## Conventions



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# How do you remember all that?



### Reduce Mental Effort

Parameters are consistent

Integer parameters are rare, well named

Prefixes and suffixes are consistent

**Good documentation exists** 



### Iterator Parameters

Two iterators Iterator and a number

Three iterators

Four iterators



## Exceptions



rotate(first, newfirst, last)



nth\_element(first, nth, last)



rotate\_copy(first, newfirst, last, destfirst)



partial\_sort(first,
 middle, last)



inplace\_merge
(first, middle, last)



## Integer Parameters

Size only for functions with \_n

Value for <int>

Starting value for <int>



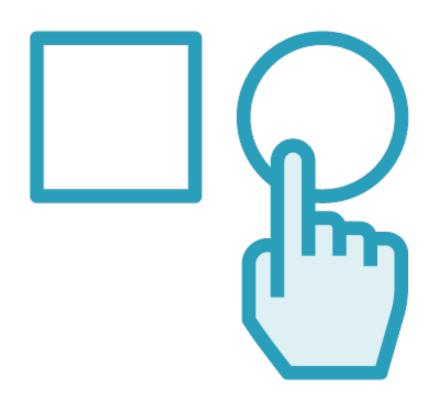
### Predicate Last

Overloads with and without predicate have same leading parameters

Overloads replace "value" with "predicate" parameter

Both replace\_if
and
replace\_copy\_if
have
value/predicate
3rd, new value 4th





#### **Ends with \_if**

- Add a predicate or, if original takes value, replace with predicate

#### Ends with \_n

- Replace first, last with first, size

#### Starts with is\_

- Returns bool
- Unless is\_X\_until: returns iterator

# No function name change for "from the end" or "from last to first"

- Use a different iterator

#### Starts with stable\_

- Elements keep their relative order if the function has no reason to swap them



# You still have to memorize some of it, right?

- #include <algorithm>
- Try typing a name
  - Sort, Find, Count, Copy
- Autocomplete may help
- From there, it's just consistent parameters

#### No luck?

#### CppReference.com

- No ads
- Sample code
- Very complete



## Summary



There are almost 100 functions in <algorithm>

But nobody memorizes them all

The names and parameters are consistent

Use cppreference.com if you need to

