



BITS F232: FOUNDATIONS OF DATA STRUCTURES & ALGORITHMS (1ST SEMESTER 2023-24) C++ CONTINUED...

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DESIGN PATTERNS: TEMPLATES IN C++

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4 template <typename T>
5 inline T const& Maximum (T const& a, T const& b) {
6     return a < b ? b:a;
7 }
8
9 int main () {
10     int i = 46;
11     int j = 357;
12     cout << "Maximum integer:" << Maximum(i, j) << '\t';
13
14     float p = 345.8;
15     float q = 577.5;
16     cout << "Maximum float:" << Maximum(p, q) << endl;
17
18     string r = "BITS";
19     string s = "Pilani";
20     cout << "Larger string:" << Maximum(r, s) << endl;
21
22     return 0;
23 }
24
```

Maximum integer:357 Maximum float:577.5
Larger string:Pilani

```
1 #include <iostream>
2 using namespace std;
3 template <typename T>
4 class Array {
5     private: T *ptr; int size;
6     public:
7         Array(T arr[], int s);
8         void print();
9 };
10 template <typename T>
11 Array <T>::Array (T arr[], int s) {
12     ptr = new T[s];
13     size = s;
14     for(int i = 0; i < size; i++) ptr[i] = arr[i];
15 }
16 template <typename T>
17 void Array<T>::print() {
18     for (int i = 0; i < size; i++) cout<<" "<<*(ptr + i);
19     cout<<endl;
20 }
21 int main() {
22     int arr1 [5] = {10, 20, 30, 40, 50};
23     double arr2 [5] = {3.5, 6.5, 7.2, 7.3, 7.9};
24     Array <int> a (arr1, 5);
25     Array <double> b (arr2, 5);
26     a.print();
27     b.print();
28     return 0;
29 }
```

10 20 30 40 50
3.5 6.5 7.2 7.3 7.9

WHAT TYPE?

```
1  #include <iostream>
2  #include <vector>
3  #include <cstdlib>
4  #include <string>
5  #include <stdexcept>
6  using namespace std;
7
8  template <class T>
9  class Stack {
10     private:
11         vector<T> elems;
12     public:
13         void push(T const&);
14         void pop();
15         T top() const;
16
17         bool empty() const {
18             return elems.empty();
19         }
20 };
21
22 template <class T>
23 void Stack<T>::push (T const& elem) {
24     elems.push_back(elem);
25 }
26
27 template <class T>
28 void Stack<T>::pop () {
29     if (elems.empty()) {
30         throw out_of_range("Stack<>::pop(): empty stack");
31     }
32     elems.pop_back();
33 }
34
35 template <class T>
36 T Stack<T>::top () const {
37     if (elems.empty()) {
38         throw out_of_range("Stack<>::top(): empty stack");
39     }
40     return elems.back();
41 }
42
43 int main() {
44     try {
45         Stack<int> intStack;
46         Stack<string> stringStack;
47         intStack.push(345);
48         cout << intStack.top() << endl;
49
50         stringStack.push("BITS F232");
51         cout << stringStack.top() << std::endl;
52         stringStack.pop();
53         stringStack.pop();
54     } catch (exception const& ex) {
55         cerr << "Exception case: " << ex.what() << endl;
56         return -1;
57     }
58 }
```

345
BITS F232
Exception case: Stack<>::pop(): empty stack

STANDARD TEMPLATE LIBRARY (STL) IN C++

- A library of **container classes**, algorithms, and **iterators**.

Can you name some?

```
Size of the vector: 1
Expanded size: 4
Vaue of vector0:56.5
Vaue of vector1:57.5
Vaue of vector2:58.5
Vaue of vector3:59.5
Value through iterator= 56.5
Value through iterator= 57.5
Value through iterator= 58.5
Value through iterator= 59.5
```

$$\text{InitialValue} + \sum_{i=0}^{n-1} a[i]$$

How to do this using STLs?

Can you name some of the STL functions in this code?

STL on strings:

insert, append, swap, size, resize, reverse etc.

```
1  #include <iostream>
2  #include <vector>
3  using namespace std;
4  int main() {
5      vector <double> v;
6      int i;
7      v.push_back (56.5);
8      cout << "Size of the vector: " << v.size() << endl;
9      for(i = 1; i < 4; i++) {
10         v.push_back(v[0] + i);
11     }
12     cout << "Expanded size: " << v.size() << endl;
13
14     for(i = 0; i < 4; i++) {
15         cout << "Vaue of vector"<<i<< ":"<< v[i] << endl;
16     }
17
18     vector<double>::iterator t = v.begin();
19     while( t != v.end()) {
20         cout << "Value through iterator= " << *t<< endl;
21         t++;
22     }
23     return 0;
24 }
```

ELEMENTARY DATA STRUCTURES: ARRAYS AND LINKED LISTS

ARRAYS: LINEAR DATA STRUCTURES

- What are Arrays?
- Can you give some examples?
- Why are they called linear data structures?

Applications of arrays: Maths (vectors, matrices, polynomials,...), databases, compilers (control flow), dynamic memory allocations etc.



THANK YOU!

Next Class: Dynamic Arrays, and Linked List...