Standard Template Library (STL)
Standard Template Library

- The STL is part of the standard C++ library
- The STL contains many class and function templates that may be used to store, search, and perform algorithms on data structures
- You should implement your own data structures and algorithms only if the ones provided in the STL do not suffice
- The STL consists of:
  - Container classes (data structures)
  - Iterators
  - Algorithms
Containers

- Sequence Containers - store sequences of values
  - ordinary C++ arrays
  - vector
  - deque
  - list
- Associative Containers - use "keys" to access data
  - set
  - multiset
  - map
  - multimap
- Container Adapters - specialized interfaces to general containers
  - stack
  - queue
  - priority_queue
Sequence Containers: C++ arrays

- Fixed-size
- Quick random access (by index number)
- Slow to insert or delete in the middle
- Size cannot be changed at runtime
- Accessed using operator []
Sequence Containers: vector

- Resizable array
  - #include <vector>
  - vector<string> vec;

- Quick random access (by index number)
  - operator [], at, front, back

- Slow to insert or delete in the middle
  - insert, erase

- Quick to insert or delete at the end
  - push_back, pop_back

- Other operations
  - size, empty, clear, ...
Sequence Containers: deque

- Like vector, but with quick insert and delete at both ends
- Resizable array
  - #include <deque>
  - deque<string> dq;
- Quick random access (by index number)
  - operator [], at, front, back
- Slow to insert or delete in the middle
  - insert, erase
- Quick to insert or delete at both ends
  - push_front, pop_front, push_back, pop_back
- Other operations
  - size, empty, clear, ...
Sequence Containers: list

- Doubly-linked list
  - #include <list>
  - list<string> lst;
- Quick to insert or delete at any location
  - insert, erase, push_front, pop_front, push_back, pop_back
- Quick access at both ends
  - front, back
- Slow random access
  - no operator [], traverse using iterator
- Other operations
  - size, empty, clear
  - reverse, sort, unique, merge, splice, ...
Associative Containers: set

- Stores a set of values (i.e., "keys")
- Values are unique (stored only once)
- Implemented as a balanced binary search tree
  - `#include <set>
  - `std::set<std::string> s;`
- Fast insert and delete
  - `insert, erase`
- Fast search
  - `find`
- Other operations
  - `size, empty, clear, ...`
Associative Containers: multiset

- Stores a set of values (i.e., "keys")
- Like set, but values need not be unique
- Implemented as a balanced binary search tree
  - `#include <set>`
  - `multiset<string> ms;`
- Fast insert and delete
  - `insert`, `erase`
- Fast search
  - `find`
- Other operations
  - `size, empty, clear, ...`
Associative Containers: map

- Stores a set of (key, value) pairs
- Each key has one value
- Implemented as a balanced binary search tree
  - ```cpp
    #include <map>
    map<string, int> m;
  ```
- Fast insert and delete
  - ```cpp
    m["fred"] = 99;
    insert, erase
  ```
- Fast search
  - ```cpp
    int x = m["fred"]; find
  ```
- Other operations
  - ```cpp
    size, empty, clear, ...
  ```
Associative Containers: multimap

- Stores a set of (key, value) pairs
- Like map, but each key can have multiple values
- Implemented as a balanced binary search tree
  - `#include <map>`
  - `multimap<string, int> mm;`
- Fast insert and delete
  - `insert`, `erase`
- Fast search
  - `find`
- Other operations
  - `size`, `empty`, `clear`
Container Adapters: stack

- Provides stack interface to other containers
  - \#include <stack>
  - stack<string> st;

- Stack operations
  - push, pop, top
  - size, empty, ...

- Can be used with vector, deque, or list
  - stack<string> st; //uses a deque by default
  - stack<string, vector<string>> st;
  - stack<string, list<string>> st;

- Extra space needed to avoid >>
Container Adapters: queue

- Provides queue interface to other containers
  - `#include <queue>`
  - `queue<string> q;`

- Queue operations
  - `push`, `pop`, `top`
  - `size`, `empty`, ...

- Can be used with deque or list
  - `queue<string> q;  //uses a deque by default`
  - `queue<string, list<string>> q;`

- Extra space needed to avoid `>>`
Container Adapters: priority_queue

- Provides priority queue interface to other containers
  - #include <queue>
  - priority_queue<int> pq;

- Priority queue operations
  - push, pop, top
  - size, empty, ...

- Can be used with deque or vector
  - priority_queue<int> pq;  //uses a vector by default
  - priority_queue<int, deque<int>> pq;

- Extra space needed to avoid >>
Iterators

- We need a way to iterate over the values stored in a container
- Iteration with C++ arrays:

```cpp
const int SIZE = 10;
string names[SIZE];

for (int x=0; x < SIZE; ++x) {
    cout << names[x] << endl;
}

OR

string * end = names + SIZE;
for (string * cur = names; cur < end; ++cur) {
    cout << *cur << endl;
}
```
Iterators

How do you iterate over the values stored in an STL container?

For vectors and deques, you can iterate like this:

```cpp
vector<string> names;

names.push_back("fred");
names.push_back("wilma");
names.push_back("barney");
names.push_back("betty");

for (int x=0; x < names.size(); ++x) {
    cout << names[x] << endl;
}
```

This style of iteration doesn't work for the other container types
Iterators

- STL's solution to the iteration problem is based on iterators.
- Iterators are pointer-like objects that can be used to access the values in a container.
- All containers have a method named `begin` that returns an iterator object that points to the first value in the container.
- Iterator objects overload most of the pointer operators:
  - `++`, `--` move the next or previous container value
  - `*`, `->` access the value pointed to by the iterator
  - `==`, `!=` compare iterators for equality
Iterators

- How do you know when you've reached the end of the container's values?
- All containers have a method named `end` that returns a special iterator value that represents the end of the container (similar to a null pointer)

```cpp
set<string> names;

names.insert("fred");
names.insert("wilma");
names.insert("barney");
names.insert("betty");

set<string>::iterator it;
for (it = names.begin(); it != names.end(); ++it) {
    cout << *it << endl;
}
```
Iterators

- In what order are the container's values returned by iterators?
- For sequences there is a natural first to last order
- For sets and maps the values are returned by doing an in-order traversal of the underlying binary search tree (i.e., the values are returned in sorted order)
Iterators

- You can also traverse a container in reverse order using reverse iterators and the rbegin and rend container methods

```cpp
set<string> names;

names.insert("fred");
names.insert("wilma");
names.insert("barney");
names.insert("betty");

set<string>::reverse_iterator rit;
for (rit = names.rbegin(); rit != names.rend(); ++rit) {
    cout << *rit << endl;
}
```
The STL provides many functions that can operate on any STL container

These functions are called algorithms

Some STL algorithms only work on certain containers

```cpp
#include <algorithm>

vector<string> names;

names.push_back("fred");
names.push_back("wilma");
names.push_back("barney");
names.push_back("betty");

unique(names.begin(), names.end());
sort(names.begin(), names.end());

vector<string>::iterator it;
for (it = names.begin(); it != names.end(); ++it) {
    cout << *it << endl;
}
```
class PrintFunc {
public:
    void operator ()(const string & s) const {
        cout << s << endl;
    }
};

vector<string> names;

names.push_back("fred");
names.push_back("wilma");
names.push_back("barney");
names.push_back("betty");

unique(names.begin(), names.end());
sort(names.begin(), names.end());

PrintFunc print;
for_each(names.begin(), names.end(), print);
Writing Classes That Work with the STL

- Classes that will be stored in STL containers should explicitly define the following:
  - default (no-arg) constructor
  - copy constructor
  - destructor
  - operator =
  - operator ==
  - operator <

- Not all of these are always necessary, but it's easier to define them than to figure out which ones you actually need.

- Many STL programming errors can be traced to omitting or improperly defining these methods.
STL in Web Crawler

- StopWords - set<string>
- PageHistory - map<string, Page *>
- PageQueue - queue<Page *>
- WordIndex - map<string, set<Page *>>
- HTML element attributes - map<string, string>
STL in Chess

- Board - vector<vector<Square>>
- MoveHistory - vector<Move>
- Piece::GetCandidateMoves - set<Move>
- Game::GetLegalMoves - set<Move>
- XML element attributes - map<string, string>