C++ STL, Smart Pointers Intro
CSE 333 Winter 2020

Instructor: Justin Hsia

Teaching Assistants:
Andrew Hu          Austin Chan          Brennan Stein
Cheng Ni           Cosmo Wang           Diya Joy
Guramrit Singh     Mengqi Chen          Pat Kosakanchit
Rehaan Bhimani     Renshu Gu            Travis McGaha
Zachary Keyes
Administrivia

- Exercise 12a released today, due Wednesday
  - Practice using `map`

- Midterm is Friday (2/14) @ 5 - 6:10 pm in KNE 210/220
  - No lecture on Friday!
  - 1 double-sided page of handwritten notes; reference sheet provided on exam
  - **Topics:** everything from lecture, exercises, project, etc. up through hw2 and C++ templates
  - Old exams on course website, review in section this week
Lecture Outline

❖ STL (finish)
  ▪ List
  ▪ Map

❖ Smart Pointers Intro
**STL list**

- A generic doubly-linked list
  - Elements are *not* stored in contiguous memory locations
    - Does not support random access (e.g. cannot do `list[5]`)
  - Some operations are much more efficient than vectors
    - Constant time insertion, deletion anywhere in list
    - Can iterate forward or backwards
  - Has a built-in sort member function
    - Doesn’t copy! Manipulates list structure instead of element values
list Example

```cpp
#include <list>
#include <algorithm>
#include "Tracer.h"
using namespace std;

void PrintOut(const Tracer& p) {
    cout << " printout: " << p << endl;
}

int main(int argc, char** argv) {
    Tracer a, b, c;
    list<Tracer> lst;

    lst.push_back(c);
    lst.push_back(a);
    lst.push_back(b);
    cout << "sort:" << endl;
    lst.sort();
    cout << "done sort!" << endl;
    for_each(lst.begin(), lst.end(), &PrintOut);
    return EXIT_SUCCESS;
}
```
STL **map**

- One of C++’s *associative* containers: a key/value table, implemented as a search tree
  - General form: `map<key_type, value_type> name;`
  - Keys must be *unique*
    - `multimap` allows duplicate keys
  - Efficient lookup ($O(\log n)$) and insertion ($O(\log n)$)
    - Access value via `name[key]`
  - Elements are type `pair<key_type, value_type>` and are stored in *sorted* order (key is field *first*, value is field *second*)
    - Key type must support less-than operator (<)
map Example

```cpp
void PrintOut(const pair<Tracer, Tracer>& p) {
    cout << "printout: [" << p.first << "," << p.second << "]" << endl;
}

int main(int argc, char** argv) {
    Tracer a, b, c, d, e, f;
    map<Tracer, Tracer> table;
    map<Tracer, Tracer>::iterator it;

    table.insert(pair<Tracer, Tracer>(a, b));
    table[c] = d;
    table[e] = f;
    cout << "table[e]:" << table[e] << endl;
    it = table.find(c);

    cout << "PrintOut(*it), where it = table.find(c)" << endl;
    PrintOut(*it);

    cout << "iterating:" << endl;
    for_each(table.begin(), table.end(), &PrintOut);

    return EXIT_SUCCESS;
}
```
Basic map Usage

- animals.cc
Homegrown pair<>
Unordered Containers (C++11)

- `unordered_map`, `unordered_set`
  - And related classes `unordered_multimap`, `unordered_multiset`
  - Average case for key access is $O(1)$
    - But range iterators can be less efficient than ordered `map/set`
  - See *C++ Primer*, online references for details
Lecture Outline

- STL (finish)
  - List
  - Map
- Smart Pointers Intro
Motivation

- We noticed that STL was doing an enormous amount of copying

- A solution: store pointers in containers instead of objects
  - But who’s responsible for deleting and when???
C++ Smart Pointers

- A **smart pointer** is an *object* that stores a pointer to a heap-allocated object
  - A smart pointer looks and behaves like a regular C++ pointer
    - By overloading *, ->, [], etc.
  - These can help you manage memory
    - The smart pointer will delete the pointed-to object *at the right time* including invoking the object’s destructor
      - When that is depends on what kind of smart pointer you use
    - With correct use of smart pointers, you no longer have to remember when to delete new’d memory!
A Toy Smart Pointer

- We can implement a simple one with:
  - A constructor that accepts a pointer
  - A destructor that frees the pointer
  - Overloaded * and -> operators that access the pointer
ToyPtr Class Template

ToyPtr.cc

```cpp
#ifndef TOYPTR_H_
#define TOYPTR_H_

template <typename T> class ToyPtr {
    public:
        ToyPtr(T* ptr) : ptr_(ptr) { } // constructor
        ~ToyPtr() { delete ptr_; } // destructor

        T& operator*() { return *ptr_; } // * operator
        T* operator->() { return ptr_; } // -> operator

    private:
        T* ptr_; // the pointer itself
};

#endif // TOYPTR_H_
```
ToyPtr Example

```cpp
#include <iostream>
#include "ToyPtr.h"

// simply struct to use
typedef struct { int x = 1, y = 2; } Point;
std::ostream &operator<<(std::ostream &out, const Point &rhs) {
    return out << "(" << rhs.x << "," << rhs.y << ")";
}

int main(int argc, char **argv) {
    // Create a dumb pointer
    Point *leak = new Point;

    // Create a "smart" pointer (OK, it's still pretty dumb)
    ToyPtr<Point> notleak(new Point);

    std::cout << "     *leak: " << *leak << std::endl;
    std::cout << "   leak->x: " << leak->x << std::endl;
    std::cout << "  *notleak: " << *notleak << std::endl;
    std::cout << "notleak->x: " << notleak->x << std::endl;

    return EXIT_SUCCESS;
}
```
What Makes This a Toy?

- Can’t handle:
  - Arrays
  - Copying
  - Reassignment
  - Comparison
  - ... plus many other subtleties...

- Luckily, others have built non-toy smart pointers for us!
  - More next lecture!
Extra Exercise #1

- Take one of the books from HW2’s `test_tree` and:
  - Read in the book, split it into words (you can use your hw2)
  - For each word, insert the word into an STL `map`
    - The key is the word, the value is an integer
    - The value should keep track of how many times you’ve seen the word, so each time you encounter the word, increment its map element
    - Thus, build a histogram of word count
  - Print out the histogram in order, sorted by word count
- **Bonus**: Plot the histogram on a log-log scale (use Excel, gnuplot, etc.)
  - x-axis: log(word number), y-axis: log(word count)
Extra Exercise #2

- Implement `Triple`, a class template that contains three “things,” i.e. it should behave like `std::pair` but hold 3 objects instead of 2
  - The “things” can be of different types

- Write a program that:
  - Instantiates several `Triples` that contain `ToyPtr<int>`s
  - Insert the `Triples` into a `vector`
  - Reverse the `vector`
  - Doesn’t have any memory errors (use Valgrind!)
  - **Note**: You will need to update `ToyPtr.h` – how?