

## - Solution

Let's have a look at the solution to the last exercise in this lesson.

### WE'LL COVER THE FOLLOWING ^

- Solution Review
- Explanation
- Performance

## Solution Review #

```
// templatesTagDispatchingImplementation.cpp

#include <iterator>
#include <forward_list>
#include <list>
#include <vector>
#include <iostream>

template <typename InputIterator, typename Distance>
void advance_impl(InputIterator& i, Distance n, std::input_iterator_tag) {
    std::cout << "InputIterator used" << std::endl;
    while (n-- > 0) ++i;
}

template <typename BidirectionalIterator, typename Distance>
void advance_impl(BidirectionalIterator& i, Distance n, std::bidirectional_iterator_tag) {
    std::cout << "BidirectionalIterator used" << std::endl;
    if (n >= 0)
        while (n-- > 0) ++i;
    else
        while (n++ < 0) --i;
}

template <typename RandomAccessIterator, typename Distance>
void advance_impl(RandomAccessIterator& i, Distance n, std::random_access_iterator_tag) {
    std::cout << "RandomAccessIterator used" << std::endl;
    i += n;
}

template <typename InputIterator, typename Distance>
void advance_(InputIterator& i, Distance n) {
    typename std::iterator_traits<InputIterator>::iterator_category category;
    advance_impl(i, n, category);
}
```

```

}

int main(){

    std::cout << std::endl;

    std::vector<int> myVec{0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
    auto myVecIt = myVec.begin();
    std::cout << "myVecIt: " << *myVecIt << std::endl;
    advance_(myVecIt, 5);
    std::cout << "myVecIt: " << *myVecIt << std::endl;

    std::cout << std::endl;

    std::list<int> myList{0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
    auto myListIt = myList.begin();
    std::cout << "myListIt: " << *myListIt << std::endl;
    advance_(myListIt, 5);
    std::cout << "myListIt: " << *myListIt << std::endl;

    std::cout << std::endl;

    std::forward_list<int> myForwardList{0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
    auto myForwardListIt = myForwardList.begin();
    std::cout << "myForwardListIt: " << *myForwardListIt << std::endl;
    advance_(myForwardListIt, 5);
    std::cout << "myForwardListIt: " << *myForwardListIt << std::endl;

    std::cout << std::endl;

}

```



## Explanation #

The expression `std::iterator_traits::iterator_category` category in line 32 determines the iterator category at compile-time. Based on the iterator category, the most specific variant of the function template `advance_impl(i, n, category)` is used in line 33. Each container returns an iterator of the iterator category which corresponds to its structure. Therefore, line 41 gives a random-access iterator, line 49 gives a bidirectional iterator, and line 57 gives a forward iterator, which is also an input iterator.

## Performance #

From the performance point of view, this distinction makes a lot of sense because a random-access iterator can be more quickly incremented than a bidirectional iterator, and a bidirectional iterator can be more quickly incremented than an input iterator. From the users perspective, we invoked

`std::advance(it, 5)` in lines 43, 51, and 59 to get the fastest version of the function template which our container satisfies.

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Let's move on to type erasure idioms and patterns in the next lesson.