```
 1: // $Id: string_set.h,v 1.3 2018-04-06 15:07:42-07 - - $
 2:
 3: #ifndef __STRING_SET__
 4: #define __STRING_SET__
 5:
 6: #include <string>
 7: #include <unordered_set>
 8:
 9: #include <stdio.h>
10:
11: struct string_set {
12:    string_set();
13:    static std::unordered_set<std::string> set;
14:    static const std::string* intern (const char*);
15:    static void dump (FILE*);
16: };
17:
18: #endif
19:
```

```
 1: // $Id: string_set.cpp,v 1.6 2019-04-03 17:32:31-07 - - $
 2:
 3: #include <string>
 4: #include <unordered_set>
 5: using namespace std;
 6:
 7: #include "string_set.h"
 8:
 9: unordered_set<string> string_set::set;
10:
11: string_set::string_set() {
12:    set.max_load_factor (0.5);
13: }
14:
15: string_set set;
16:
17: const string* string_set::intern (const char* string) {
18:    auto handle = set.insert (string);
19:    return &*handle.first;
20: }
21:
22: void string_set::dump (FILE* out) {
23:    static unordered_set<string>::hasher hash_fn
24:                = string_set::set.hash_function();
25:    size_t max_bucket_size = 0;
26:    for (size_t bucket = 0; bucket < set.bucket_count(); ++bucket) {
27:       bool need_index = true;
28:       size_t curr_size = set.bucket_size (bucket);
29:       if (max_bucket_size < curr_size) max_bucket_size = curr_size;
30:       for (auto itor = set.cbegin (bucket);
31:            itor != set.cend (bucket); ++itor) {
32:          if (need_index) fprintf (out, "string_set[%4zu]: ", bucket);
33:                     else fprintf (out, "           %4s   ", "");
34:          need_index = false;
35:          const string* str = &*itor;
36:          fprintf (out, "%20zu %p->\"%s\"\n", hash_fn(*str),
37:                   str, str->c_str());
38:       }
39:    }
40:    fprintf (out, "load_factor = %.3f\n", set.load_factor());
41:    fprintf (out, "bucket_count = %zu\n", set.bucket_count());
42:    fprintf (out, "max_bucket_size = %zu\n", max_bucket_size);
43: }
44:
```

```
 1: // $Id: main.cpp,v 1.2 2016-08-18 15:13:48-07 - - $
 2:
 3: #include <string>
 4: using namespace std;
 5:
 6: #include <assert.h>
 7: #include <stdio.h>
 8: #include <stdlib.h>
 9: #include <string.h>
10:
11: #include "string_set.h"
12:
13: int main (int argc, char** argv) {
14:    for (int i = 1; i < argc; ++i) {
15:       const string* str = string_set::intern (argv[i]);
16:       printf ("intern (\"%s\") returned %p->\"%s\"\n",
17:               argv[i], str, str->c_str());
18:    }
19:    string_set::dump (stdout);
20:    return EXIT_SUCCESS;
21: }
22:
```

```
# $Id: Makefile,v 1.7 2019-04-03 17:30:36-07 - - $

COMPILECPP  = g++ -std=gnu++17 -g -O0 -Wall -Wextra -Wold-style-cast
MAKEDEPCPP  = g++ -std=gnu++17 -MM

MKFILE   = Makefile
DEPFILE  = Makefile.dep
SOURCES  = string_set.cpp main.cpp
HEADERS  = string_set.h
OBJECTS  = ${SOURCES:.cpp=.o}
EXECBIN  = test_string_set
SRCFILES = ${HEADERS} ${SOURCES} ${MKFILE}

all : ${EXECBIN}

${EXECBIN} : ${OBJECTS}
        ${COMPILECPP} ${OBJECTS} -o ${EXECBIN}

%.o : %.cpp
        ${COMPILECPP} -c $<

ci :
        cid + ${SRCFILES}

clean :
        -rm ${OBJECTS} ${DEPFILE}

spotless : clean
        - rm ${EXECBIN} Listing.ps Listing.pdf test.out test.grind

${DEPFILE} :
        ${MAKEDEPCPP} ${SOURCES} >${DEPFILE}

dep :
        - rm ${DEPFILE}
        ${MAKE} --no-print-directory ${DEPFILE}

include ${DEPFILE}

test : ${EXECBIN}
        valgrind --log-file=test.grind --leak-check=full ${EXECBIN} * *
* >test.out 2>&1

lis : test
        mkpspdf Listing.ps ${SRCFILES} ${DEPFILE} test.out test.grind

again : ${SRCFILES}
        make --no-print-directory spotless dep ci test lis
```

```
1: string_set.o: string_set.cpp string_set.h
2: main.o: main.cpp string_set.h
```

```
 1: intern ("HEADER.html") returned 0x5a230b8->"HEADER.html"
 2: intern ("Makefile") returned 0x5a231e8->"Makefile"
 3: intern ("Makefile.dep") returned 0x5a23338->"Makefile.dep"
 4: intern ("RCS") returned 0x5a233f8->"RCS"
 5: intern ("main.cpp") returned 0x5a23598->"main.cpp"
 6: intern ("main.o") returned 0x5a23658->"main.o"
 7: intern ("string_set.cpp") returned 0x5a23728->"string_set.cpp"
 8: intern ("string_set.h") returned 0x5a237f8->"string_set.h"
 9: intern ("string_set.o") returned 0x5a238c8->"string_set.o"
10: intern ("test_string_set") returned 0x5a23b08->"test_string_set"
11: intern ("HEADER.html") returned 0x5a230b8->"HEADER.html"
12: intern ("Makefile") returned 0x5a231e8->"Makefile"
13: intern ("Makefile.dep") returned 0x5a23338->"Makefile.dep"
14: intern ("RCS") returned 0x5a233f8->"RCS"
15: intern ("main.cpp") returned 0x5a23598->"main.cpp"
16: intern ("main.o") returned 0x5a23658->"main.o"
17: intern ("string_set.cpp") returned 0x5a23728->"string_set.cpp"
18: intern ("string_set.h") returned 0x5a237f8->"string_set.h"
19: intern ("string_set.o") returned 0x5a238c8->"string_set.o"
20: intern ("test_string_set") returned 0x5a23b08->"test_string_set"
21: intern ("HEADER.html") returned 0x5a230b8->"HEADER.html"
22: intern ("Makefile") returned 0x5a231e8->"Makefile"
23: intern ("Makefile.dep") returned 0x5a23338->"Makefile.dep"
24: intern ("RCS") returned 0x5a233f8->"RCS"
25: intern ("main.cpp") returned 0x5a23598->"main.cpp"
26: intern ("main.o") returned 0x5a23658->"main.o"
27: intern ("string_set.cpp") returned 0x5a23728->"string_set.cpp"
28: intern ("string_set.h") returned 0x5a237f8->"string_set.h"
29: intern ("string_set.o") returned 0x5a238c8->"string_set.o"
30: intern ("test_string_set") returned 0x5a23b08->"test_string_set"
31: string_set[   1]:  1516108490113098673 0x5a238c8->"string_set.o"
32:                    2099682443743551108 0x5a23658->"main.o"
33:                   17041606903804112922 0x5a23598->"main.cpp"
34: string_set[   3]: 13646535705723827550 0x5a230b8->"HEADER.html"
35: string_set[   5]:  8902767590177878864 0x5a231e8->"Makefile"
36: string_set[   6]: 15286446792580072886 0x5a23728->"string_set.cpp"
37: string_set[  11]:   994128771139992428 0x5a233f8->"RCS"
38: string_set[  15]:  2246613038755228464 0x5a23338->"Makefile.dep"
39: string_set[  20]:  7517842887488357474 0x5a237f8->"string_set.h"
40: string_set[  35]:  9799794095794511326 0x5a23b08->"test_string_set"
41: load_factor = 0.270
42: bucket_count = 37
43: max_bucket_size = 3
```

```
    1: ==17516== Memcheck, a memory error detector
    2: ==17516== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al
.
    3: ==17516== Using Valgrind-3.14.0.GIT and LibVEX; rerun with -h for copyri
ght info
    4: ==17516== Command: test_string_set HEADER.html Makefile Makefile.dep RCS
 main.cpp main.o string_set.cpp string_set.h string_set.o test_string_set HEADE
R.html Makefile Makefile.dep RCS main.cpp main.o string_set.cpp string_set.h st
ring_set.o test_string_set HEADER.html Makefile Makefile.dep RCS main.cpp main.
o string_set.cpp string_set.h string_set.o test_string_set
    5: ==17516== Parent PID: 17515
    6: ==17516==
    7: ==17516==
    8: ==17516== HEAP SUMMARY:
    9: ==17516==     in use at exit: 0 bytes in 0 blocks
   10: ==17516==   total heap usage: 44 allocs, 44 frees, 1,805 bytes allocated
   11: ==17516==
   12: ==17516== All heap blocks were freed -- no leaks are possible
   13: ==17516==
   14: ==17516== For counts of detected and suppressed errors, rerun with: -v
   15: ==17516== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)
```