

C++语言程序设计

贺利坚 主讲

顺序容器

(向量、双端队列、列表)

顺序容器的基本功能

► 构造

`S s(n,t); S s(n); S s(q1,q2);`

► 赋值

`s.assign(n,t); s.assign(n); s.assign(q1,q2)`

► 插入

`s.insert(p1,t); s.insert(p1,n,t); s.insert(p1, q1,q2);`

`s.push_front(t); s.push_front();` //对list和deque

`s.push_back(t); s.push_back();`

► 删除

`s.erase(p1); s.erase();s.clear() ,`

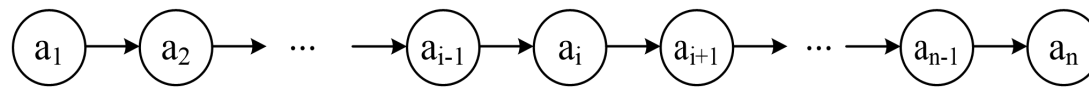
`s.pop_front(); s.pop_back();` //对list和deque

► 首尾元素直接访问

`s.front(); s.back();`

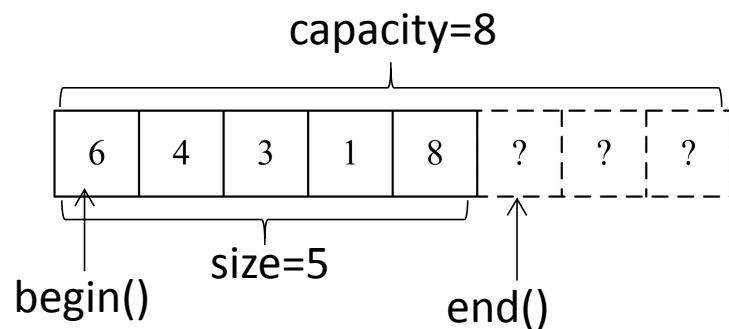
► 改变大小

`s.resize();`



```
1 #include <iostream>
2 #include <vector>
3 #include <iterator>
4 #include <string>
5 using namespace std;
6 int main()
7 {
8     vector<int> s;
9     const int n = 10;
10    s.reserve(n);
11    for (int i = 0; i < n; i++)
12    {
13        s.insert(s.begin() + i, i);
14    }
15    s.insert(s.begin(), 100);
16    copy(s.begin(), s.end(), ostream_iterator<int>(cout, " "));
17    cout << endl;
18    s.pop_back();
```

向量(Vector)



► 特点

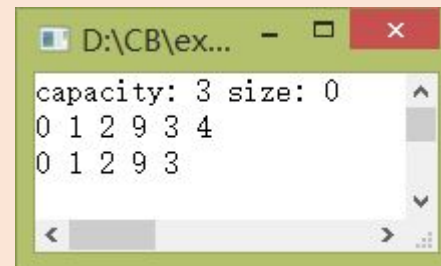
- 一个可以扩展的动态数组
- 随机访问
- 在尾部插入或删除元素快, 在中间或头部插入或删除元素慢

► 向量的容量

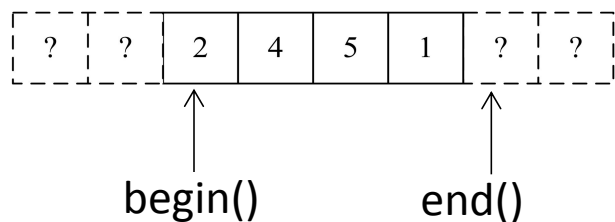
- 容量(capacity) : 实际分配空间的大小
- s.capacity() : 返回当前容量
- s.reserve(n) : 若容量小于n, 则对s进行扩展, 使其容量至少为n

```
#include <iostream>
#include <vector>
#include <iterator>
#include <algorithm>
#include <functional>
using namespace std;
int main()
{
```

```
    const int N = 5;
    vector<int> s;
    s.reserve(3);
    cout<<"capacity: "<<s.capacity()<<" size: "<<s.size()<<endl;
    for (int i = 0; i < N; i++)
        s.push_back(i);
    s.insert(s.begin()+3, 9);
    copy(s.begin(), s.end(), ostream_iterator<int>(cout, " "));
    cout << endl;
    s.pop_back();
    copy(s.begin(), s.end(), ostream_iterator<int>(cout, " "));
    cout << endl;
    return 0;
}
```



双端队列(deque)



► 特点

- 在两端插入或删除元素快
- 在中间插入或删除元素慢
- 随机访问较快，但比向量容器慢

► 存储结构

- 数组
- 分段数组

► 再例：奇偶排序

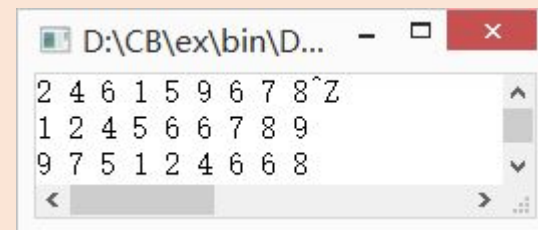
- 先按照从大到小顺序输出奇数，再按照从小到大顺序输出偶数。

```
int main()
{
    istream_iterator<int> i1(cin), i2;
    vector<int> s1(i1, i2);
    sort(s1.begin(), s1.end());
    copy(s1.begin(), s1.end(), ostream_iterator<int>(cout, " "));
    cout << endl;
    deque<int> s2;

    for (vector<int>::iterator iter = s1.begin(); iter != s1.end(); ++iter)
    {
        if (*iter % 2 == 0)
            s2.push_back(*iter);
        else
            s2.push_front(*iter);
    }

    copy(s2.begin(), s2.end(), ostream_iterator<int>(cout, " "));
    cout << endl;
    return 0;
}
```

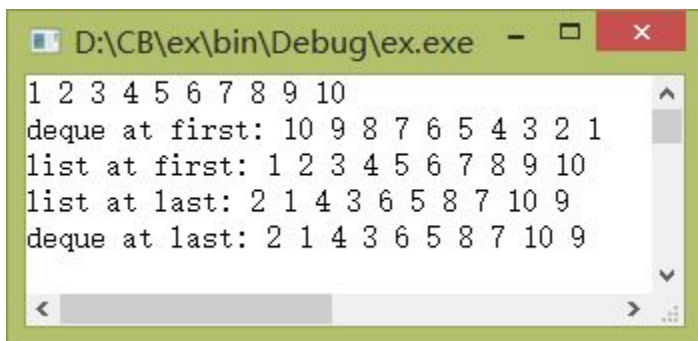
```
#include <vector>
#include <deque>
#include <algorithm>
#include <iterator>
#include <iostream>
using namespace std;
```



双端队列再例：

```
#include <iostream>
#include <list>
#include <deque>
#include <iterator>
#include <algorithm>
using namespace std;
template <class T>
void printContainer(const char* msg, const T& s)
{
    cout << msg << ": ";
    copy(s.begin(), s.end(), ostream_iterator<int>(cout, " "));
    cout << endl;
}
```

```
for (int i = 0; i < 10; i++)
{
    int x;
    cin >> x;
    s.push_front(x);
}
```



```
D:\CB\ex\bin\Debug\ex.exe
1 2 3 4 5 6 7 8 9 10
deque at first: 10 9 8 7 6 5 4 3 2 1
list at first: 1 2 3 4 5 6 7 8 9 10
list at last: 2 1 4 3 6 5 8 7 10 9
deque at last: 2 1 4 3 6 5 8 7 10 9
```

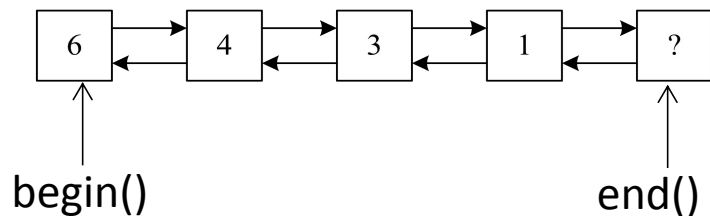
```
int main()
{
    deque<int> s;
    //输入数据
    printContainer("deque at first", s);

    list<int> l(s.rbegin(), s.rend());
    printContainer("list at first", l);

    list<int>::iterator iter = l.begin();
    while (iter != l.end())
    {
        int v = *iter;
        iter = l.erase(iter);
        l.insert(++iter, v);
    }
    printContainer("list at last", l);

    s.assign(l.begin(), l.end());
    printContainer("deque at last", s);
    return 0;
}
```

列表(list)



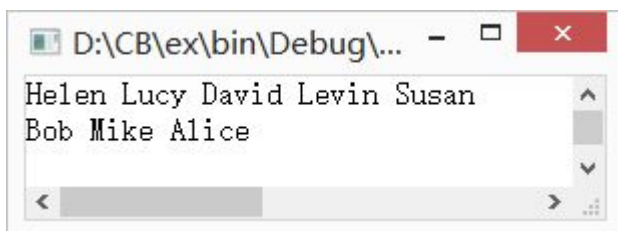
► 特点

- 在任意位置插入和删除元素都很快
- 不支持随机访问

► 接合(splice)操作

- `s1.splice(p, s2, q1, q2)` : 将s2中[q1, q2)移动到s1中p所指向元素之前

► 例：列表容器的splice操作



```
int main()
```

```
{
```

```
    string names1[] = { "Alice", "Helen", "Lucy", "Susan" };
```

```
    string names2[] = { "Bob", "David", "Levin", "Mike" };
```

```
    list<string> s1(names1, names1 + 4);
```

```
    list<string> s2(names2, names2 + 4);
```

```
    s2.splice(s2.end(), s1, s1.begin());
```

```
    list<string>::iterator iter1 = s1.begin();
```

```
    advance(iter1, 2);
```

```
    list<string>::iterator iter2 = s2.begin();
```

```
    ++iter2;
```

```
    list<string>::iterator iter3 = iter2;
```

```
    advance(iter3, 2);
```

```
    s1.splice(iter1, s2, iter2, iter3);
```

```
    copy(s1.begin(), s1.end(), ostream_iterator<string>(cout, " "));
```

```
    cout << endl;
```

```
    copy(s2.begin(), s2.end(), ostream_iterator<string>(cout, " "));
```

```
    cout << endl;
```

```
    return 0;
```

```
}
```

```
#include <list>
```

```
#include <iterator>
```

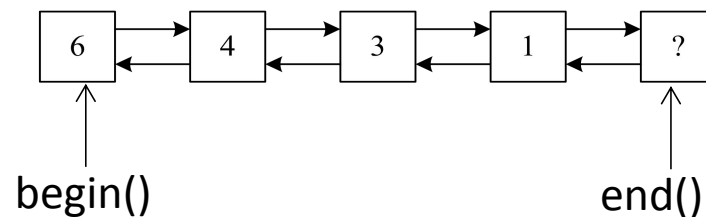
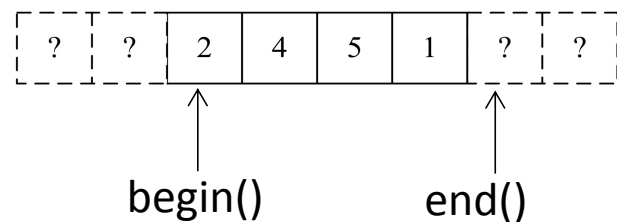
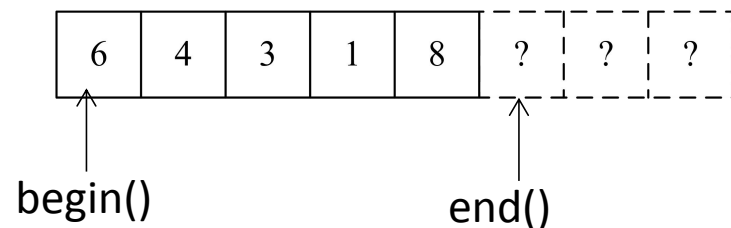
```
#include <string>
```

```
#include <iostream>
```

```
using namespace std;
```

三种顺序容器的比较与选用

- ▶ 如果需要执行大量的随机访问操作，而且当扩展容器时只需要向容器尾部加入新的元素，就应当选择**向量容器**
vector；
- ▶ 如果需要少量的随机访问操作，需要在容器两端插入或删除元素，则应当选择**双端队列容器****deque**；
- ▶ 如果不需要对容器进行随机访问，但是需要在中间位置插入或者删除元素，就应当选择**列表容器****list**。



顺序容器的插入迭代器

► 插入迭代器

- 用于向容器头部、尾部或中间指定位置插入元素的迭代器
- 包括前插迭代器 (`front_inserter`)、后插迭代器 (`back_inserter`) 和任意位置插入迭代器 (`inserter`)

► 例：

- `list<int> s;`
- `back_inserter iter(s);`
- `*(iter++) = 5; //通过iter把5插入s末尾`