


STL函數介紹

SPROUT 2019

bubble sort

```
#include<iostream>
using namespace std;
void bubble_sort(int* arr,int n){
    for(int i=0;i<n-1;i++){
        for(int j=0;j<n-i-1;j++){
            if(arr[j]>arr[j+1]){
                swap(arr[j],arr[j+1]);
            }
        }
    }
}
```

The background is a light blue gradient with several realistic water droplets of various sizes scattered across the surface. The droplets have highlights and shadows, giving them a three-dimensional appearance.

std :: sort

std :: sort

- 定義於〈algorithm〉標頭檔中 → `# include < algorithm >`
- 格式：

```
std :: sort ( begin , end ) ;
```

- 無回傳值
- 升冪排序

範例 (with array)

```
#include<iostream>
#include<algorithm>
void print(int* arr,int n);

int main(){
    int arr[10]={58,23,11,1,20,99,93,4,87,54};
    std::sort(arr,arr+10);
    print(arr,10);
    return 0;
}
```

arr

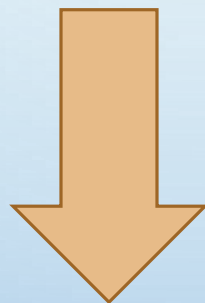


arr+10



58	23	11	1	20	99	93	4	87	54
----	----	----	---	----	----	----	---	----	----

arr arr+1 arr+2 arr+3 arr+4 arr+5 arr+6 arr+7 arr+8 arr+9



某種 $O(N \log N)$ 的神祕運算

1	4	11	20	23	54	58	87	93	99
---	---	----	----	----	----	----	----	----	----

如果只要排序一部分的話...

```
#include<iostream>
#include<algorithm>
void print(int* arr,int n);

int main(){
    int arr[10]={58,23,11,1,20,99,93,4,87,54};
    print(arr,10);
    std::sort(arr,arr+5); // 排序arr[0]到arr[4]
    print(arr,10);
    return 0;
}
```

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```
58 23 11 1 20 99 93 4 87 54
1 11 20 23 58 99 93 4 87 54
-----
```


範例 (with vector)

```
#include<iostream>
#include<algorithm>
#include<vector>
void print(std::vector<int> T);

int main(){
    std::vector<int> T={58,23,11,1,20,99,93,4,87,54};
    print(T);
    std::sort(T.begin(),T.end());
    print(T);
    return 0;
}
```

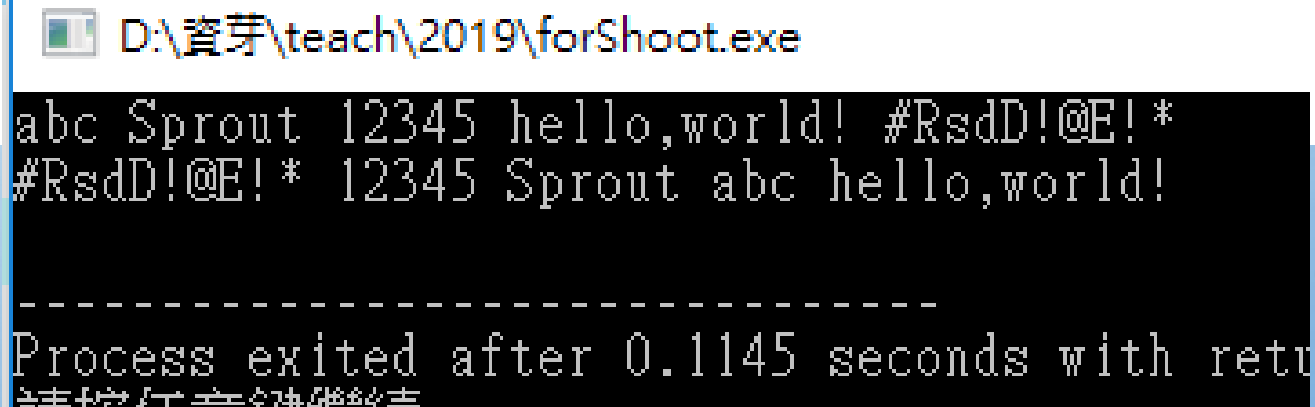

std::vector用法

函式庫	#include <vector>
一般宣告 先宣告N個東西 先宣告N個c的東西	<code>std::vector<T> V;</code> <code>std::vector<T> V(N);</code> <code>std::vector<T> V(N,c);</code>
enqueue(放屁股)	<code>V.push_back(T);</code>
dequeue(拿屁股)	<code>V.pop_back();</code>
清空整個vector	<code>V.clear();</code>
現在裡面有幾個?	<code>V.size();</code>
現在是不是空的?	<code>V.empty();</code>
在vector的iter插入x	<code>V.insert(iter,x);</code>
在iter刪除東西	<code>V.erase(iter);</code>
存取第k個東西	<code>V[k]</code>
開頭的iterator	<code>V.begin()</code>
結尾的iterator (指向最後一個元素+1)	<code>V.end()</code>

範例 (with string)

```
#include<iostream>
#include<algorithm>
void print(std::string* arr,int n);

int main(){
    std::string arr[5]={"abc","Sprout","12345","hello,world!","#RsdD!@E!*"};
    print(arr,5);
    std::sort(arr,arr+5);
    print(arr,5);
    return 0;
}
```



```
D:\資牙\teach\2019\forShoot.exe
abc Sprout 12345 hello,world! #RsdD!@E!*
#RsdD!@E!* 12345 Sprout abc hello,world!
-----
Process exited after 0.1145 seconds with return code 0
```

範例 (with string)

- ASCII

a	s	l	h	#
97	83	49	104	35

- “ #RsdD!@E! ” < “ 12345 ” < “ Sprout ” < “ abc ” < “ hello,world! ”
- 只要可以比大小就可以直接使用 `sort`

The background is a light blue gradient with several realistic water droplets of various sizes scattered across the surface. The droplets have highlights and shadows, giving them a three-dimensional appearance.

Q：如果想要降冪排序怎麼辦？

reverse

- `std::reverse (begin , end) ;` ← 跟 `sort` 類似
- 無回傳值

```
#include<iostream>
#include<algorithm>
void print(int* arr,int n);

int main(){
    int arr[10]={58,23,11,1,20,99,93,4,87,54};
    print(arr,10);
    std::sort(arr,arr+10);
    print(arr,10);
    std::reverse(arr,arr+10);
    print(arr,10);
    return 0;
}
```

D:\資芽\teach\2019\forShoot.exe

```
58 23 11 1 20 99 93 4 87 54
1 4 11 20 23 54 58 87 93 99
99 93 87 58 54 23 20 11 4 1
```

第三個參數-比較函數

```
#include<iostream>
#include<algorithm>
void print(int* arr,int n);

bool cmp(int a,int b){
    return (a>b);
}

int main(){
    int arr[10]={58,23,11,1,20,99,93,4,87,54};
    print(arr,10);
    std::sort(arr,arr+10,cmp);
    print(arr,10);
    return 0;
}
```

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58 23 11 1 20 99 93 4 87 54
99 93 87 58 54 23 20 11 4 1

Process exited after 0.6784 seconds
按任意鍵繼續

第三個參數-比較函數

- `sort` 函式的 隱藏(?)參數，是一個特定型態的函式
- `bool` 型態的回傳值
- `true`：排序後`a`會在`b`前面
- `false`：排序後`a`會在`b`後面

```
bool cmp(int a,int b){  
    return (a>b);  
}
```


The background is a light blue gradient with several realistic water droplets of various sizes scattered across it. The droplets have highlights and shadows, giving them a three-dimensional appearance.

Q：排序不能直接比大小的東西？

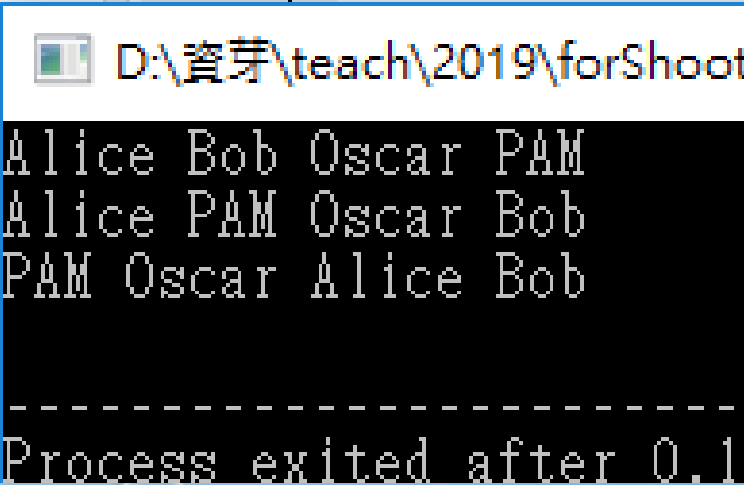
EX: STRUCT、CLASS

再次有請比較函數

```
struct Student {  
    int id;  
    std::string name;  
    double height;  
    double weight;  
    std::string blood_type;  
};  
  
bool byID(Student a, Student b){  
    return (a.id < b.id);  
}  
  
bool byHeight(Student a, Student b){  
    return (a.height < b.height);  
}
```

再次有請比較函數

```
int main(){
    Student arr[4]={{2,"Alice",168.9,50.0,"A"},{23,"Bob",190.1,87,"O"},
        {19,"Oscar",159.9,76.3,"AB"},{8,"PAM",155.4,47.8,"AB"}};
    print(arr,4);
    std::sort(arr,arr+4,byID);
    print(arr,4);
    std::sort(arr,arr+4,byHeight);
    print(arr,4);
    return 0;
}
```



```
D:\資牙\teach\2019\forShoot
Alice Bob Oscar PAM
Alice PAM Oscar Bob
PAM Oscar Alice Bob
-----
Process exited after 0.1
```

練習-147氣泡排序練習

stl :: next_permutation

好用的枚舉函數

排列

- 我們都知道 N 個東西可以產生 $N!$ 種排列
- 排列們又可依字典序排列好
- 比方說 $\{1, 2, 3\}$ 有 $3!=6$ 種排列，依字典序排列如下：
 - $\{1, 2, 3\}$
 - $\{1, 3, 2\}$
 - $\{2, 1, 3\}$
 - $\{2, 3, 1\}$
 - $\{3, 1, 2\}$
 - $\{3, 2, 1\}$

下一個排列

- 當排列的狀態是第P個的時候，第P+1個就是它的下一個排列，比如

- { 1, 2, 3 }

- { 1, 3, 2 }  現在的排列

- { 2, 1, 3 }  下一個排列

- { 2, 3, 1 }

- { 3, 1, 2 }

- { 3, 2, 1 }


下一個排列

- 當排列的狀態是第P個的時候，第P+1個就是它的下一個排列，比如

- { 1, 2, 3 }

- { 1, 3, 2 }

- { 2, 1, 3 }  現在的排列

- { 2, 3, 1 }  下一個排列

- { 3, 1, 2 }

- { 3, 2, 1 }

std :: next_permutation

- 定義於 `< algorithm >` 標頭檔中 → `# include < algorithm >`
- 格式：
- `std :: next_permutation (begin , end)`
- 排成下一個排列 (依字典序)
- `bool` 型態的回傳值，代表還有沒有下一個排列

範例(with array)

```
#include<iostream>
#include<algorithm>
void print(int *arr,int n);

int main(){
    int arr[4]={1,2,3,4};
    print(arr,4);
    std::cout<<std::next_permutation(arr,arr+4)<<"\n";
    print(arr,4);
    return 0;
}
```

```
1 2 3 4
1
1 2 4 3
```

範例(with array)

```
#include<iostream>
#include<algorithm>
void print(int *arr,int n);

int main(){
    int arr[4]={1,2,3,4};
    print(arr,4);
    std::cout<<std::next_permutation(arr,arr+4)<<"\n";
    print(arr,4);
    return 0;
}
```

```
1 2 3 4
1
1 2 4 3
```

範例(with array)

```
#include<iostream>
#include<algorithm>
void print(int *arr,int n);

int main(){
    int arr[4]={3,2,1,4};
    print(arr,4);
    std::cout<<std::next_permutation(arr,arr+3)<<"\n";
    print(arr,4);
    return 0;
}
```

```
3 2 1 4
0
1 2 3 4
```

範例(with vector)

```
#include<iostream>
#include<algorithm>
void print(std::vector<int>T);

int main(){
    std::vector<int> T={3,2,4,1};
    print(T);
    std::cout<<std::next_permutation(T.begin(),T.end())<<"\n";
    print(T);
    return 0;
}
```

```
3 2 4 1
1
3 4 1 2
```

範例(with struct)

```
struct Student {  
    int id;  
    std::string name;  
    double height;  
    double weight;  
    std::string blood_type;  
};  
  
bool byID(Student a, Student b){  
    return (a.id < b.id);  
}  
  
bool byHeight(Student a, Student b){  
    return (a.height < b.height);  
}
```


範例(with struct)

```
int main(){
    Student arr[4]={{2,"Alice",168.9,50.0,"A"},{23,"Bob",190.1,87,"O"},
        {19,"Oscar",159.9,76.3,"AB"},{8,"PAM",155.4,47.8,"AB"}};
    std::sort(arr,arr+4,byID);
    print(arr,4);
    std::next_permutation(arr,arr+4,byID);
    print(arr,4);
    std::sort(arr,arr+4,byHeight);
    print(arr,4);
    std::next_permutation(arr,arr+4,byHeight);
    print(arr,4);
    return 0;
}
```

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```
Alice PAM Oscar Bob
Alice PAM Bob Oscar
PAM Oscar Alice Bob
PAM Oscar Bob Alice
```

```
-----
Process exited after 0.1537
請按任意鍵繼續 . . .
```

全排列

- 開個迴圈跑到回傳0為止

```
#include<iostream>
#include<algorithm>
void print(std::vector<int>T);

int main(){
    std::vector<int> T={1,2,3,4};
    print(T);
    while(std::next_permutation(T.begin(),T.end())!=0){
        print(T);
    }
    return 0;
}
```

The background is a light blue gradient with several realistic water droplets of various sizes scattered across it. Some droplets are at the top, some at the bottom, and some on the right side. They have highlights and shadows, giving them a 3D appearance.

更多神奇好用的東西

[HTTP://WWW.CPLUSPLUS.COM/REFERENCE/ALGORITHM/](http://www.cplusplus.com/reference/algorithm/)

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