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# C++ Map Insert Example

▲ Varun ② September 21, 2016 📗 insert, std::map, STL 🗩 1 Comment

In this article we will discuss how to insert a key value pair in std::map.

Map internally store elements in a pair of key value i.e.

1 | std::pair<key Type, **Value** Type>

So, to add an element in map we can use one of its member function insert() i.e.

1 | pair<iterator,bool> insert (const value\_type& element);

It accepts an object of key value pair and returns an pair of map iterator and bool.

In the returned pair i.e.

1 pair<iterator, bool>

**bool** represents the result of insertion and iterator represents the position of newly added element in map.

# If insertion in map is successful then,

bool -> true

Iterator —-> Points to Position of newly added element.

- Vector List Deque

  Set Map MultiMap

  STL Algorithms
- 1.) What's std::vector and why to use it?
- 2.) Different ways to initialize a vector
- 3.) How does std::vector works internally
- 4.) User Defined Objects & std::vector
- 5.) How to use vector efficiently in C++?
- 6.) std::vector and Iterator Invalidation
- 7.) Remove repeated elements from a vector
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- 9.) Hidden cost of std::vector
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# If insertion in map failed then,

```
bool -> false
```

Iterator —-> Pointing to the passed pair

Let's see an example,

Suppose we have a map of string & int as key value pair i.e.

```
1 | std::map<std::string, int> mapOfWordCount;
```

To insert an element in it we will create a pair of string & int i.e.

```
1 | std::pair<std::string, int>("first", 1)
```

insert() function will return a pair of map iterator & bool i.e.

```
1 | std::pair<std::map<std::string, int>::iterator, bool > result;
2 | result = mapOfWordCount.insert(std::pair<std::string, int>("first)
```

Now, to check if insertion we will first check the bool in result pair i.e.

Complete example is as follows,

```
1 #include <iostream>
   #include <map>
3 #include <string>
   #include <iterator>
5
   #include <algorithm>
6
7
   void testResult(
           std::pair<std::map<std::string, int>::iterator, bool> &
8
9
        // Check if Insertion was successful
10
       if (result.second == false) {
11
            // Insertion Failed
            std::cout << "Failed to add . duplicate key :: " << resu
12
13
                    << std::endl;
14
15
            // Insertion was successful
            std::cout << "Successful in Adding , key :: " << result.</pre>
16
17
                    << std::endl;
18
       }
19
   }
20
21 | int main() {
```

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```
22
23
       // Map of string and int
24
       std::map<std::string, int> mapOfWordCount;
25
26
       // Pair of Map Iterator and bool
27
       std::pair<std::map<std::string, int>::iterator, bool> result
28
29
       // Insert Element in map
30
       result = mapOfWordCount.insert(std::pair<std::string, int>(")
31
       // Test its result
       testResult(result);
32
33
34
       // Insert Element in map
35
       result = mapOfWordCount.insert(std::pair<std::string, int>("
36
       // Test its result
37
       testResult(result);
38
39
       // Insert Element in map
40
       result = mapOfWordCount.insert(std::pair<std::string, int>(")
41
       // Test its result
42
       testResult(result);
43
44
       // Try to add duplicate element
45
       result = mapOfWordCount.insert(std::pair<std::string, int>(")
46
       // Test its result
47
       testResult(result);
48
49
       // Create a map iterator and point to beginning of map
       std::map<std::string, int>::iterator it = mapOfWordCount.beg
50
51
       std::cout << "************** << std::endl;
52
       // Iterate over a map using std::for_each and Lambda functio
53
54
       std::for_each(mapOfWordCount.begin(), mapOfWordCount.end(),
55
               [](std::pair<std::string, int> element) {
56
                   // Accessing KEY from element
57
                   std::string word = element.first;
58
                    // Accessing VALUE from element.
59
                   int count = element.second;
                   std::cout<<word<<" :: "<<count<<std::endl;</pre>
60
               });
61
62
63
       return 0;
64 }
```

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# **Output:**

To compile the above example in linux use following command,

g++ -std=c++11 example.cpp

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# 1 Comment Already



Aniket Bhardwaj - December 3rd, 2017 at 7:07 pm

Great Article. As part of code optimization can be skip these additional steps as below:

// Pair of Map Iterator and bool
std::pair<std::map::iterator, bool> result;

// Insert Element in map
result = mapOfWordCount.insert(std::pair("first", 1));
// Test its result
testResult(result);
and replace it with one line code:
testResult(mapOfWordCount.insert(std::pair("first", 1)));

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- C++ »

#### Python: List

Check if an item exists in List

Check if a list contains all the elements of other list

Create a List and initialize with values

How to Iterate over a List

Insert an element at specific index in List

Sort a list of tuples by 2nd Item

Sort a list of strings

Add an element in list | append() vs extend()

Check if all elements in a List are same

Merge / Join two or more lists

Remove Duplicates from a List

Convert a list to string

Remove element from a list by value or Index

Remove multiple elements from list

# **Python: Dictionary**

Creating Dictionaries in Python

Iterating over Dictionaries in Python

Check if a key exists in Dictionary

#### C++11 - Utilities

std::bind auto specifier Variadic Templates

#### C++11 - Unordered Set

- 1.) unordered\_set Basic Example
- 2.) Initializing an unordered set
- 3.) Inserting elements in an unordered\_set
- 4.) Searching an element in unordered set
- 5.) unordered\_set Custom Hasher & Comparator
- 6.) Unordered\_set & User defined classes

# C++11 – UnorderedMap

Basic Usage Detail and Example

Initializing an unordered\_map

Searching in unordered\_map

Insert elements in unordered\_map

Erasing an element

Erase elements while iterating

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Pointer vs Refrence Allocating 2D Array Dynamically

#### Callbacks in C++

**Function Pointers** 

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#### STL - Deque

- 1.) What is std::deque and how deque works internally.
- 2.) deque vs vector : What to choose ?

#### STL - List

- 1.) std::list Internals & Usage Details
- 2.) List vs Vector
- 3.) Different ways to Initialize a list

#### 03/07/2018

Get list of all the keys in Dictionary

Get list of all the Values in a Dictionary

Remove multiple keys in Dictionary while **Iterating** 

Remove a key from Dictionary

Add key/value pairs in Dictionary

Find keys by value in Dictionary

Sort a Dictionary by key or Value

Copy a dictionary | Shallow vs Deep Copy

# **Python Strings**

Access characters in string by index in Python

Iterate over the characters in string

How to Replace characters in a string?

#### Java - Hashmap

What is Hashing and Hash Table?

Associating Multiple values with same Key

Remove elements while **Iterating** 

Update the value of an existing key

Get all keys by a value in HashMap

## Java - HashSet

What is Hashing and Hash Table?

Create and add elements in a HashSet

Iterate over a HashSet

Search for an element in HashSet

### std::map vs std::unordered\_map

# C++11 Smart Pointers

shared\_ptr<> Tutorial and Examples

shared ptr and Custom Deletor

shared ptr vs raw pointer

Create shared\_ptr objects carefully

weak ptr Tutorial | shared ptr and Cyclic References

unique ptr<> Tutorial and Examples

#### C++11 Multithreading

Part 1: Three Ways to Create Threads

Part 2: Joining and **Detaching Threads** 

Part 3: Passing Arguments to Threads

Part 4: Sharing Data & **Race Conditions** 

Part 5: Fixing Race Conditions using mutex

Part 6: Need of Event Handling

Part 7: Condition Variables

Part 8: std::future and std::promise

Part 9: std::async Tutorial & Example

Part 10: std::packaged\_task<> **Tutorial** 

# C++11 Rvalue References

Ivalue vs rvalue Is rvalue immutable in C++?

What is rvalue reference in C++11 Function Objects & **Functors** 

#### C++ Strings

Find and Replace all occurrences of a string

Find all occurrences of a sub string

Case Insensitive string::find

Convert First Letter of each word to Upper Case

Converting a String to Upper & Lower Case

Trim strings in C++

C++: How to split a string using String and character as Delimiter?

startsWith() Implementation endsWith() Implementation

Remove Sub Strings from String

# C++ Memory Manangement

Memory Leaks

new and delete operator

delete vs []delete

**Out Of Memory Errors** 

Overload new & delete

Restrict Dynamic Deletion

Placement new operator

Delete 'this' pointer

# **Polymorphism**

Virtual Functions vTable and vPointer

- 4.) Erase elements using iterators
- 5.) Remove elements while Iterating
- 6.) Remove elements based on External Criterion
- 7.) Get element by index in List
- 8.) Searching an element in std::list
- 9.) Different Wavs to iterate over a List
- 10.) Sorting a List & custom Comparator

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- 1.) C++ Set basic example and Tutorial
- 2.) Using std::set with user defined classes
- 3.) std::set and external Sorting criteria | Comparator
- 4.) Access Element by index in Set
- 5.) How to insert elements in Set
- 6.) How to iterate over a Set
- 7.) Removing an element from Set
- 8.) Erase elements while Iterating & Generic erase if()

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- 1.) std::map Usage Detail with examples
- 2.) std::map and Comparator
- 3.) std::map & User defined class objects as keys
- 4.) Set vs Map
- 5.) How to Iterate over a map in C++
- 6.) Map Insert Example
- 7.) Iterate a map in reverse order

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Merge two HashSets Initializing HashSet from an Array

Convert a HashSet into an Array

Merge an Array in a HashSet

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Method Overriding **Tutorial** 

Overriding with Different Return Type

Calling Base class's overridden method

**Preventing Method** Overriding

Need of preventing Method Overriding

Move Contsructor

- 8.) Check if a key exists in a Map
- 9.) Search by value in a Мар
- 10.) Erase by Key | **Iterators**
- 11.) C++ Map: Operator
- 12.) Erase by Value or callback
- 13.) copy all Values from a Map to vector

### **STL Multimap**

MultiMap Example and Tutorial

multimap::equals\_range - Tutorial

# **STL Algorithms**

std::sort Tutorial & Example

std::unique Tutorial & Example

- 1.) Using std::find & std::find if with User **Defined Classes**
- 2.) Iterating over a range of User Defined objects and calling member function using std::for each

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