Comp151

STL: Sequences & Iterators
“STL” Sequence Containers from the Standard C++ Library

• Here are some homogeneous container classes commonly used to represent a sequence of objects of the same type.

• **vector**: one-dimensional array
  – Fast access at any position.
  – Add and remove elements only at the back.

• **list**: doubly-linked list
  – Fast access to front and back only.
  – Add and remove elements at any position.

• **deque**: double-ended array
  – Fast access at any position.
  – Add and remove elements only at the front and back.
**Standard Sequence Containers**

- They differ in how quickly different access operations can be performed. \( n \) is the number of elements currently in the container. \( O(1) \) means *constant time*.

<table>
<thead>
<tr>
<th>Container</th>
<th>Access/Retrieval</th>
<th>Insert, Erase</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>vector</strong></td>
<td>( O(1) ) random access</td>
<td>( O(1) ) at back only</td>
</tr>
<tr>
<td><em>(1D array)</em></td>
<td></td>
<td>( O(1) ) at front only</td>
</tr>
<tr>
<td></td>
<td></td>
<td>( O(n) ) at front, in middle</td>
</tr>
<tr>
<td><strong>list</strong></td>
<td>( O(1) ) at front/back only</td>
<td>( O(1) ) at any position</td>
</tr>
<tr>
<td><em>(doubly-linked list)</em></td>
<td>No random access</td>
<td></td>
</tr>
<tr>
<td></td>
<td>[ would be ( O(n) ) ]</td>
<td></td>
</tr>
<tr>
<td><strong>deque</strong></td>
<td>( O(1) ) random access</td>
<td>( O(1) ) at front/back only</td>
</tr>
<tr>
<td><em>(doubly-ended queue)</em></td>
<td></td>
<td>( O(n) ) in middle</td>
</tr>
</tbody>
</table>
#include <vector>
#include <deque>
#include <list>
#include <string>
#include <iostream>
using namespace std;

main()
{
    vector<double> vd;
    deque<string> ds;
    list<int> li;

    vd.push_back(5.0); vd.push_back(10.0); vd.push_back(15.0);
    cout << vd[1] << endl;

ds.push_back(" World "); ds.push_front(" Hello ");
    cout << ds[0] << ds[1] << endl;

li.push_back(1); li.push_back(2);
    cout << li[0]; // error: list doesn’t support random access
}
Sequence Containers: Access, Add, Remove

• **Element access for all:**
  – `front()`: First element
  – `back()`: Last element

• **Element access for vector and deque:**
  – `[ ]`: Subscript operator, index not checked.

• **Add/remove elements for all:**
  – `push_back()`: Append element.
  – `pop_back()`: Remove last element.

• **Add/remove elements for list and deque:**
  – `push_front()`: Insert element at the front.
  – `pop_front()`: Remove first element.
Sequence Container: Other Operations

- Miscellaneous operations for all:
  - `size()`: Returns the number of elements.
  - `empty()`: Returns true if the sequence is empty.
  - `resize(int i)`: Change size of the sequence.

- Comparison operators `==` `!=` `<` etc. are also defined.
  - i.e., you can compare if two containers are equal.

- "List" operations are fast for `list`, but also available for `vector` and `deque`:
  - `insert(p, x)`: Insert an element at a given position.
  - `erase(p)`: Remove an element.
  - `clear()`: Erase all elements.

  ... but what is `p` ?!
Example: Print with an Array

```c
const int LEN = 10;
int x[LEN];
int* const x_end = &x[LEN];

for (int* p = x; p <= x_end; ++p) {
    cout << *p;
}
```

- We use an `int` pointer to access the elements of an `int` sequence with some basic operations:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Goal</th>
</tr>
</thead>
<tbody>
<tr>
<td>p = x</td>
<td>initialize to the beginning of an array</td>
</tr>
<tr>
<td>*p</td>
<td>access the element being pointed to</td>
</tr>
<tr>
<td>++p</td>
<td>point to the next element</td>
</tr>
<tr>
<td>p != x_end</td>
<td>compare with the end of an array</td>
</tr>
</tbody>
</table>
Example: Printing a List Sequentially

• Similarly, to access list<int> elements sequentially, one may define p as an iterator list<int>:::iterator, and use functions begin() and end() to get iterators pointing to the beginning and end of the container.

```cpp
#include <list>    // "list" class of STL
using namespace std;

list<int> x;
list<int>:::iterator p;

for (p = x.begin(); p != x.end(); ++p) {
    cout << *p;
}
```
Example: Printing a Vector Sequentially

- One can similarly define an iterator
  
  `vector<double>::iterator` to sequentially go through items in a `vector<double>`.

```cpp
#include <vector> // "vector" class of STL
using namespace std;

vector<double> x;
vector<double>::iterator p;

for (p = x.begin(); p != x.end(); ++p) {
    cout << *p;
}
```
Iterators

- For each kind of container in the STL there is an *iterator type*.
  
  ```
  list<int>::iterator ip;
  vector<string>::iterator vp;
  deque<double>::iterator dp;
  ```

- Iterators are a generalization of pointers, and are used much like pointers:
  - They can be used to indicate elements in the sequence.
  - A *pair* of iterators can be used to indicate a subsequence.

- Operations on iterators are just like pointers in arrays:
  - Access element: `*p` `p->`
  - Go to next or previous element: `++p` `--p`
  - Compare iterators: `==` `!=`
```cpp
#include <list>
#include <iostream>
using namespace std;

void display(list<int>::iterator first, list<int>::iterator end)
{
    list<int>::iterator p;
    for (p = first; p != end; ++p) {
        cout << *p << " ";
    }
}

main()
{
    list<int> my_list, small, large;
    list<int>::iterator ip;

    for (int i = 1; i < 13; ++i) {
        // initialize values in the list
        my_list.push_back(i*i % 13);
    }
    for (ip = my_list.begin(); ip <= my_list.end(); ++ip) {
        if (*ip < 7) {
            small.push_back(*ip);
        } else {
            large.push_back(*ip);
        }
    }
    cout << "my_list: "; display(my_list.begin(), my_list.end()); cout << endl;
    cout << "small: "; display(small.begin(), small.end()); cout << endl;
    cout << "large: "; display(large.begin(), large.end()); cout << endl;
}
```
Example: `locate()` with an `int` Iterator

- Iterators provide a systematic way of looking at elements of sequence container without differentiating between different container classes.
- The same code works correctly for all sequence container classes.

```cpp
// File: "locate_int_iterator.cpp"
typedef int* Int_Iterator;

Int_Iterator locate( Int_Iterator begin, Int_Iterator end, const int& value )
{
    while (begin != end && *begin != value) {
        ++begin;
    }
    return begin;
}
```
Example: locate() with an int Iterator...

```cpp
#include <iostream>
#include "locate_int_iterator.cpp"
using namespace std;

int main()
{
    const int SIZE = 100; int x[SIZE]; int num;
    Int_Iterator begin = x; Int_Iterator end = &x[SIZE];

    for (int i = 0; i < SIZE; ++i) {
        x[i] = 2 * i;
    }

    while (true) {
        cout << "Enter number: "; cin >> num;
        Int_Iterator position = locate(begin, end, num);

        if (position != end) {
            ++position;
            if (position != end) cout << "Found before " << *position << endl;
            else cout << "Found as last element" << endl;
        }
        else cout << "Not found" << endl;
    }
}
```
Why Are Iterators So Great?

• Because they allow us to separate algorithms from containers.
  – If we change the locate() function as follows, it still works:

    template<class IteratorT, class T>
    IteratorT locate( IteratorT begin, IteratorT end, const T& value )
    {
        while (begin != end && *begin != value) {
            ++begin;
        }
        return begin;
    }

  – The new locate() function contains no information about the implementation of the container, or how to move the iterator from one element to the next.
  – The same locate() function can be used for any container that provides a suitable iterator.
  – Using iterators lets us turn locate() into a re-useable generic function!
Example: `locate()` with an Iterator

```cpp
#include <iostream>
#include <vector> // "vector" class from STL
using namespace std;

int main()
{
    vector<int> x(SIZE); int num;
    for (int i = 0; i < SIZE; ++i) {
        x[i] = 2 * i;
    }

    while (true) {
        cout << "Enter number to locate: "; cin >> num;
        vector<int>::iterator position = locate(x.begin(), x.end(), num);

        if (position != x.end()) {
            ++position;
            if (position != x.end()) cout << "Found before ", *position << endl;
            else cout << "Found as last element." << endl;
        } else {
            cout << "Not found" << endl;
        }
    }
}
```
#include <list>
#include <vector>
#include <string>
#include <iostream>
using namespace std;

template<class IteratorT>
void display(IteratorT start, IteratorT end)  // now display() becomes our own generic algorithm!
{
    for( IteratorT p = start; p != end; ++p ) {
        cout << *p << " ";
    }
}

main()
{
    list<int> li;
    vector<string> vs;

    for (int i = 1; i < 13; ++i) {
        li.push_back(i*i % 13);
    }
    vs.push_back("Now"); vs.push_back("Is"); vs.push_back("The");
    vs.push_back("Time"); vs.push_back("For"); vs.push_back("All");

    cout << "li: "; display(li.begin(), li.end()); cout << endl;
    cout << "vs: "; display(vs.begin(), vs.end()); cout << endl;
}
More on STL…

• Today, all modern C++ compilers include at least a basic implementation of STL (Standard Template Library)
• Beware: some implementations still do not fully support all the specifications in the Standard C++ Library

• The classic standard reference for STL (including the extended SGI version of STL):

• An excellent portable open-source implementation, if you’re not satisfied with the one that came with your C++ compiler: