Tapestry classes -> STL

- What's the difference between tvector and vector
  - Safety and the kitchen sink
    - What happens with t[21] on a 21-element vector?
    - Part of STL means crufty code (whose viewpoint?)
  - What about Java analog?

- Differences in wordlines.cpp and tapwordlines.cpp
  - Map compared to tmap, what other kinds of maps?
  - Sets and vectors, which is easier to use?

- Anything not clear in either program? Are these programs object-oriented?
Standard Libraries

- In C++ there is the *Standard Library*, formerly known as the *Standard Template Library* or STL
  - Emphasizes generic programming (using templates)
  - Write a sorting routine, the implementation depends on
    - Elements being comparable
    - Elements being assignable

*We should be able to write a routine not specific to int, string or any other type, but to a generic type that supports being comparable/assignable*

- In C++ a templated function/class is a code-factory, generates code specific to a type at compile time
  - Arguably hard to use and unsafe
STL concepts

- **Container**: stores objects, supports iteration over the objects
  - Containers may be accessible in different orders
  - Containers may support adding/removing elements
  - e.g., vector, map, set, deque, list, multiset, multimap

- **Iterator**: interface between container and algorithm
  - Point to objects and move through a range of objects
  - Many kinds: input, forward, random access, bidirectional
  - Syntax is pointer like, analogous to (low-level) arrays

- **Algorithms**
  - find, count, copy, sort, shuffle, reverse, ...
Iterator specifics

- An iterator is dereferenceable, like a pointer
  - \*it is the object an iterator points to

- An iterator accesses half-open ranges, [first..last), it can have a value of last, but then not dereferenceable
  - Analogous to built-in arrays as we’ll see, one past end is ok

- An iterator can be incremented to move through its range
  - Past-the-end iterators not incrementable

```cpp
vector<int> v; for(int k=0; k < 23; k++) v.push_back(k);
vector<int>::iterator it = v.begin();
while (it != v.end()) { cout << *v << endl; v++;}
```
Iterator as Pattern

- (GOF) Provides access to elements of aggregate object sequentially without exposing aggregate’s representation
  - Support multiple traversals
  - Supply uniform interface for different aggregates: this is *polymorphic iteration* (see C++ and Java)

- **Solution:** tightly coupled classes for storing and iterating
  - Aggregate sometimes creates iterator (Factory pattern)
  - Iterator knows about aggregate, maintains state

- **Forces and consequences**
  - Who controls iteration (internal iterator, apply in MultiSet)?
  - Who defines traversal method?
  - Robust in face of insertions and deletions?
STL overview

- **STL implements generic programming in C++**
  - Container classes, e.g., vector, stack, deque, set, map
  - Algorithms, e.g., search, sort, find, unique, match, ...
  - Iterators: pointers to beginning and one past the end
  - Function objects: less, greater, comparators

- **Algorithms and containers decoupled, connected by iterators**
  - Why is decoupling good?
  - Extensible: create new algorithms, new containers, new iterators, etc.
  - Syntax of iterators reflects array/pointer origins, an array can be used as an iterator
STL examples: wordlines.cpp

- **How does an iterator work?**
  - Start at beginning, iterate until end: use [first..last) interval
  - Pointer syntax to access element and make progress

```cpp
vector<int> v; // push elements
vector<int>::iterator first = v.begin();
vector<int>::iterator last  = v.end();
while (first < last) {
    cout << *first << endl;
    ++first;
}
```

- Will the while loop work with an array/pointer?

- **In practice, iterators aren’t always explicitly defined, but passed as arguments to other STL functions**
Review: what’s a map, STL/Tapestry

- Maps keys to values
  - Insert key/value pair
  - Extract value given a key
  - STL uses red-black tree, Tapestry uses bst or hashtable
    - STL unofficially has a hash_map, see SGI website
  - Performance and other trade-offs?

- In Tapestry, there’s an inheritance hierarchy of tmap, BSTMap, HMap
  - The hash-table requires map of string->value
    - Makes programming simpler, too restrictive in practice
  - See tapwordlines.cpp