

# STL: Standard Template Library

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## A set of tools

The STL is a set a of tools based on a system of class templates, satisfying efficiently the most common needs in C++ programs.

- Strings
- Containers
- Algorithms
- Associations

The STL provide a lot of objects, only a few of them will be described.  
Documentation: <http://www.sgi.com/tech/stl/>

# Strings

STL strings (`std::string`) are objects providing several functionalities not available in C-strings. To use them an `#include <string>` is required.

- Copy
- Concatenation
- Insertion
- Comparison
- Length determination
- Substring find

Whenever C-strings are needed, they can be obtained from STL-strings:

```
char* c = s.c_str();
```

## String copy and concatenate

```
#include <iostream>
#include <string>
using namespace std;
int main() {
    // create a string
    string s("abcdefghi");
    cout << s << endl;
    // copy the string
    string t=s;
    cout << t << endl;
    // concatenate two strings
    string u=s+"1234";
    cout << u << endl;
    return 0;
}
```

## Substring insertion and extraction

```
#include <iostream>
#include <string>
using namespace std;
int main(int argc, char* argv[]) {
    // create a string
    string s("abcdefghi");
    cout << s << endl;
    // insert a substring after 3 characters
    s.insert(3, "zyx");
    cout << s << endl;
    // extract a substring after 4 characters
    string t=s.substr(4,2);
    cout << t << endl;
    return 0;
}
```

## String comparison and inspection

```
#include <iostream>
#include <string>
using namespace std;
int main(int argc, char* argv[]) {
    string s(argv[1]);
    // string length
    cout << s.length() << endl;
    // compare strings
    if(s=="abcdef")cout << "equal" << endl;
    // look for a substring
    cout << s.find("cde") << endl;
    cout << (s.find("cde")==string::npos?
            "not ":"")<< "found" << endl;
    return 0;
}
```

## Sequences and lists

STL provides several containers, with different properties.

- Sequences:
  - data are contained in contiguous memory locations,
  - random access is supported,
  - linear time to insert/remove data in the middle
- Lists:
  - data are linked to the previous/next ones
  - random access is not supported,
  - constant time to insert/remove data in the middle

## Sequences: creation and filling

The most used sequences in STL (`std::vector`) are array-like objects.

To use them an `#include <vector>` is required.

```
unsigned int n=10; // create a vector
vector<int> v(n); // with 10 elements
unsigned int i;
for(i=0;i<n;++i)v[i]=2*i;
v.push_back(987); // add at the end
for(i=0;i<v.size();++i)cout << i << " "
                        << v[i] << endl;
vector<int>* pv=&v;
for(i=0;i<pv->size();++i)cout << i << " "
                        << pv->at(i) << endl;
```

Contrarily to native arrays,  
vectors can be copied as whole objects.

## vector functions and operators

- **Constructors:**

- `vector<T> v;` create an empty vector
- `vector<T> v(n);` create a vector with `n` elements
- `vector<T> v(n,t);`  
create a vector with `n` elements initialized at `t`

- `v.size()` : number of elements

- `v.empty()` : true if the number of elements is 0

- `v.front()` : reference to the first element

- `v.back()` : reference to the last element

- `v[i]` , `v.at(i)` : reference to element at position `i`

- `v.clear()` : remove all elements

- `v.push_back(t)` : add an element at the end

- `v.pop_back()` : remove an element at the end

- `v.resize(n,t)` , `v.resize(n)` : set the number of elements by adding or removing elements at the end and leaving unchanged the others

## Navigation across containers

Access to containers elements can be obtained through “smart pointers” allowing the scan of the container in both directions: `iterators`.

- `vector<T>::iterator i=v.begin()` :  
an iterator pointing to the first element
- `vector<T>::iterator i=v.end()` :  
an iterator pointing to the next-to-last element
- `*i` : reference to the pointed element
- `++i , i++` : move the iterator to the next element
- `--i , i--` : move the iterator to the previous element

```
vector<int> v;  
...  
vector<int>::iterator it=v.begin();  
vector<int>::iterator ie=v.end();  
while(it<ie) cout << *it++ << endl;
```

## Iterators arithmetic

- `vector<...>::iterator ii=it+n;`  
create an iterator `ii` pointing `n` positions after `it`
- `vector<...>::iterator ii=it-n;`  
create an iterator `ii` pointing `n` positions before `it`
- `it+=n;` , `it-=n;`  
move forward or backward of `n` positions
- `int d = distance(ip, in);`  
compute how much `ip` must be advanced to reach `in`
- `advance(it, n);`  
move `it` forward of `n` positions

## Operations with sequences and iterators

- `v.insert(it, t);`  
insert the element `t` at the position `it`
- `v.insert(it, ib, ie);`  
insert the elements pointed by `[ib, ie)` at the position `it`
- `v.erase(it)` , `v.erase(ib, ie)` ;  
erase the element(s) pointed by `it` or `[ib, ie)`
- after an insertion or erase, iterators pointing to elements of the sequence are invalidated
- `const vector<T> v;`  
a `vector` whose size and elements cannot be modified
- `vector<T>::const_iterator`  
analogous to “pointer to `const`”
- `vector<T>::reverse_iterator`  
allow the scan in the backward direction
- `v.rbegin()` , `v.rend()`  
begin and end of the reversed `vector`

## Memory management

Elements are stored sequentially:  
insertion of elements (eventually) requires  
an element shift and/or a memory reallocation.

- Constant time to insert/remove elements at the end.
- Linear time to insert/remove elements in the middle.
- Automatic reallocation doubles the available memory at each time.
- `v.reserve(n)` forces the allocation of memory for `n` elements, without changing the visible `size`.
- `v.capacity()` returns the available memory.
- All iterators are invalidated after a memory reallocation.

## Double-entry containers

Insertion and removal at both ends is supported by `std::deque` objects.

To use them an `#include <deque>` is required.

```
unsigned int n=10; // create a deque
deque<int> v(n); // with 10 elements
unsigned int i;
for(i=0;i<n;++i)v[i]=2*i;
v.push_front(123); // add at the beginning
for(i=0;i<v.size();++i)cout << i << " "
                        << v[i] << endl;
```

- constant time to insert/remove elements at the beginning and the end
- linear time to insert/remove elements in the middle
- no `reserve` and `capacity` functions

# Lists

A “smooth” insertion and removal of elements is supported by `std::list` objects.

To use them an `#include <list>` is required.

- Constant time for insertion and removal at any point.
- Linear time for `size()` function.
- Constant time for `empty()` function.
- No random access, i.e. no `[]` operator.
- Iterators are not invalidated by insertion or removal, but the iterator(s) pointing to the erased element(s).
- No `distance` and `advance` functions.
- No `+`, `+=`, `-`, `-=` operators for `list::iterator`

## Sort and search

STL provides useful algorithms acting over containers, accessed through iterators.

To use them an `#include <algorithm>` is required.

- Sort
- Binary search

Arrays and pointers can be used in place of containers and iterators

## Sort by operator <

```
sort(first, last);  
sort elements in ascending order
```

- Elements are compared by using the < operator.
- Iterators to the first and next-to-last element taken as arguments.
- $\mathcal{O}(N \log(N))$  comparisons are done, where  $N = \text{last} - \text{first}$ .

```
vector<int> v;  
...  
sort(v.begin(), v.end());
```

## Sort by function object

```
sort (first, last, comp);
```

Elements are compared by using the  
operator () function object

```
class Comp {  
public: // accessible by all functions  
    bool operator() (Vector2D* vl,  
                    Vector2D* vr) {  
        float ql=pow(vl->getX(),2)+  
              pow(vl->getY(),2);  
        float qr=pow(vr->getX(),2)+  
              pow(vr->getY(),2);  
        return ql < qr;  
    }  
};
```

## Binary search

Binary-search functions look for an element in a container and return the corresponding/nearest iterator.

- `iter=lower_bound(first, last, i)`; the first element such that it and the following ones are not smaller than `i`
- `iter=upper_bound(first, last, i)`; the first element such that it and the following ones are bigger than `i`
- `iter=lower_bound(first, last, i, comp)`; and `iter=upper_bound(first, last, i, comp)`; perform the search by using the `comp` function object in place of the `<` operator.
- At most  $N \log(N) + 1$  comparisons are done.

# Associations

Associative containers support efficient retrieval of elements based on keys.

- Sets: value coincident with key
- Maps: association of a value with each key
- No two elements have the same key
- Insertion and erase of elements do not invalidate iterators

## Sets

The simplest associative container in STL (`std::set`) stores objects of type `Key`.

To use them an `#include <set>` is required.

- `set<T> s;` ; create an empty set
- `set<T> s(comp);` ; create an empty set using `comp` as function object to compare keys
- `s.insert(x);` ; insert the element `x`
- `s.insert(first, last);` ; insert the elements pointed by a range of iterators
- `s.erase(x);` ; erase the element `x`
- `s.erase(it);` ; `s.erase(ib, ie);` ; erase the element(s) pointed by `it` or `[ib, ie)`
- `size();` ; return the number of elements

## Elements insertion and search

Elements are looked for by the function `find`

- if `s` contains `x`  
return an iterator pointing to the corresponding element
- if `s` does not contain `x`  
return `s.end()`

```
set<int> s;  
...  
int i;  
cin>>i;  
set<int>::const_iterator it=s.find(i);  
set<int>::const_iterator ie=s.end();  
if(it<ie)cout << *it << endl;  
else      cout << "not found" << endl;
```

# Maps

The most used associative container in STL (`std::map`) stores pairs of objects of type `Key` and `T`.

To use them an `#include <map>` is required.

- `map<Key, T> m;` create an empty map
- `map<Key, T> m(comp);` create an empty map using `comp` as function object to compare keys
- each element is a `std::pair<Key, T>` having two members:
  - `first` with type `Key`
  - `second` with type `T`
- `m.insert(make_pair(k, x));` insert `x` with key `k`
- `m.erase(k);` erase the element whose key is `k`
- `m.erase(it);` , `s.erase(ib, ie);`  
erase the element(s) pointed by `it` or `[ib, ie)`
- `size();` return the number of elements

## Elements insertion and search

Elements are looked for by the function `find`

- if `m` contains an element with key `k`  
return an iterator pointing to it
- if `m` does not contains an element with key `k`  
return `m.end()`

```
map<string,int> m;
...
string s;
cin>>s;
map<string,int>::const_iterator it=s.find(i);
map<string,int>::const_iterator ie=s.end();
if(it<ie)cout << it->second << endl;
else      cout << "not found" << endl;
```