are **vector**, **list**, and **deque**
- The associative containers are **set**, **multiset**, **map**, and **multimap**
- In addition, several containers are called **container adapters**, which are specialized versions of other containers
 - **stack**, **queue**, and **priority_queue**



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Sequential Containers

- Elements of sequential containers can be accessed by position (for example, using an index)
- An ordinary C/C++ array is an example of a sequence container
- One problem with an ordinary C/C++ array is that you must specify its size at compile time, that is, in the source code
- You must specify an array large enough to hold what you guess is the maximum amount of data
- When the program runs, you will either waste space in memory by not filling the array or run out of space



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Sequential Containers

- The STL provides the **vector** container to avoid these difficulties
- The STL also provides the **list** container, which is based on the idea of a linked list
- The third sequence container is the **deque**, which can be thought of as a combination of a stack and a queue
- A deque combines these approaches so you can insert or delete data from either end
- The word “deque” is derived from **Double-Ended QUEue**



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Basic Sequential Containers

Container	Characteristic	Advantages and Disadvantages
Ordinary C++ array	Fixed size	Quick random access (by index number). Slow to insert or erase in the middle. Size cannot be changed at runtime.
vector	Relocating, expandable array	Quick random access (by index number). Slow to insert or erase in the middle. Quick to insert or erase at end.
list	Doubly linked list	Quick to insert or delete at any location. Quick access to both ends. Slow random access.
deque	Like vector, but can be accessed at either end	Quick random access (using index number). Slow to insert or erase in the middle. Quick to insert or erase (push and pop) at either the beginning or the end.



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Associative Containers

- An associative container is not sequential; instead it uses **keys** to access data
- The keys, typically numbers or strings, are used automatically by the container to arrange the stored elements in a specific order
- For example, if `m` is an STL map that stores students' names and uses students' IDs as keys, then the statement,

```
string name = m[498601];
```

initializes `name` to the string value in `m` associated with the key 498601



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Associative Containers

- There are two kinds of associative containers in the STL
 - **maps**
 - **sets**
- A map associates a key (e.g., student ID) with a value (student name)
- A set is similar to a map, but it stores only the keys; there are no associated values
 - For example, only the student IDs



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Associative Containers

- The **map** and **set** containers allow **only one key** of a given value to be stored
 - This makes sense in, say, a phone book where you can assume that multiple people do not have the same number
- On the other hand, the **multimap** and **multiset** containers allow multiple keys
 - In an English dictionary, there might be several entries for the word “set,” for example



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Associative Containers

Basic associative containers: **map, set, multimap, multiset**

Container	Characteristics	Advantages and Disadvantages
Map	Associates key with element Only one key of each value allowed	Quick random access (by key). Inefficient if keys not evenly distributed.
Multimap	Associates key with element Multiple key values allowed	Quick random access (by key). Inefficient if keys not evenly distributed.
Set	Stores only the keys themselves Only one key of each value allowed	Quick random access (by key). Inefficient if keys not evenly distributed.
Multiset	Stores only the keys themselves Multiple key values allowed	Quick random access (by key). Inefficient if keys not evenly distributed.



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Instantiating an STL Container Object Is Easy

- First, you must include an appropriate header file
- Then, you use the template format with the kind of objects to be stored as the parameter

```
#include <vector>
:
vector<ComplexT> cvect; // create a vector of complex numbers
```

```
#include <list>
:
list<Teacher> teacher_list; // create a list of Teachers
```

```
#include <map>
:
map<int,string> IntMap; // create a map of ints and strings
```

```
#include <multiset>
:
multiset<employee> machinists; // create a multiset of employees
```

- Notice that there is no need to specify the size of STL containers
- The containers themselves take care of all memory allocation



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Member Functions

- Algorithms are template functions of the STL, carrying out complex operations such as sorting and searching
- They are not members of any template class
- However, containers also need member functions to perform simpler tasks that are specific to a particular type of container



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Some Member Functions Common To All Containers

size()	Returns the number of items in the container.
empty()	Returns true if container is empty.
max_size()	Returns size of the largest possible container.
begin()	Returns an iterator to the start of the container for iterating forward through the container.
end()	Returns an iterator to the past-the-end location in the container, used to end forward iteration.
rbegin()	Returns a reverse iterator to the end of the container for iterating backward through the container.
rend()	Returns a reverse iterator to the beginning of the container, used to end backward iteration.



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Member Functions: Vector Example

```
int main() {
    vector<int> nums1;
    nums1.insert(nums1.begin(), -999); // insert -999 to the beginning
    nums1.insert(nums1.begin(), 14);   // 14, -999
    nums1.insert(nums1.end(), 25);     // insert to the end 14, -999, 25
    int i;
    for (i = 0; i < nums1.size(); i++) // prints elements of nums1
        cout << nums1[i] << " ";
    cout << endl;
    nums1.erase( nums1.begin() );      // -999, 25
    for (i = 0; i < nums1.size(); i++)
        cout << nums1[i] << " ";      // prints elements of nums1
    cout << endl;
    vector<int> nums2 = nums1;
    nums2.insert(nums2.begin(), 32);   // 32, -999, 25
    vector<int> nums3;
    nums3 = nums2;
    for (i = 0; i < nums3.size(); i++)
        cout << nums3[i] << " ";
    return 0;
}
```

See Example e12_1.cpp



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Vectors

- You can think of vectors as smart arrays
- They manage storage allocation for you, expanding and contracting the size of the vector as you insert or erase data
- You can use vectors much like arrays, accessing elements with the [] operator
- Such random access is very fast with vectors
- It is also fast to add (or **push**) a new data item onto the end (the **back**) of the vector
- When this happens, the vector's size is automatically increased to hold the new item



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Vectors: Some Member Functions

- **constructors**
- **push_back()**
- **size()**
- **operator[]**
- **swap()**
- **empty()**
- **back()**
- **pop_back()**
- **insert()**
- **erase()**

See Example e12_2.cpp

See Example e12_3.cpp

See Example e12_4.cpp



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Member Functions: push_back(), operator[], size()

```
int main()
{
    vector<int> v;                // create a vector of ints

    v.push_back(10);             // put values at end of array
    v.push_back(11);
    v.push_back(12);
    v.push_back(13);

    v[0] = 20;                   // replace with new values
    v[3] = 23;

    for (int j = 0; j < v.size(); j++) // print vector contents
        cout << v[j] << ' ';        // output: 20 11 12 23
    return 0;
}
```

See Example e12_2.cpp



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Member Functions: constructors, swap(), empty(), back(), pop_back()

```
int main()
{
    float a[] = { 1.1, 2.2, 3.3, 4.4 }; // an array of floats
    vector<float> v1(a, a + 4);          // initialize vector to array
    vector<float> v2(4);                 // empty vector of size 4

    v1.swap(v2);                        // swap contents of v1 and v2

    while ( !v2.empty() ) {              // until vector is empty,
        cout << v2.back() << ' ';        // print the last element
        v2.pop_back();                  // remove the last element
    }                                    // output: 4.4 3.3 2.2 1.1
    return 0;
}
```

See Example e12_3.cpp



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Member Functions: insert(), erase()

```
int main()
{
    int a[] = { 100, 110, 120, 130 }; // an array of ints
    vector<int> v(a, a + 4);           // initialize vector to array
    int j;
    cout << "\nBefore insertion: ";
    for (j = 0; j < v.size(); j++)    // print all elements
        cout << v[j] << ' ';        // output: 100 110 120 130

    v.insert( v.begin() + 2, 115);    // insert 115 at element 2
    cout << "\nAfter insertion: ";
    for (j = 0; j < v.size(); j++)    // print all elements
        cout << v[j] << ' ';        // output: 100 110 115 120 130

    v.erase( v.begin() + 2 );         // erase element 2

    cout << "\nAfter erasure: ";
    for (j = 0; j < v.size(); j++)    // print all elements
        cout << v[j] << ' ';        // output: 100 110 120 130
    return 0;
}
```

See Example e12_4.cpp



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Lists

- An STL list container is a doubly linked list
- Each element contains a pointer not only to the next element but also to the preceding one
- The container stores the address of both the front (first) and the back (last) elements, which makes for fast access to both ends of the list



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Lists: Some Member Functions

- **push_front()**
- **front()**
- **pop_front**
- **reverse()**
- **merge()**
- **unique()**
- The **insert()** and **erase()** member functions are used for list insertion and deletion, but they require the use of iterators, so we will see these functions later

See Example e12_5.cpp

See Example e12_6.cpp



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Member Functions: push_front(), front(), pop_front()

```
int main()
{
    list<int> ilist;
    ilist.push_back(30);           // push items to the back
    ilist.push_back(40);
    ilist.push_front(20);         // push items to the front
    ilist.push_front(10);         // items: 10 20 30 40

    int size = ilist.size();      // number of items

    for (int j = 0; j < size; j++) {
        cout << ilist.front() << ' '; // print item at the front
        ilist.pop_front();           // pop item off the front
    }
    return 0;                     // output: 10 20 30 40
}
```

See Example e12_5.cpp



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Member Functions: reverse(), merge(), unique()

```
int main()
{
    int a1[] = { 40, 30, 20, 10 };
    int a2[] = { 15, 20, 25, 30, 35 };

    list<int> list1(a1, a1 + 4);
    list<int> list2(a2, a2 + 5);

    list1.reverse();                // reverse list1: 10 20 30 40
    list1.merge(list2);             // merge list2 into list1
    // list 1 : 10, 15, 20, 20, 25, 30, 30, 35, 40
    list1.unique();                 // remove duplicate 20 and 30
    int size = list1.size();
    for (int j = 0; j < size; j++) { // for every item
        cout << list1.front() << ' '; // print item at the front
        list1.pop_front();           // pop item off the front
    }                               // displaying the list destroys it!
    return 0;                       // we can use iterators to overcome this
}
```

See Example e12_6.cpp



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Dequeues

- A deque is a variation of a vector
- Like a vector, it supports random access using the [] operator
- Unlike a vector (but like a list), a deque can be accessed at the front as well as the back
- It is a sort of double-ended vector, supporting push_front(), pop_front(), and front()
- Memory is allocated differently for vectors and queues
- A vector always occupies a contiguous region of memory
- A deque, on the other hand, can be stored in several noncontiguous areas; it is segmented



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Member Functions: push_back(), push_front(), front()

```
int main()
{
    deque<int> deq;

    deq.push_back(30);           // push items to the back
    deq.push_back(40);
    deq.push_back(50);
    deq.push_front(20);         // push items to the front
    deq.push_front(10);         // items: 10 20 30 40 50

    deq[2] = 33;                // change middle item

    for (int j = 0; j < deq.size(); j++)
        cout << deq[j] << ' '; // print items: 10 20 33 40 50
    return 0;
}
```

See Example e12_7.cpp



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Iterators

- Iterators are "smart" pointers to items in containers
- In general, the following holds true of iterators:
 - Given an iterator `iter`, `*iter` represents the object the iterator points to (alternatively, `iter->` can be used to reach the object the iterator points to).
 - `++iter` or `iter++` advances the iterator to the next element. The notion of advancing an iterator to the next element is consequently applied: several containers have a **reversed** iterator type, in which the `iter++` operation actually reaches a previous element in a sequence.
 - For the containers that have their elements stored consecutively in memory, **pointer arithmetic** is available as well. This counts out the list, but includes the vector, queue, deque, set and map. For these containers, `iter + 2` points to the second element beyond the one to which `iter` points.
 - The STL containers include **typedefs** to define iterators. They also produce
 - iterators (type `iterator`), using member functions `begin()` and `end()`, and
 - reversed iterators (type `reverse_iterator`), using `rbegin()` and `rend()`.



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Iterator Example

```
vector<string> vs;           // vs is an array of strings
vector<string>::iterator iter; // iter is an iterator of vs
iter = vs.begin();          // iter points to first element of vs
++iter;                     // iter points to the next element
```



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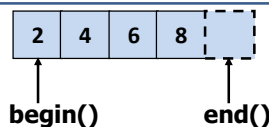
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Data Access

- In containers that provide random-access iterators (vector and queue), it is easy to iterate through the container using the [] operator
- Containers which do not support random access (such as lists), require a different approach

```
int main() {
    int arr[] = { 2, 4, 6, 8 };           // array of ints
    list<int> iList( arr, arr + 4 );      // list initialized to array
    list<int>::iterator it;               // iterator to list-of-ints
    for ( it = iList.begin(); it != iList.end(); it++ )
        cout << *it << ' ';
    return 0;
}
```



- An equivalent approach, using a while loop instead of a for loop, might be

```
it = iList.begin();
while ( it != iList.end() )
    cout << *it++ << ' ';
```



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Data Insertion

```
int main() {
    list<int> iList(5);           // empty list holds 5 ints
    list<int>::iterator it;      // iterator
    int data = 0;                // fill list with data
    for ( it = iList.begin(); it != iList.end(); it++ )
        *it = data += 2;
    for ( it = iList.begin(); it != iList.end(); it++ )
        cout << *it << ' ';    // display list
    return 0;
}
```

- The first loop fills the container with the `int` values 2, 4, 6, 8, 10, showing that the overloaded `*` operator works on the left side of the equal sign as well as on the right
- The second loop displays these values
- **Example:** Shapes with the STL: Inheritance and Polymorphism

[See Example e12_8.cpp](#)



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```
class Shape {
public:
    virtual void draw() = 0;
    virtual ~Shape() {};
};

class Circle : public Shape {
public:
    void draw() { cout << "Circle::draw\n"; }
    ~Circle() { cout << "~Circle\n"; }
};

class Triangle : public Shape {
public:
    void draw() { cout << "Triangle::draw\n"; }
    ~Triangle() { cout << "~Triangle\n"; }
};

class Square : public Shape {
public:
    void draw() { cout << "Square::draw\n"; }
    ~Square() { cout << "~Square\n"; }
};
```

[See Example e12_8.cpp](#)



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```

typedef vector<Shape*> Container; // vector holds pointers to various
                                // types of Shape
typedef Container::iterator Iter;

int main() {
    Container shapes;
    shapes.push_back(new Circle);
    shapes.push_back(new Square);
    shapes.push_back(new Triangle);
    for ( Iter i = shapes.begin(); i != shapes.end(); i++)
        (*i)->draw();

    for (Iter j = shapes.begin(); j != shapes.end(); j++)
        delete *j;
    return 0;
}

```

See Example e12_8.cpp



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Constant Iterators

- The STL defines `const_iterator` types to be able to visit a range of the elements in a constant container
- Whereas the elements of the list in the previous example could have been altered, the elements of the vector in the next example are immutable, and `const_iterators` are required:

```

void main() {
    int arr[] = { 2, 4, 6, 8 };           // array of ints
    const vector<int> v1(arr, arr + 4); // vector initialized to array
    vector<int>::const_iterator it;      // constant iterator to vector-of-ints
    for ( it = v1.begin(); it != v1.end(); it++ )
        cout << *it << ' ';
}

```



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Reverse Iterators

- Suppose you want to iterate backward through a container from the end to the beginning
- You might think you could say something like

```
list<int>::iterator it;           // normal iterator
it = ilist.end();                // start at end
while ( it != ilist.begin() )    // go to beginning
    cout << *--i << ' ';       // predecrement iterator
```

- To iterate backward, the better way is to use a **reverse iterator**



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Using the Reverse Iterator

```
int main() {
    int arr[] = { 2, 4, 6, 8, 10 }; // array of ints
    list<int> ilist(arr, arr + 5);   // list initialized to array
    list<int>::reverse_iterator revit; // reverse iterator
    revit = ilist.rbegin();          // iterate backwards
    while ( revit != ilist.rend() ) // through list,
        cout << *revit++ << ' ';   // displaying output
    return 0;
}
```

- Reverse iterators act like pointers to elements of the container, **except that when you apply the increment operator to them, they move backward rather than forward**
- You must use the member functions `rbegin()` and `rend()` when you use a reverse iterator (But do not try to use them with a normal forward iterator)
- Confusingly, you are starting at the end of the container, but the member function is called `rbegin()`
- Also, you must increment the iterator
- Do not try to decrement a reverse iterator; `revit--` does not do what you want
- With a `reverse_iterator`, always go from `rbegin()` to `rend()` using the increment operator



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Algorithms

- STL algorithms are template functions
- They are not members of any class
- These algorithms were designed to work with STL containers, but you can apply them to ordinary C++ arrays



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Example: find() Algorithm

- **Function prototype:** `Iterator find(Iterator first, Iterator last, Type const &value);`
- **Description:** Element value is searched for in the range of the elements implied by the iterator range `[first, last)`. An iterator pointing to the first element found is returned. If the element was not found, `last` is returned. The operator `==()` of the underlying data type is used to compare the elements.

```
#include <iostream>
#include <algorithm>    // must be included for algorithms
using namespace std;
int arr[] = { 11, 22, 33, 44, 55, 66, 77, 88 };
void main() {
    int* ptr;
    ptr = find( arr, arr + 8, 33 ); // find first 33
    cout << "First object with value 33 found at offset ";
    cout << ( ptr - arr ) << endl;
}
```

- The output from this program is
First object with value 33 found at offset 2.



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Using the find() Algorithm with Containers

```
#include <iostream>
#include <algorithm>
#include <list>
using namespace std;
void main() {
    list<int> iList(5);           // empty list holds 5 ints
    list<int>::iterator it;       // iterator
    int data = 0;                 // fill list with data
    for ( it = iList.begin(); it != iList.end(); it++ )
        *it = data += 2;
    it = find( iList.begin(), iList.end(), 8 ); // look for number 8
    if ( it != iList.end() ) cout << "\nFound 8";
    else                     cout << "\nDid not find 8."; }
```

- As an algorithm, find() takes three arguments
- The first two are iterator values specifying the range to be searched, and the third is the value to be found
- Here, we fill the container with the same 2, 4, 6, 8, 10 values as in the last example
- Then, we use the find() algorithm to look for the number 8
- If find() returns iList.end(), we know it has reached the end of the container without finding a match
- Otherwise, it must have located an item with the value 8
- Here, the output is

Found 8



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Using Algorithms with User-Defined Classes

- You can also use algorithms with user-defined classes
- However, classes must include necessary operators which are used by algorithms
 - e.g., the find() algorithm uses the operator==() of the underlying data type to compare the elements

```
class ComplexT {
    float re, im;
public:
    set(float r, float i){ re = r; im = i; }
    bool operator==(const ComplexT &c) const{
        return re == c.re && im == c.im;
    }
};
```

```
int main() {
    ComplexT z[3];
    z[0].set( 1.1, 1.2 );
    z[1].set( 2.1, 2.2 );
    z[2].set( 3.1, 3.2 );
    ComplexT zSearch;
    zSearch.set(2.1, 2.2);
    ComplexT *result;
    result = find( z, z + 3, zSearch );
    if ( result == z + 3 )
        cout << "Not found";
    else
        cout << "Found";
    return 0;
}
```

See Example e12_9.cpp



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Example: sort()

- **Function prototypes:**
 - `void sort(Iterator first, Iterator last);`
 - `void sort(Iterator first, Iterator last, Compare comp);`
- **Description:**
 - The first prototype: the elements in the range `[first, last)` are sorted in ascending order, using the operator `<()` of the underlying data type
 - The second prototype: the elements in the range `[first, last)` are sorted in ascending order, using the `comp` function object to compare the elements

```
#include <iostream>
#include <algorithm>
#include <string>
using namespace std;
int main() {
    string words[] = {"november", "kilo", "mike", "lima", "oscar", "quebec", "papa"};
    sort( words, words + 7 );
    for ( int i = 0; i < 7; i++ )
        cout << words[i] << endl;
    return 0;
}
```



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Example: sort()

- Other prototype of `sort()` uses a given function to compare arguments
`void sort(Iterator first, Iterator last, Compare comp);`
- In this case, the elements in the range `[first, last)` are sorted in ascending(?) order, using the `comp` function to compare the elements
- The `comp` function can be a user-written function:

```
#include <iostream>
#include <algorithm>
#include <string>
using namespace std;
bool after( const string &left, const string &right )
{
    return left > right;
}

int main()
{
    string words[] = { "november", "kilo", "mike", "lima", "oscar", "quebec", "papa" };
    sort( words, words + 7, after ); // after is a pointer to a function
    for ( int i = 0; i < 7; i++ ) cout << words[i] << endl;
    return 0;
}
```

See Example e12_10.cpp

See Example e12_11.cpp

- In this example, elements are sorted in descending order because of `after` function



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Function Objects

- Some algorithms can take something called a **function object** as an argument
- A function object is actually an object of a template class that has a single member function: the overloaded **() operator**
- The names of these classes can be used as function names
- In the header file `functional`, there are many useful template classes, each of which include a single member function: the overloaded function call **() operator**



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Function Objects: Example

- For example, a function object can be created from class **greater** to use with the `sort` algorithm:

```
#include <iostream>
#include <algorithm>
#include <string>
#include <functional>
using namespace std;
```

```
int main(){
    string words[] = {"november", "kilo", "mike", "lima", "oscar", "quebec", "papa"};
    sort( words, words + 7, greater<string>() );    // greater () is a function object
    for ( int i = 0 ; i < 7; i++ )
        cout << words[i] << endl;
    return 0;
}
```

```
template<class T>
struct greater {
    bool operator()(const T& x, const T& y) const
    {
        return x > y ;
    }
};
```

- In this example, elements are sorted in descending order because of **greater** function object



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Iterators and Algorithms

- Besides acting as smart pointers to items in containers, iterators serve another important purpose in the STL
- They determine which algorithms can be used with which containers
- In some theoretical sense, you should be able to apply every algorithm to every container
- In fact, many algorithms will work with all the STL containers
- However, some algorithms are inefficient (i.e., slow) when used with some containers



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Iterators and Algorithms

- The `sort()` algorithm, for example, needs random access to the container it is trying to sort; otherwise, it would need to iterate through the container to find each element before moving it (a time-consuming approach)
- Similarly, to be efficient, the `reverse()` algorithm needs to iterate backward as well as forward through a container
- Iterators provide an elegant way to match appropriate algorithms with containers
- If you try to use an algorithm that is too powerful for a given container type, then you will not be able to find an iterator to connect them
- If you try it, you will receive a compiler error alerting you to the problem



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Iterator Types

The STL defines five types of iterators to make this scheme work:

- **InputIterators:** InputIterators can read elements from a container. The dereference operator is guaranteed to work as an rvalue in an expression, not as an lvalue.
- **OutputIterators:** OutputIterators can be used to write to a container. The dereference operator is guaranteed to work as an lvalue in an expression, not as an rvalue.
- **ForwardIterators:** ForwardIterators combine InputIterators and OutputIterators. They can be used to traverse the container in one direction, for reading and/or writing.
- **BidirectionalIterators:** BidirectionalIterators allow the traversal of a container in both directions, for reading and writing.
- **RandomAccessIterators:** RandomAccessIterators provide access to any element of the container at any moment. An algorithm such as `sort()` requires a RandomAccessIterator and can, therefore, not be used with lists or maps, which only provide BidirectionalIterators.



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Capabilities of Different Iterator Categories

Iterator	Step Forward	Read	Write	Step Back	Random Access
Operation	++	value=*i	*i=value	--	[n]
Random-access iterator	x	x	x	x	x
Bidirectional iterator	x	x	x	x	
Forward iterator	x	x	x		
Output iterator	x		x		
Input iterator	x	x			



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Matching Algorithms with Containers

- If you confine yourself to the basic STL containers, you will be using only two kinds of iterators
- The vector and deque require a random-access iterator, whereas the list, set, multiset, map, and multimap require only bidirectional iterators



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How Does the STL Enforce the Correct Iterator for a Given Container?

- When you define an iterator, you must specify what kind of container it will be used for
- For example, if you have defined a list holding elements of type int,

```
list<int> ilist;           // list of ints
```

then to define an iterator to this list, you say

```
list<int>::iterator it; // iterator to list-of-ints
```

- When you do this, the STL automatically makes this iterator a bidirectional iterator because that is what a list requires
- An iterator to a vector or a deque, on the other hand, is automatically created as a random-access iterator



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Plugging Iterators Into an Algorithm

- Every algorithm, depending on what it will do to the elements in a container, requires a certain kind of iterator
- If the algorithm must access elements at arbitrary locations in the container, it requires a random-access iterator
- If it will merely step forward through the iterator, it can use the less powerful forward iterator



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Types of Iterators Required by Representative Algorithms

Algorithm	Input	Output	Forward	Bidirectional	Random Access
for_each	x				
find	x				
count	x				
copy	x	x			
replace			x		
unique			x		
reverse				x	
sort					x
nth_element					x
merge	x	x			
accumulate	x				



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Plugging Iterators Into an Algorithm

- Although each algorithm requires an iterator with a certain level of capability, a more powerful iterator will also work
 - The `replace()` algorithm requires a forward iterator, but it will work with a bidirectional or a random-access iterator as well



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Plugging Iterators Into an Algorithm

- Instead of an `InputIterator`, it is also possible to use a `Forward-`, `Bidirectional-` or `RandomAccessIterator`
- Instead of an `OutputIterator`, it is also possible to use a `Forward-`, `Bidirectional-` or `RandomAccessIterator`
- Instead of a `ForwardIterator`, it is also possible to use a `Bidirectional-` or `RandomAccessIterator`
- Instead of a `BidirectionalIterator`, it is also possible to use a `RandomAccessIterator`



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The Tables Tell the Story

- From the previous tables, you can figure out whether an algorithm will work with a given container
 - The table shows that the `sort()` algorithm, for example, requires a random-access iterator
 - The only containers that can handle random-access iterators are vectors and deques
 - There is no use trying to apply the `sort()` algorithm to lists, sets, maps, and so on
 - Any algorithm that does **not** require a random-access iterator will work with any kind of STL container because all of these containers use bidirectional iterators, which is only one grade below random access
 - As you can see, comparatively few algorithms require random-access iterators
 - Therefore, most algorithms work with most containers
- Refer to file [stl.html](#) for member functions and algorithms of the STL



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for_each() Algorithm

- The `for_each()` algorithm allows you to do something to every item in a container
- You write your own function to determine what that “something” is
- Your function cannot change the elements in the container, but it can use or display their values
- **Function prototype:**
 - `Function for_each(InputIterator first, InputIterator last, Function func);`
- **Description:**
 - Each of the elements implied by the iterator range `[first, last)` is passed in turn to the `function` `func`. The function may not modify the elements it receives (as the used iterator is an input iterator). If the elements are to be transformed, `transform()` should be used.



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for_each() Algorithm

- **Example:** `for_each()` is used to convert all the values of an array from inches to centimeters and display them

```
void in_to_cm(float in)           // convert and display as centimeters
{
    cout << ( in * 2.54 ) << ' ';
}

int main()
{
    // array of inches values
    float array[] = { 3.5, 6.2, 1.0, 12.75, 4.33 };
    vector<float> inches( array, array + 5 );      // vector of inches values
    for_each( inches.begin(), inches.end(), in_to_cm ); // output as cm
    return 0;
}
```

See Example e12_12.cpp



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Associative Containers

- The two main categories of associative containers in the STL are maps and sets
- A map (sometimes called a **dictionary** or **symbol table**) stores **key** and **value** pairs
- The keys are arranged in sorted order
- A **set** is similar to a dictionary, but it stores only keys; there are no values
- In both a **set** and a **map**, only one example of each key can be stored
- It is like a dictionary that forbids more than one entry for each word
- A **multiset** and a **multimap** are similar to a set and a map, but can include multiple instances of the same key



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Advantages of Associative Containers

- The advantages of associative containers are that, given a specific key, you can quickly access the information associated with this key; it is much faster than searching item-by-item through a sequence container
- On normal associative containers, you can also quickly iterate through the container in sorted order



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Associative Containers

- Associative containers share many member functions with other containers
- However, some algorithms, such as `lower_bound()` and `upper_bound()`, exist only for associative containers
- Also, some member functions that do exist for other containers, such as the push and pop family (`push_back()` and so on), have no versions for associative containers



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Set

- The `set` class implements a set of (sorted) values
- To use the `set`, the header file `set` must be included:

```
#include <set>
```

- A set is filled with values, which may be of any container-acceptable type
- Each value can be stored only once in a set

See Example e12_13.cpp



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```
int main(){
    // array of string objects
    string names[] = {"Katie", "Robert", "Mary", "Amanda", "Marie"};
    set<string> nameSet(names, names + 5); // initialize set to array

    set<string>::const_iterator iter; // iterator to set
    nameSet.insert("Jack");           // insert some more names
    nameSet.insert("Larry");
    nameSet.insert("Robert");         // no effect; already in set
    nameSet.insert("Barry");
    nameSet.erase("Mary");           // erase a name

    cout << "\nSize=" << nameSet.size() << endl; // display size of set
    iter = nameSet.begin();
    while ( iter != nameSet.end() )
        cout << *iter++ << '\n';           // print members of set

    string searchName;               // get name from user
    cout << "\nEnter name to search for: ";
    cin >> searchName;

    // find matching name in set

    iter = nameSet.find( searchName );
    if( iter == nameSet.end() )
        cout << "The name " << searchName << " is NOT in the set.";
    else
        cout << "The name " << *iter << " IS in the set.";
    return 0;
}
```

See Example e12_13.cpp



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Set: Example

- An important pair of member functions available only with associative containers is the `lower_bound()` and `upper_bound()`

```
set<string> city;
set<string>::iterator iter;    // iterator to set
city.insert( "Trabzon" );    // insert city names
:
iter = city.begin();          // display set
while ( iter != city.end() )
    cout << *iter++ << endl;

string lower, upper;          // display entries in range
cout << "\nEnter range (example A Azz): ";
cin >> lower >> upper;
iter = city.lower_bound( lower );
while ( iter != city.upper_bound( upper ) )
    cout << *iter++ << endl;
```

See Example e12_14.cpp



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Set: Example

- The program first displays an entire set of cities
- The user is then prompted to type in a pair of key values, and the program will display those keys that lie within this range



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Map

- The map class implements a (sorted) associative array
- To use the map, the header file map must be included

```
#include <map>
```
- A map is filled with **Key/Value** pairs, which may be of any container-acceptable type
- The key is used for looking up the information belonging to the key
- The associated information is the **Value**
- For example, a phonebook uses names of people as keys and phone numbers (and maybe other information) as values
- Basically, the operations on a map are
 - storing **Key/Value** combinations and
 - looking for a value, given a key
- Each key can be stored only once in a map
- If the same key is entered twice, the last entered **key/value** pair is stored, and the pair that was entered before is lost



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Map: Example

- **Example:** Cities and their plate numbers

```
void main() {
    // map of string objects associated with integer numbers
    map<string, int> city_num;
    city_num[ "Trabzon" ] = 61; // insert city names and numbers
    city_num[ "Adana" ] = 01;
    string city_name;
    cout << "\nEnter a city: ";
    cin >> city_name;
    if ( city_num.end() == city_num.find( city_name ) )
        cout << city_name << " is not in the database" << endl;
    else {
        cout << "Number of " << city_name << ": ";
        cout << city_num[city_name];
    }
}
```

See Example e12_15.cpp



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Container Adapters

- It is possible to use basic containers to create another kind of container called a **container adapter**
- An adapter is a sort of simplified or conceptual container that emphasizes certain aspects of a more basic container; it provides a different **interface** to the programmer
- The adapters implemented in the STL are stacks, queues, and priority queues
 - A stack restricts access to pushing and popping a data item on and off the top of the stack
 - In a queue, you push items at one end and pop them off the other end
 - In a priority queue, you push data in the front in random order, but when you pop the data off the other end, you always pop the largest item stored: The priority queue automatically sorts the data for you



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Container Adapters

- Adapters are template classes that translate functions used in the new container (such as push and pop) to functions used by the underlying container
- Stacks, queues, and priority queues can be created from different sequence containers, although the deque is often the most obvious choice
- You use a template within a template to instantiate a new container
- For example, here is a stack object that holds type `int`, instantiated from the deque class:

```
stack< int, deque<int> > int_stack;
```

- By default, an STL stack adapts a deque
 - So you can define a stack as follows:
- ```
stack< int > int_stack;
```
- We could force a stack to adapt a vector with the definition:

```
stack< int, vector<int> > int_stack;
```



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