

Course C++, Exercise List 6

Deadline: 14.04.2017

This eclectic exercise covers many topics at the same time: Usage of `std::list< >` and `std::vector< >`, file handling, use of namespaces, use of input parameters, and time measuring. Namespaces are a convenient way of avoiding name conflicts in big programs. Our program will be not so big, but we need to get used to using them.

Download the files **listtest.h**, **listtest.cpp**, **vectortest.h**, **vectortest.cpp**, **nr06.cpp**, **timer.h** and the **Makefile** from the course homepage.

1. Complete the function

```
std::vector< std::string >
vectortest::readfile( std::istream& input )
```

in file **vectortest.cpp**. This function must read all words from the input-file and append them to `vect`. It should ignore whitespace and interpunction. Repeated whitespace and interpunction must not result in empty words. The function must never produce empty words. Whitespace can be recognized by `isspace(int)` and interpunction can be recognized by `ispunct(int)`.

`input.good()` means that the last operation on `input` succeeded. It does not hold a promise for the future.

Function **readfile** can be called with `std::cin` and input redirection, or one declares `std::ifstream inp{ "filename-to-read-from" }` and uses `inp` as argument.

2. Complete the functions

```
std::ostream&
operator << std::ostream& , const std::vector< std::string > & );
std::ostream&
operator << std::ostream& , const std::list< std::string > & );
```

in files **vectortest.cpp** and **listtest.cpp**. They are not in the namespace, because uniqueness is guaranteed by their type.

The preferred way of implementing these functions is by using a range-for.

3. Add the following sorting functions to **vectortest.cpp**:

```
void vectortest::sort_assign( std::vector< std::string > & v )
{
    for( size_t j = 0; j < v. size( ); ++ j )
        for( size_t i = 0; i < j; ++ i )
        {
            if( v[i] > v[j] )
            {
                std::string s = v[i];
                v[i] = v[j];
                v[j] = s;
            }
        }
}

void vectortest::sort_move( std::vector< std::string > & v )
{
    for( size_t j = 0; j < v. size( ); ++ j )
    {
        for( size_t i = 0; i < j; ++ i )
        {
            if( v[i] > v[j] )
                std::swap( v[i], v[j] );
        }
    }
}

void vectortest::sort_std( std::vector< std::string > & v )
{
    std::sort( v. begin( ), v. end( ) );
}
```

The first sorting function exchanges strings by usual assignment. The second sorting function uses **std::swap**, which uses moving assignment. The third function calls **std::sort**, which uses quicksort.

4. Systematically measure the performance of these sorting functions using input that is big enough. Use compiler optimization **-O3 -flto**.

The best way to measure performance, is by using function **randomstrings(nr, s)**, which creates a vector of **nr** random strings of length **s**. Use a reasonably big **s**, e.g. 50. Use a **nr**, that gives reasonable times, (a few seconds).

You can use a **timer**. In order to use it, write

```
{ timer t( "some type of sorting", std::cout );
    ..... ;
```

```
};    // Destructor measures and prints
      // time that t existed.
```

Try to observe the following things:

- (a) Which sorting functions are $O(n^2)$, which are $O(n \cdot \log(n))$?
 - (b) Among those with $O(n^2)$, which one is faster?
 - (c) Is there any difference between unoptimized compilation and optimized compilation?
5. Write the sorting functions that are declared in file **listtest.h**. Since **std::list** does not have indexing, you have to replace the indices by iterators. Unfortunately, **std::sort()** cannot be used on **std::list**, because it requires random access.

Write a function that converts vectors of strings to lists of strings.

6. Measure the performance of the two sorting functions on **std::list**. What are the complexities? Which one is faster?
7. Finally, compare sorting on **std::list** with sorting on **std::vector**. Which is the fastest of all your sorting algorithms?