

## CSC 539 REVIEW SHEET: C++ Classes & Libraries

- string class

```
#include <string>
```

construct with no arguments, e.g., `string str1, str2;`

member functions include:

```
int length(); // returns number of chars in string
char at(int index); // returns character at specified index
// note: indexes start at 0
int find(string substring, int startpos = 0);
// returns position of first occurrence of
// substring, starting at startpos
// returns string::npos if not found
int find(char ch, int startpos = 0);
// similarly finds a character
string substr(int startpos, int size);
// returns substring starting at startpos,
// of length size
void insert(int startpos, string substring);
// inserts substring at startpos position
void delete(int startpos, int size);
// removes substring starting at startpos,
// of length size
char[] c_str(); // returns the underlying C-style string,
// needed for library routines/classes that
// require C-style strings (e.g., ifstream)
```

operators include:

```
+ // concatenation
= // assignment
== != < <= > >= // relational operators (dictionary ordering)
```

### EXAMPLE CODE:

```
string str1 = "foobar"; // DECLARES & ASSIGNS str1
str1 = str1 + "oo"; // SETS str1 = "foobaroo"
cout << str1.length() << endl; // OUTPUTS 8

for (int i = 0; i < str1.length(); i++) { // DISPLAYS "ooraboof"
    cout << str1.at(str1.length()-i-1); // (THE STRING REVERSED)
}
cout << endl;

cout << str1.find("oo") << endl; // OUTPUTS 1
cout << str1.find("oo", 3) << endl; // OUTPUTS 6
cout << str1.find("ooo") << endl; // OUTPUTS string::npos
// (which is usually MAX_INT)

string str2;
cin >> str2;
if (str1.find(str2) < str1.length()) { // DETERMINES IF str2 IS A
    cout << str1 << " contains " << str2 << endl; // SUBSTRING OF str1
}

str1 = str1.substr(0, 6); // SETS str1 = "foobar"

str1.insert(3, "lish"); // SETS str1 = "foolishbar"

str1.erase(3, 4); // SETS str1 = "foobar"
```

- vector class (templated)      #include <vector>

construct with one argument, the vector size e.g.,      vector<int> nums(100);  
*if no size is specified, 0 items will be allocated*      vector<int> empty;

member functions include:

```
int size();                    // returns size of vector
void resize(int newsize); // resizes the vector to newsize,
                              // copying any old entries

void push_back(const <TYPE> & item);
                              // adds item to end of vector
void pop_back();             // removes item at end of vector
<TYPE> & back();             // returns item at end of vector
```

operators include:

```
[]                            // indexing (note: first item at index 0)
=                             // assignment
```

*Note:* push\_back, pop\_back, and back provide the three standard operations of a stack (push, pop, and top, respectively). Thus, you can use a vector when you want the behavior of a stack.

*Also:* push\_back is useful when you want to read in a sequence of values and store them as you go. You can start with an empty vector, then repeatedly add to the end using push\_back. Once values have been read in, you can access the elements using [].

### EXAMPLE CODE:

```
vector<int> nums(5);                                            // DECLARES VECTOR OF 5 INTS
for (int i = 0; i < nums.size(); i++) {                    // STORES SQUARES IN VECTOR
    nums[i] = i*i;                                            // (0, 1, 4, 9, 16)
}

nums.resize(10);                                            // RESIZES TO STORE 10 INTS
for (int j = 5, j < nums.size(); j++) {                    // STORES SQUARES IN NEW SPOTS
    nums[j] = j*j;                                            // (25, 36, 49, 64, 81)
}

int sum = 0;
for (int k = 0; k < nums.size(); k++) {                    // SUMS UP ALL 10 SQUARES
    sum += nums[k];
}

vector<string> words;                                        // CREATES EMPTY VECTOR
string input;
cin >> input;
while (input != "DONE") {                                    // REPEATEDLY READS IN INPUT
    words.push_back(input);                                // AND ADDS TO END OF VECTOR
    cin >> input;                                            // UNTIL "DONE" IS READ
}

for (int n = 0; n < words.size(); n++) {                    // DISPLAYS ALL WORDS IN VECTOR
    cout << words[n] << endl;
}
```

```

// Demonstration program to show the use of strings and vectors.
//
// The program reads in strings and displays statistics, including the
// total number of words, total number of unique words, and longest and
// shortest word lengths. It terminates on the END-OF-INPUT character
// (^Z for Windows, ^D for UNIX).
//
// Author: Dave Reed
//
/////////////////////////////////////////////////////////////////

#include <iostream> // NEEDED for cin, cout
#include <string> // NEEDED for string
#include <vector> // NEEDED for vector
using namespace std;

int main()
{
    int totalWords = 0;
    int longest = 0, shortest = 10000; // ASSUMES NO STRING > 10000 CHARS
    vector<string> unique; // CREATES DEFAULT VECTOR, SIZE 0

    string str; // READ STRINGS (DELIMITED BY
    while (cin >> str) { // WHITESPACE) UNTIL ^Z
        totalWords++; // UPDATE TOTAL # OF WORDS

        if (str.length() > longest) { // UPDATE LONGEST WORD IF NEC.
            longest = str.length();
        }
        if (str.length() < shortest) { // UPDATE SHORTEST WORD IF NEC.
            shortest = str.length();
        }

        bool found = false; // SEARCH FOR WORD IN
        for (int i = 0; i < unique.size(); i++) { // VECTOR OF UNIQUE WORDS
            if (unique[i] == str) { // SO FAR.
                found = true; // SET FLAG AND EXIT LOOP
                break; // IF FOUND.
            }
        }
        if (!found) { // IF NOT FOUND,
            unique.push_back(str); // ADD TO END OF VECTOR
        }
    }

    cout << "Total number of words = " << totalWords << endl;
    cout << "Number of unique words = " << unique.size() << endl;
    if (totalWords > 0) {
        cout << "The shortest word was length " << shortest << endl;
        cout << "The longest word was length " << longest << endl;
    }

    return 0;
}

```

- **ifstream and ofstream classes** #include <fstream>  
 ifstream is an input file stream (for reading data from a file)  
 ofstream is an output file stream (for writing data to a file)

construct with one argument, a C-style string, e.g.,

```
ifstream instr("foo.in");           ofstream ostr("foo.out");

string infile = "foo.in";           string outfile = "foo.out";
ifstream instr(infile.c_str());     ofstream ostr(outfile.c_str());
```

can read from/write to files streams just like standard streams

```
instr >> x;                          ostr << "Howdy" << endl;
```

when done with an fstream, should close it

```
instr.close();                        ostr.close();
```

note: the `getline` function takes an input stream and a string variable as arguments, and reads an entire line of text from that file into the string, e.g.,

```
string line1, line2;
getline(cin, line);           // reads line1 from standard input
getline(instr, line2);       // reads line2 from file
```

```
// Demonstration program to show the use of input and output streams to
// read from and write to files.
//
// The program reads in lines of text from an input file (foo.txt) and
// echoes the lines to an output file (copy.txt), effectively copying
// the file one line at a time.
//
// Author: Dave Reed

#include <iostream>
#include <fstream>
#include <string>
using namespace std;

int main()
{
    ifstream istr("foo.txt"); // OPEN INPUT STREAM, CONNECTED TO foo.txt
    ofstream ostr("copy.txt"); // OPEN OUTPUT STREAM, CONNECTED TO copy.txt

    string line;
    while (getline(istr, line)) { // REPEATEDLY READ LINE OF TEXT FROM FILE
        ostr << line << endl;    // ECHO LINE TO OUTPUT FILE (WITH endl)
    }

    istr.close();              // CLOSE INPUT STREAM
    ostr.close();              // CLOSE OUTPUT STREAM

    return 0;
}
```



cctype                    library of routines for manipulating and testing characters

bool isalpha(ch)    returns true if ch is alphanumeric  
bool isupper(ch)    returns true if ch is an upper case letter ('A'..'Z')  
bool islower(ch)    returns true if ch is a lower case letter ('a'..'z')  
bool isdigit(ch)    returns true if ch is a digit ('0'..'9')  
bool isspace(ch)    returns true if ch is whitespace (space, tab, CR)  
bool ispunct(ch)    returns true if ch is a punctuation mark

char toupper(ch)    returns upper case version of ch (or just ch if not a letter)  
char tolower(ch)    returns lower case version of ch (or just ch if not a letter)

iomanip                  library of I/O manipulators

setiosflags(ios::fixed) sets flags so that real values are displayed with a fixed number of digits  
setprecision(N)        sets flags so that real values are displayed with N digits to the right of the decimal place  
setw(N)                sets flags so that next value displayed will be right-justified in a field of N characters (useful for aligning columns)

```
#include <iostream>
#include <fstream>
#include <string>
#include <iomanip>
using namespace std;

int main()
{
    ifstream istr("words.txt");                    // OPEN INPUT STREAM, CONNECTED TO words.txt

    int spaceCount = 0, digitCount = 0,            // INITIALIZE COUNTERS
        alphaCount = 0, totalCount = 0;

    string line;
    while (getline(istr, line)) {                  // REPEATEDLY READ LINE OF TEXT FROM FILE
        for (int i = 0; i < line.length(); i++) { // FOR EACH CHARACTER IN THE LINE,
            if (isalpha(line.at(i))) {            // IF IT'S A LETTER, INCR. COUNT
                alphaCount++;                    //
            }
            else if (isdigit(line.at(i))) {        // IF IT'S A DIGIT, INCR. COUNT
                digitCount++;                    //
            }
            else if (isspace(line.at(i))) {        // IF IT'S A SPACE, INCR. COUNT
                spaceCount++;                    //
            }
        }
        totalCount += line.length();              // INCREMENT TOTAL CHAR COUNT
    }

    istr.close();                                  // CLOSE INPUT STREAM

    cout << setiosflags(ios::fixed) << setprecision(1); // FIX TO 1 DIGIT TO RIGHT
    // OF DECIMAL PLACE

    cout << "Total # of chars: " << totalCount << endl;
    cout << " # of letters: " << setw(5) << alphaCount // DISPLAY ALIGNED COUNTS
    << " (" << (alphaCount * 100.0)/totalCount << "%)" << endl;
    cout << " # of digits : " << setw(5) << digitCount
    << " (" << (digitCount * 100.0)/totalCount << "%)" << endl;
    cout << " # of spaces : " << setw(5) << spaceCount
    << " (" << (spaceCount * 100.0)/totalCount << "%)" << endl;

    return 0;
}
```