Poll Everywhere

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

Instructor: Justin Hsia

Teaching Assistants:
Adina Tung
James Froelich
Noa Ferman
Saket Gollapudi
Timmy Yang
Zhuochun Liu

Danny Agustinus
Lahari Nidadavolu
Patrick Ho
Sara Deutscher
Wei Wu

Edward Zhang
Mitchell Levy
Paul Han
Tim Mandzyuk
Yiqing Wang
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
#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 ($\mathcal{O}(\log n)$) and insertion ($\mathcal{O}(\log n)$)
    - 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
#include <map>

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)); // equivalent behavior
    table[c] = d;
    table[e] = f;
    cout << "table[e]:" << table[e] << endl;
    it = table.find(c); // returns iterator (end if not found)
    // should check if found here before accessing element
    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
Basic map Usage

- animals.cc

- https://www.youtube.com/watch?v=jofNR_WkoCE
Homegrown `pair<>`

Usage we've seen:

```cpp
pair<std::string, std::string> p;
p.first
p.second
```

template <typename T1, typename T2> struct Pair {
   // methods here - ctor, cctor, op=, dtor as needed
   T1 first;
   T2 second;
};

Note: just a bag of data, so struct works instead of class
It automatically makes `first` & `second` public
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

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❖ 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
#ifndef TOYPTR_H_
define TOYPTR_H_

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

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

private:
    T* ptr_;  // points to something in heap // 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 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; // (1,2)
    std::cout << "  leak->x: " << leak->x << std::endl; // 1
    std::cout << "  *notleak: " << *notleak << std::endl; // (1,2)
    std::cout << "notleak->x: " << notleak->x << std::endl; // 1

    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?