

TDDD38/726G82 -

Advanced programming in

C++

STL III

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- 1 More on Iterators
- 2 Algorithms
- 3 More on Function Objects

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More on Iterators

Iterating arrays

```
int array[3] {1, 2, 3};  
for (int e : array)  
{  
    cout << e << endl;  
}
```

More on Iterators

Range-based for-loops

```
for (auto&& e : array)
{
    // ...
}
```

```
auto it {std::begin(array)};
auto last {std::end(array)};
for (; it != last; ++it)
{
    auto&& e{*it};
    // ...
}
```

More on Iterators

`std::begin` and `std::end`

- `std::begin(v)`
 - if `v` has a member `begin()`, return `v.begin()`
 - if `v` is an array, return a pointer to the first element
- `std::end(v)`
 - if `v` has a member `end()`, return `v.end()`
 - if `v` is an array, return a pointer to the element past the last

More on Iterators

Declarations

```
template <typename C>  
auto begin(C& c) -> decltype(c.begin())  
{ return c.begin(); }  
  
template <typename T, size_t N>  
T* begin(T (&a)[N])  
{ return a; }
```

More on Iterators

Declarations

```
template <typename C>  
auto end(C& c) -> decltype(c.end())  
{ return c.end(); }  
  
template <typename T, size_t N>  
T* end(T (&a)[N])  
{ return a + N; }
```


More on Iterators

Iterator utility functions

- `std::advance`
- `std::distance`
- `std::next`
- `std::prev`

More on Iterators

Reverse iterators

```
vector<int> v {1, 2, 3};  
auto it {v.rbegin()};  
auto end {v.rend()};  
  
// will write "3 2 1 " to the terminal  
for (; it != end; ++it)  
{  
    cout << *it << " ";  
}
```

More on Iterators

Const iterators

```
set<int> const s {3, 6, 9};  
auto it {s.cbegin()};  
auto end {s.cend()};  
for (; it != end; ++it)  
{  
    // reading is ok!  
    cout << *it << " ";  
    // writing is not ok...  
    *it = 5;  
}
```

More on Iterators

Access functions

- `std::rbegin()` and `std::rend()`
- `std::cbegin()` and `std::cend()`
- You can even combine them:
- `std::crbegin()` and `std::crend()`

More on Iterators

Input stream iterators

```
std::istream_iterator<int> iit {std::cin};  
std::istream_iterator<int> end {};  
while (iit != end)  
{  
    cout << *iit++ << endl;  
}
```

More on Iterators

Output stream iterators

```
std::ostream_iterator<int> oit {std::cout};  
*oit++ = 5; // will write 5 to the terminal
```

More on Iterators

Output stream iterators

```
std::ostream_iterator<int> oit {std::cout, " "};  
  
// will write "0 1 2 3 4 " to the terminal  
for (int i{0}; i < 5; ++i)  
{  
    *out++ = i;  
}
```

- 1 More on Iterators
- 2 Algorithms**
- 3 More on Function Objects

Algorithms

Core of STL

- Everything in STL is based around algorithms and containers
- There are 110+ algorithms defined in the STL (exact amount depends on version)
- All algorithms operate on *iterator ranges*
- Uses lambdas and function objects heavily
- Defined (mostly) in `<algorithm>`

Algorithms

Algorithm categories

- Non-modifying sequence operations
- Modifying sequence operations
- Partitioning operations
- Sorting operations
- Sorted range operations
- Set operations

Algorithms

Algorithm categories

- Heap operations
- Minmax operations
- Comparison operations
- Permutation operations
- Numeric operations (<numeric>)
- Uninitialized operations (<memory>)

Algorithms

for_each; the dull one of the bunch!

```
void put(int n)
{
    cout << n << endl;
}

int main()
{
    std::vector<int> v { 1, 2, 3 };
    std::for_each(std::begin(v), std::end(v), put);
}
```

Algorithms

Possible implementation

```
template <typename It, typename Function>  
Function for_each(It first, It last, Function f)  
{  
    while (first != last)  
    {  
        f(*first++);  
    }  
    return f;  
}
```

Algorithms

What will be printed?

```
std::vector<int> v {1, 2, 3};  
auto f {[x = 0](int n) mutable  
    {  
        x += n;  
        return x;  
    }};  
std::for_each(std::begin(v), std::end(v), f);  
cout << f(0) << endl;
```

Algorithms

Possible fix

```
std::vector<int> v {1, 2, 3};  
auto f {[x = 0](int n) mutable  
    {  
        x += n;  
        return x;  
    }};  
std::for_each(std::begin(v), std::end(v),  
              std::ref(f));  
cout << f(0) << endl;
```

Algorithms

Another possible fix

```
std::vector<int> v {1, 2, 3};  
auto f {[x = 0](int n) mutable  
    {  
        x += n;  
        return x;  
    }};  
f = std::for_each(std::begin(v), std::end(v), f);  
cout << f(0) << endl;
```


Algorithms

std::find

```
std::vector<int> v {5, -2, 8, 4, 7};
auto it {
    std::find(std::begin(v), std::end(v), 8)
};
if (it == std::end(v))
{
    // we didn't find it :(
}
else
{
    cout << *it << endl;
}
```

Algorithms

Predicate algorithms

```
std::set<int> m { -1, 4, 0, 3 };  
auto p {[](auto a)  
    {  
        return a >= 0;  
    }};  
if (std::all_of(std::begin(m), std::end(m), p))  
{  
    // all of the numbers are positive  
}
```

Algorithms

Predicate algorithms

```
template <typename It,  
          typename Predicate>  
bool all_of(It first, It last, Predicate p)  
{  
    while (first != last)  
    {  
        if (!p(*first++))  
        {  
            return false;  
        }  
    }  
    return true;  
}
```

Algorithms

std::copy

```
std::vector<int> v {1, 2, 3};  
std::set<int> s {};  
std::copy(std::begin(v), std::end(v),  
          std::inserter(s, std::end(s)));
```

Algorithms

A cool usage of `std::copy` and stream iterators

```
std::vector<int> v{1, 2, 3};  
std::copy(std::begin(v), std::end(v),  
          std::ostream_iterator<int>{cout, " "});
```

Algorithms

Another cool usage of `std::copy`

```
std::vector<int> v;  
auto begin{std::istream_iterator<int>{cin}};  
auto end{std::istream_iterator<int>{}};  
std::copy(begin, end, std::back_inserter(v));
```

Algorithms

std::transform

```
std::vector<std::string> v{"1", "2", "3"};
std::vector<int> target{};

std::transform(std::begin(v), std::end(v),
               std::back_inserter(target),
               [](std::string const& s)
               {
                   return std::stoi(s);
               });
```

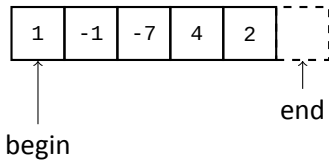
Algorithms

`std::remove_if`

```
std::vector<int> v{1, -1, -7, 4, 2};  
v.erase(  
    std::remove_if(std::begin(v), std::end(v),  
        [](int n)  
        {  
            return n < 0;  
        }  
    ), std::end(v));
```

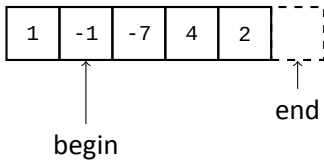

Algorithms

`std::remove_if`



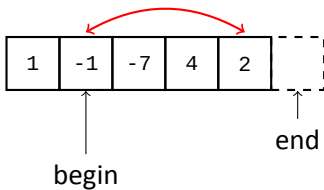
Algorithms

`std::remove_if`



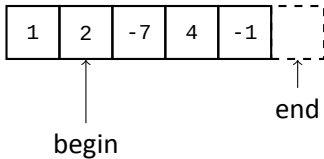
Algorithms

`std::remove_if`



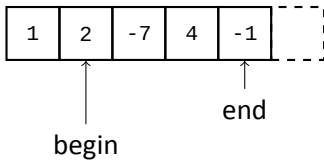
Algorithms

`std::remove_if`



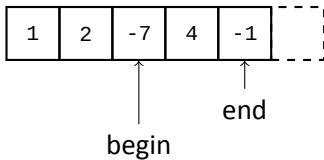
Algorithms

`std::remove_if`



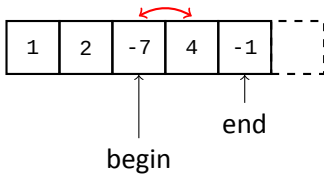
Algorithms

`std::remove_if`



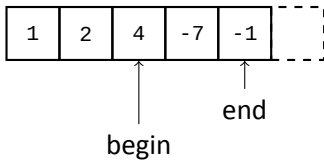
Algorithms

`std::remove_if`



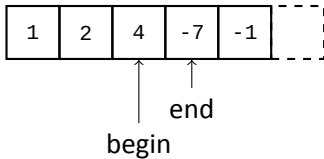
Algorithms

`std::remove_if`



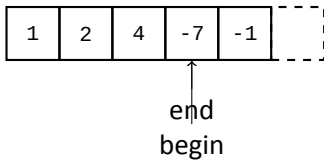
Algorithms

`std::remove_if`



Algorithms

`std::remove_if`



Algorithms

std::accumulate

```
#include <numeric>
// ...
int main()
{
    std::vector<int> v{1, 2, 3, 4, 5};
    int sum{
        std::accumulate(std::begin(v), std::end(v), 0)
    };
    cout << sum << endl; // will print 15
}
```

Algorithms

`std::accumulate`

```
std::set<std::string> v{"1", "2", "3"};
int result{
    std::accumulate(std::begin(v), std::end(v), 4,
                    [](int n, std::string const& s)
                    {
                        return n + std::stoi(s);
                    })
};
```

Algorithms

Final words

- There are a lot of algorithms
- You are not expected to memorize them all
- However you must be able to find suitable algorithms and use them

Algorithms

Now go forth and use this great power!

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- 3 More on Function Objects**

More on Function Objects

std::function

```
#include <functional>
void foo() { }
struct Functor
{
    void operator()() { }
};
int main()
{
    std::function<void()> fun;
    fun = foo;
    fun = Functor{};
    fun = []() { };
}
```


More on Function Objects

Some problems with `std::function`

```
void foo(int) { }  
void bar(int, int = 0) { }  
int main()  
{  
    std::function<void(int)> fun {foo}; // ok!  
    fun = bar; // not ok  
}
```

More on Function Objects

A possible solution

```
void foo(int) { }  
void bar(int, int = 0) { }  
int main()  
{  
    std::function<void(int)> fun {foo};  
    fun = std::bind(bar, placeholders::_1, 0);  
}
```

More on Function Objects

`std::bind`

```
int add(int x, int y)
{
    return x + y;
}

int main()
{
    std::bind(add, 5, 10)(); // will return 15
}
```

More on Function Objects

`std::bind`

```
int main()
{
    auto f{std::bind(add, placeholders::_1, 10)};
    f(0); // will return 10
    f(10); // will return 20
}
```

More on Function Objects

std::bind

```
int sub(int a, int b)
{
    return a - b;
}
int main()
{
    using namespace std::placeholders;
    auto f{std::bind(sub, _2,_1)};
    f(10, 5); // will return -5
    f(2, 10); // will return 8
}
```

More on Function Objects

Another problem with `std::function`

```
struct Cls
{
    void foo() { }
};

int main()
{
    std::function<void()> fun;
    Cls c{};
    fun = c.foo; // not ok
    fun = &Cls::foo; // not ok
}
```

More on Function Objects

Solution

```
Cls c{};  
auto foo{std::mem_fn(&Cls::foo)};  
std::function<void()> fun;  
fun = std::bind(foo, c);
```

More on Function Objects

What will be printed?

```
int fun1()      { return 1; }
int fun2(int a) { return a * 3; }

int main()
{
    function<int()> fun{fun1};

    fun = bind([](int a, int b)
               {
                   return a + b;
               }, 1, fun());

    fun = [fun]() { return 2 * fun(); };

    cout << bind([](int x, int y, int z)
                 {
                     return fun2(x) + y;
                 }, _2, _1, 17)(fun(), 3);
}
```


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