Give a few words/adjectives to describe how you feel about C++ so far.

(open-ended question)
C++ STL, Smart Pointers Intro
CSE 333 Winter 2023

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Relevant Course Information

❖ Exercise 7 is due Wednesday (2/8)

❖ Homework 3 released today, due 2/23
  ▪ Now in C++, but interfacing with the HW1 & HW2 C code!

❖ Midterm starts Thursday (2/9) and runs until end of Saturday (2/11)
  ▪ **Topics:** everything up through hw2 and ex7
  ▪ Gradescope quiz – can open, close, & submit as much as you want
  ▪ Written short-answer questions
    • Look at questions *early* so you can mull them over
  ▪ Some discussion allowed if following the *Gilligan’s Island Rule*
Lecture Outline

❖ STL (finish)
  ▪ List
  ▪ Map

❖ Smart Pointers Intro
STL `list`

- A generic doubly-linked list
  - [https://cplusplus.com/reference/list/list/](https://cplusplus.com/reference/list/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
  - [https://cplusplus.com/reference/map/map/](https://cplusplus.com/reference/map/map/)
  - 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 $\mathcal{O}(1)$
    - 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 deletes the pointer
  - Overloaded * and -> operators that access the pointer
ToyPtr Class Template

```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

};

#define TOYPTR_H_  // TOYPTR_H_
```

ToyPtr.cc
ToyPtr Example

```
#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 raw ("not smart") 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 (broke the Rule of Three!)
  ▪ Reassignment (broke the Rule of Three!)
  ▪ 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?