■ Maps

## Dictionary Example in Code

Lesson 4:

SEARCH

RESOURCES

CONCEPTS

1. Intro

2. Header Files

Writing Multifile Programs

3. Using Headers with Multiple Files

4. Bjarne on Build Systems

5. CMake and Make

8. Pointers Continued

9. Bjarne on pointers

10. References vs Pointers

11. Bjarne on References

13. Classes and Object-Oriented Pro...

14. Classes and OOP Continued

16. How Long Does it Take to Learn ...

12. Maps

15. This Pointer

17. Outro

✓ 6. References

√ 7. Pointers

In the cell below, we have created a hash table (unordered\_map) to store the data from the example above. To create an unordered\_map in C++, you must include the <unordered\_map> header, and the sytnax for declaring an unordered\_map is as follows:

unordered\_map <key\_type, value\_type> variable\_name;

In the code below, we check if the key is in the unordered\_map using the .find() method. If the key does not exist in the map, then .find() returns a C++ iterator (http://www.cplusplus.com/reference/iterator/), which is a pointer that points to the beginning of the iterable key-value pair.

```
We haven't covered iterators in this course, and you won't need them for this project, but they are a lot like pointers that can "iterate" forward or backward through a range.
In []: ▶ #include <iostream>
            #include <vector>
            #include <unordered map>
            #include <string>
            using std::vector;
            using std::cout;
            using std::unordered_map;
            using std∷string;
            int main() {
               // Create strings to use in the hash table.
                string key = "word";
                string def_1 = "a unit of language, consisting of one or more spoken sounds or their written representation, that functions as a principal carrier of meaning";
                string def_2 = "speech or talk: to express one's emotion in words";
                string def_3 = "a short talk or conversation: 'Marston, I'd like a word with you.'";
                string def_4 = "an expression or utterance: a word of warning";
                unordered_map <string, vector<string>> my_dictionary;
                // Check if key is in the hash table.
                if (my_dictionary.find(key) == my_dictionary.end()) {
                    cout << "The key 'word' is not in the dictionary." << "\m";
                    cout << "Inserting a key-value pair into the dictionary." << "\m\";
                    // Set the value for the key.
                    my_dictionary[key] = vector<string> {def_1, def_2, def_3, def_4};
                // The key should now be in the hash table. You can access the
                // value corresponding to the key with square brackets [].
                // Here, the value my_dictionary[key] is a vector of strings.
                // We iterate over the vector and print the strings.
                cout << key << ": ₩n";
                auto definitions = my_dictionary[key];
                for (string definition : definitions) {
                    cout << definition << "\m";
```

## Compile & Execute Explain

Loading terminal (id\_sxuzijq), please wait...

## Your Turn!

The following is data relating some international country phone codes to their corresponding country name:

([93, "Afghanistan"], [35, "Mapania"], [27, "Mapania"], [27, "Mapania"], [27, "Argentian"], [37, "Mapania"], [28, "Botkana"], [37, "Mapania"], [38, "Mapania"],

You can create an unordered\_map with the data above just by pasting it into your program and assigning it to the appropriate variable. For example, an unordered\_map can be declared and initialized as follows:

```
std::unordered_map<int, std::string> mymap {
          {5, "a"},
          {6, "b"},
          {7, "c"}
};
```

## Instructions

Write a C++ program that creates an unordered\_map to store the data above.

- Write some code to test if the 960 country code is in the data. If it is not, add the key/pair {960, "Maldives"} to the unordered\_map.
- Print out the value associated with the key "960" once you have done that to check that it is there.

In []: ▶ // Write your program here.

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Compile & Execute | See Solution

Loading [MathJax]/extensions/Safe.js

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