# 4. Vectors and STL 

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## Other containers

Homework

## Motivation

- Can you write a program that gets 10 numbers and sorts them from the smallest up to the largest?


## Vector

## \#include <vector>

/ /

```
std::vector<int> numbers;
for (int i = 0; i < 10; i++) {
    int read;
    std::cin >> read;
    numbers.push_back(read);
}
std::cout << "At 3 is: " << numbers[3] << std:: endl;
```

- std: : vector is a data structure that stores an indefinite number of elements
- It can store only one type of element, as defined in the $<>$ brackets
- Elements are inserted using push_back


## Vector \#2

$$
\begin{aligned}
& \text { for (unsigned int } i=0 ; i<n u m b e r s . \operatorname{size}() ; i++ \text { ) \{ } \\
& \text { std:: cout } \ll \text { "At index " } \ll \text { i } \ll \text { " is " } \ll \\
& \text { numbers[i] } \ll \text { std:: endl; }
\end{aligned}
$$

\}

- Elements can be accessed through the square brackets
- Number of elements can be read using the length() method
- The first element is at index zero
- Accessing elements at negative indexes or after the last one causes undefined behaviour, which can mean random overwriting of variables or crashes


## Other containers

Homework

## Vector \#3

```
for (int& num : numbers) {
                        std::cout << "We have " << num << std:: endl;
}
```

- The for can be shortened if we don't need to know the index numbers.erase(numbers.begin() +5);
- Erases element 5


## Vector \#4

\#include "easy.h"
/ /
easy:: vector<float> vec;

- Accessing elements at negative indexes or after the last one causes undefined behaviour, which can mean random overwriting of variables or crashes
- Use my easy::vector instead to receive warnings instead (at the cost of execution speed)


## Exercise

(1) Have the user supply 5 numbers and output them afterwards
(2) Have the user supply 5 numbers and output them in some other ordering
(3) Have the user supply 5 numbers and then 1 number to set if he wants to get their arithmetic average, geometric average or harmonic average

## Working with files

```
#include <fstream>
/...
std::ofstream out("output.dat");
out << 42 << std::endl;
```

- The changes are written to disk when the variable ceases to exist
- Works much like std: :cout, but is faster

```
std::ifstream in("input.dat");
int num;
in >> num;
```

- Works much like std: :cin


## The easy way

```
#include "easy.h"
/...
easy::vector<float> numbers("numbers.dat", '\n');
    for (float& num : numbers) {
                        std::cout << "We have " << num << std::endl;
    }
```

- I have created this comfy library for you that does it easily
- The first argument is the file name, the second argument is the separator


## The easy way \#2

```
#include "easy.h"
//
easy::vector<easy::vector<float>> numbers
    ("numbers.dat", '\n', '\t');
std::cout << numbers[3][4] << std::endl;
```

- It can also parse tables, the second argument is line separator, the third is the column separator


## The easy way \#3

```
#include "easy.h"
//
    easy::vector<float> numbers;
    //
    easy::write_file(numbers, "numbers.dat", '\n');
    // or
    numbers.write_file("numbers.dat", '\n');
```

- So that you could also write files easily


## Exercise

(1) Have the user supply numbers in a file, output them in order from smallest to greatest
(2) Have the number supply numbers in a file and perform a linear fit, i. e. f(line_number) = a • line_number, you may assume the slope will be between 0.01 and 1000

## Other containers

(1) std::map allows indexing using nearly anything, but is slower (access time depends on the logarithm of size)
(2) std::unordered_map is not so slow, but elements are read in a strange order
(3) Accessing an unused location will create an uninitialised variable there

```
#include <map>
//
std::map<std::string, int> array;
array["hi"] = 3;
array["zaphod"] = 4;
array["ford"] = array["zaphod"] - 1;
for (std:: pair<std::string, int>& it : array)
    std::cout << it.first << "="<< it.second << std:: endl;
```


## Other containers

(1) std::array is faster than vector, but it has a fixed size
(2) Use easy::array to get boundary checking, it suffers from undefined behaviour like vector

```
#include <map>
//
std::array<int, 4> array; // Has space for 4 elements
array[3] = 3;
array[2] = 4;
std::cout << "At 1 is " << array[1] << std::endl;
```


## Homework

- Read numbers from a file and print them ordered, making sure the execution time is does not depend quadratically on the size of input
- The numbers will be between 0 and 1000000, ordered evenly over the range
- You have two weeks to do it

