

UNIVERSITÉ PIERRE ET MARIE CURIE

MODELISATION OBJET

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TME3 – Conteneurs & Itérateurs

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Question 1 : Écrire une fonction `backInsert()`

1.1 Charger dans un vecteur de string le texte en insérant les nouveaux éléments à la fin.

Pour se faire il faut déclarer un `vector<std::string>` et parcourir notre string qui est dans `GPL_2_text.h`. On va ajouter tous les mots avec la fonction `push back` des vectors.

1.2 Afficher le nombre d'éléments du vecteur.

pour afficher tous les elements j'ai declarer une fonction sous forme de template pour la reutiliser dans le maximum de cas possibles

```
template<typename T>
void show(T gpl);
```

Cette fonction affiche la `size`(returns the number of elements) et la `max size`(returns the maximum possible number of elements) puis affiche sur une seule ligne toutes les string contenue dans la structure contenant les strings. Cette fonction peut donc marcher pour les vectors et les lists mais pas les map. J'utilise aussi la fonction `capacity`(returns the number of elements that can be held in currently allocated storage)

1.3 Trier les éléments du vecteur.

Pour trier tous les elements du vecteur on va utiliser le template `std::sort`. Les elements sont compare en utilisant `operator<` deja implemente pour les vectors, lists et map. On utilise donc pas d'operateur de comparaison particulier et le protocol reste sequentiel car on ne fait pas de parallelisation. On precise donc juste le `begin` et le `end`.

1.4 Afficher tous les éléments du vecteur. On les affichera sur une seule ligne (ce sera très long).

la fonction `show` fait l'affichage en parcourant la structure de donnee contenant directement des strings grace a un iterateur sous forme de `foreach`. Cela fonctionnera pour les lists et les vectors.

1.5 Calcule de temps

le temps pour `back_insert()` est :

```
backInsert tt: 0.5 secondes ecoulees
```

La structure est faite sous forme de tableau et va donc inserer en fin de vector a la premiere place libre. Il possede deja un pointeur sur la premiere case libre et n'a donc pas besoin de parcours. L'insertion est en $O(1)$ et on a donc un temps assez court modulo l'affichage et le remplissage complet du vector avec les doublons.

Question 2 : Écrire une fonction `frontInsert()` identique à la précédente

Pour se faire on va utiliser:

```
iterator insert( iterator pos, const T& value );
```

Cette fonction est utilisable par les vectors et va permettre de préciser qu'on doit insérer dans `vector.begin()`.

le temps est de :

```
frontInsert tt: 0.94 secondes ecoulees
```

plus long car on est obligé de revenir au début à chaque fois et il est obligé de déplacer tous les éléments suivant dans le vecteurs ce qui n'est pas efficace.

Question 3: Écrire une fonction `sortEachInsert()`

Le temps est de :

`backInsert && Sort each tt: 3.656 secondes ecoulees`

On est ici sur un temps beaucoup plus long car le rangement du vecteur va se faire a chaque insertion est il faut pour ranger un vecteur au mieux $O(n \log(n))$. cf reference : " $O(N \cdot \log(N))$, where $N = \text{std::distance}(\text{first}, \text{last})$ comparisons on average. (until C++11)"

Question 4 : Le conteneur List

Voici l’affichage dans le terminal pour les différentes fonctions.

```
backInsert tt: 0.4 secondes ecoulees  
frontInsert tt: 0.4 secondes ecoulees  
frontInsert && sort each tt: 2.308 secondes ecoulees
```

Le back insert ne pose pas de problème dans une liste doublement chaînée car on possède un itérateur dans les deux sens de la liste. On peut donc insérer en tête et en queue en $O(1)$. Avec les fonctions : `push_front` (inserts an element to the beginning) et `push_back` (adds an element to the end). Ici on utilise `push` et pas `emplace` car ce sont des éléments simples et on cherche juste à faire une copie d’un élément dans notre vecteur. cf : "if you want to add a copy of an existing instance of the class to the container, use push. If you want to create a new instance of the class, from scratch, use emplace."
<https://stackoverflow.com/questions/26198350/c-stacks-push-vs-emplace/26198609>

Question 5 : Le conteneur map

5.1 Chercher si un élément ayant pour clé le mot existe.

Pour savoir si un mot existe on va utiliser la fonction `finds` et non pas la fonction `contains`. Elles possèdent apparemment la même complexité algorithmique mais la fonction `finds` va nous renvoyer un itérateur s'il trouve un élément correspondant à la clé recherchée. On va pouvoir vérifier si cet itérateur est juste après le dernier élément car `finds` va fouiller tout jusqu'au dernier élément. La complexité est logarithmique par rapport à la taille de la map. Si on est après la fin alors on n'a rien trouvé sinon on a trouvé un élément donc on incrémente le champ `valeur`. Dans l'autre cas on ajoute un nouvel élément avec la fonction `insert`, en déclarant un objet `pair`.

5.2 Afficher le nombre d'éléments

De manière plus complexe on peut créer une structure qui tient à jour le nombre d'éléments mais je me suis contentée de faire un parcours de tous les éléments avec une variable accumulatrice.

Total number of words :2981

5.3 Afficher l'ensemble des éléments de la map

Map TB

0 02110 1 10 11 12 1301 1989 1991 2 3 4 5 51 6 69 7 8 9 A ABOVE ABSOLUTELY ADVISED AGREED ALL AND ANY APPLICABLE ARISING AS ASSUME Accompany Activities Also And Any Apply April BE BECAUSE BEEN BEING BUT BY Boston But By C CHARGE CONDITIONS CONSEQUENTIAL COPYING COPYRIGHT CORRECTION COST Coon Copyright DAMAGES DATA DEFECTIVE DISTRIBUTION EITHER END ENTIRE EVEN EVENT EXCEPT EXPRESSED EXTENT Each Everyone Exception FAILURE FITNESS FOR FREE Fifth Finally Floor For Foundation Foundations Franklin Free GENERAL GNU General Gnomovision HAS HOLDER HOLDERS Hacker Here Hereinafter How However IF IMPLIED IN INABILITY INACCURATE INCIDENTAL INCLUDING IS ISWITHOUT If In Inc It James June KIND LAW LIABLE LICENSE LICENSED LIMITED LOSS LOSSES Lesser License Licenses MA MAY MERCHANTABILITY MODIFICATION MODIFY Many NECESSARY NO NOT New OF OPERATE OR OTHER OTHERWISE OUT Of Our PARTICULAR PARTIES PARTY PERFORMANCE PERMITTED POSSIBILITY PROGRAM PROGRAMS PROVE PROVIDE PUBLIC PURPOSE Preamble President Program Programs Public QUALITY REDISTRIBUTE RENDERED REPAIR REQUIRED RISK SERVICING SHOULD SPECIAL STATED SUCH SUSTAINED Section Sections See Software Some Street

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 changing charge choice choose circumstance circumstances claim claims clear clicks code collective
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 components concerns conditions consequence consider considered consistent conspicuously constantly
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 for disclaims display distinguishing distribute distributed distributing distribution do document does
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map test : 0.4 secondes ecoulees

Question 6 : Fonction de Tri, Objet Fonctionnel

Pour créer cette fonction on va déclarer une struct dans laquelle on va faire un overload sur la fonction `operator()`. Je reverse les deux strings grâce à la fonction `reverse` avec le `begin` et le `end` de chaque string. On peut désormais renvoyer le `lexicographic_compare` entre les deux strings en prenant le `begin` et le `end` des deux strings inversées. On voit bien que les strings sont rangées dans l'ordre inverse des lettres.

On tombe sur ce résultat :

Map TB

Total number of words :2981

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