

333 Section 6 - C++ Templates, STL

Welcome back to Section! We're glad that you're here :)

C++ Templates

An example converting an existing function to use templates is below (notice that in the template version `N` is also passed in via template parameter whereas in the regular version it is a parameter):

Non-Template:

```
int Modulo(int arg, int n) {
    int result = arg % n;
    return result;
}
```

Template:

```
template<typename T, int N = 2>
T Modulo(T arg) {
    T result = arg % N;
    return result;
}
```

Templates can also be used for classes. A member variable of a template class can be declared using one of the class' template types. This is very useful for implementing data structures that support generic types:

Generic `HTKeyValue` using C++ template:

```
template <typename K, typename V>
struct HTKeyValue {
    K HTKey;
    V* HTValue;
};
```

Generic `HTKeyValue_t` from HW1:

```
typedef uint64_t HTKey_t;
typedef void* HTValue_t;
typedef struct {
    HTKey_t key;
    HTValue_t value;
} HTKeyValue_t;
```

On the right is the `HTKeyValue_t` struct definition from HW1, look how much cleaner it is using C++ template!

Exercise 1) Template Class

Fill in the blanks below for the definition of a simple templated struct `Node` for a singly-linked list. The struct has two public fields: a `value`, which is a pointer of template type `T` pointing to a heap allocated payload, and a `next`, which is a pointer to another struct `Node`. The struct also has a two-argument constructor that takes a `T` pointer for `value` and another `Node<T>` pointer for `next`.

```
_____ // template type definition
struct Node {
    _____ // two-argument constructor
    ~Node() { delete value; } // destructor cleans up the payload
    _____ // public field value
    _____ // public field next
};
```

C++'s Standard Template Library (STL)

Containers, iterators, algorithms (sort, find, etc.), numerics

- **general** – .begin(), .end(), .size(), .erase()
- **template <class T> class std::vectors** – .operator[](), .push_back(), .pop_back()
- **template <class T> class std::list** – .push_back(), .pop_back(), .push_front(), .pop_front(), .sort()
- **template <class Key, class T> class std::map** – .operator[](), .insert(), .find(), .count()
- **template <class T1, class T2> struct std::pair** – .first, .second

Exercise 2) Standard Template Library

Complete the function ChangeWords below. This function has as inputs a vector of strings, and a map of <string, string> key-value pairs. The function should return a new vector<string> value (not a pointer) that is a copy of the original vector except that every string in the original vector that is found as a key in the map should be replaced by the corresponding value from that key-value pair.

Example: if vector words is {"the", "secret", "number", "is", "xlii"} and map subs is {"secret", "magic"}, {"xlii", "42"}}, then ChangeWords(words, subs) should return a new vector {"the", "magic", "number", "is", "42"}.

Hint: Remember that if m is a map, then referencing m[k] will insert a new key-value pair into the map if k is not already a key in the map. You need to be sure your code doesn't alter the map by adding any new key-value pairs. (Technical nit: subs is not a const parameter because you might want to use its operator[] in your solution, and [] is not a const function. It's fine to use [] as long as you don't actually change the contents of the map subs.)

Write your code below. Assume that all necessary headers have already been written for you.

```
using namespace std;
vector<string> ChangeWords(const vector<string>& words,
                           map<string,string>& subs) {

}
}
```

Exercise 3) STL Debugging [extra]

Here is a little program that has a small class `Thing` and main function (assume that necessary `#includes` and `using namespace std;` are included).

```
class Thing {
public:
    Thing(int n): n_(n) { }
    int getThing() const { return n_; }
    void setThing(int n) { n_ = n; }
private:
    int n_;
};

int main() {
    Thing t(17);
    vector<Thing> v;
    v.push_back(t);
}
```

This code compiled and worked as expected, but then we added the following two lines of code (plus the appropriate `#include <set>`):

```
set<Thing> s;
s.insert(t);
```

The second line (`s.insert(t)`) failed to compile and produced dozens of spectacular compiler error messages, all of which looked more-or-less like this (edited to save space):

```
In file included from string:48:0, from bits/locale_classes.h:40, from
bits/ios_base.h:41, from ios:42, from ostream:38, from /iostream:39, from
thing.cc:3: bits/stl_function.h: In instantiation of 'bool
std::less<_Tp>::operator()(const _Tp&, const _Tp&) const [with _Tp =
Thing]': <<many similar lines omitted>> thing.cc:37:13: required from here
bits/stl_function.h:
387:20: error: no match for 'operator<' (operand types are 'const Thing'
and 'const Thing') { return __x < __y; }
```

What on earth is wrong? Somehow class `Thing` doesn't work with `set<Thing>` even though `insert` is the correct function to use here. (a) What is the most likely reason, and (b) what would be needed to fix the problem? (Be brief but precise – you don't need to write code in your answer, but you can if that helps make your explanation clear.)

T9 Example

Before smart phones, mobile phones used a predictive text system called T9, based on the mapping of a single numpad key to any of the corresponding letters shown in the image to the right. Note that the '1', '*', and '#' keys won't be used and that '0' corresponds to [Space].

Example: a user would type '8', then '4', then '3' to get the word "the", though it could also predict longer words like "they" or "there". We will use C++ STL to generate our T9 predictive dictionary! The top of our file is shown below so that you are aware of what is globally available:

```
#include <iostream>
#include <string>
#include <vector>
#include <map>
using namespace std;
```

Our T9 class also has a field `map<char, char> letters_to_keys`, which maps letters to their corresponding number on the T9 keyboard. For this exercise, assume this map has already been initialized for you.

- a) Complete the function to add a mapping from *each* prefix to the string itself to `predictions`. Assume the passed-in word is always lowercase. You may find the string member function `string substr(size_t pos, size_t len)` useful, which returns the substring of length `len` starting from position `pos`

```
map<string, vector<string>> predictions; // global prediction map.
void AddPrefixesToPredictions(const string& word) {
```

```
}
```

b) Complete the function below to print out the contents of `predictions`. For example, if we've added "a" and "ax", it should print out the following (note the formatting):

```
2 : a, ax,  
29 : ax,
```

```
void PrintPredictions() {
```

```
}
```