Basic Array Implementation

CS 311 Data Structures and Algorithms

Lecture Slides

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Unit Overview
Data Handling & Sequences

Topics

- ✓ Data abstraction
- ✓ Introduction to Sequences
- ✓ Interface for a smart array
- Basic array implementation
- Exception safety
- Allocation & efficiency
- Generic containers
- Node-based structures
- More on Linked Lists
- Sequences in the C++ STL
- Stacks
- Queues

Smart Arrays

Linked Lists

Review

Review
Where Are We? — The Big Challenge

Our problem for most of the rest of the semester:

- Store: A collection of data items, all of the same type.
- Things we need to be able to do:
  - Access items [single item: retrieve/find, all items: traverse].
  - Add new item [insert].
  - Eliminate existing item [delete].
- Time & space efficiency are desirable.

A solution to this problem is a **container**.

In a **generic container**, client code can specify the value type.

Review
Data Abstraction

Abstract data type (**ADT**):

- A **collection of data**, along with a **set of operations** on that data.
- Independent of implementation and programming language.
- Examples: Sequence, SortedSequence.

Data structure

- A construct within a programming language that stores a collection of data.
- Examples: Array, Linked List.

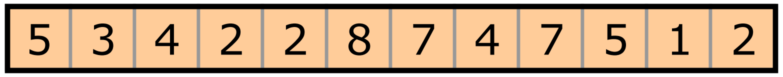
Class

- A feature in C++ and some other programming languages, aimed at facilitating OOP.
- In C++, we often implement a data structure using a class. However, we are not *required* to.
- Examples: `std::vector<int>`, `std::list<double>`.

Review
Introduction to Sequences

A **Sequence** is a collection of items that are in some order.

We will restrict our attention to **finite** Sequences in which all items have the same type.



We defined an ADT **Sequence**.

- Data. An ordered list, all items the same type, indexed by 0, …, *size*–1.
- Operations. CreateEmpty, CreateSized, Destroy, Copy, LookUpByIndex, Size, Empty, Sort, Resize, InsertByPos, RemoveByPos, InsertBeg, RemoveBeg, InsertEnd, RemoveEnd, Splice, Traverse, Swap.

Review
Interface for a Smart Array — Introduction

We wish to implement a Sequence in C++ using a **smart array**. It will know its size, be able to copy itself, etc. It will also be able to *change* its size.

Your job in Assignment 5 will be to finish this implementation.

Basic Ideas

- Use a C++ class. An object of the class implements a single Sequence.
- Use iterators, operators, ctors, and the dctor in conventional ways.
- *Every* function in the interface should exist in order to implement, or somehow make possible, an ADT operation.

Review
Interface for a Smart Array — Summary

Ctors & Dctor

- Default ctor
- Ctor given size
- Copy ctor
- Move ctor
- Dctor

Member Operators

- Copy assignment
- Move assignment
- Bracket

Global Operators

None

Named Global Functions

None

Named Public Member Functions

- `size`
- `empty`
- `begin`
- `end`
- `resize`
- `insert`
- `erase`
- `push_back`
- `pop_back`
- `swap`

All design decisions so far have been made exactly the same as in `std::vector`—except that `vector` has other public members, too.

Basic Array Implementation

Basic Array Implementation
Introduction

Now we begin implementing a smart array using a C++ class. Its member functions will be as in the interface previously described.

As a convenience, we will also define public member *types*, to help client code deal with the data.

The public interface will be all that client code sees.

- Data are accessed only through this interface.
- The package provides no functions to client code other than those specified in the interface.
- We can write any *private* members we want.

Basic Array Implementation Design Decisions [1/2]

Call our class `FSArray` (Frightfully Smart Array).

What type should an array item be?

- Use `int` for the value type.
- This is just for now. You will make it generic in Assignment 5.

What type should the size of an array be?

- Use `std::size_t` for the size type.

How should we store the data?

- Store the data in a dynamically allocated array of `int`.
- Note. We could have used a separate RAII class, like `IntArray`.

How should we implement the iterators?

- Use pointers for iterators (`int *`, `const int *`).

What member types should we define?

- We want the types of all parameters and return values of package functions to be available to the client code.
- So: `value_type`, `size_type`, `iterator`, `const_iterator`.

Basic Array Implementation Design Decisions [2/2]

What data members should our array class have?

- Size of the array: `size_type _size;`
- Pointer to the array: `value_type * _data;`

What class invariants should it have?

- Member `_size` is nonnegative.
- Member `_data` points to an `int` array, allocated with `new []`, owned by `*this`, holding `_size` `int`s.

As we will see, the design outlined on these two slides actually has significant flaws—which may not be obvious.

What should `operator[]` return? Should it be const or not?

- We need two versions: non-const and const.
- These return `value_type &`, `const value_type &`, respectively.

What should `begin`, `end` return? Should they be const or not?

- As with `operator[]`, we need two versions: non-const and const.
- These return `iterator`, `const_iterator`, respectively.

Can we use automatically generated versions of the Big Five?

- No. We are directly managing an owned resource.

Basic Array Implementation
CODE

TO DO

- Write a skeleton form of class `FSArray`.
  - The package header & source files: `#ifndef`, `#include`, etc.
  - The class definition.
  - Definitions of all public types.
  - Prototypes and dummy definitions for all public functions. Use `explicit` and `noexcept` where appropriate.
- As time permits, begin implementing functionality.
  - Declarations of data members and comments indicating class invariants.
  - Definitions for functions that do not copy/move/swap or resize the array.
  - Definitions for member functions `push_back` & `pop_back`.

Done. See `fsarray.hpp` *&* `fsarray.cpp`*.*
See `fsarray_main.cpp` *for a program to compile the package with.*

We will improve `FSArray` over the next few days. In Assignment 5 you will turn it into a generic container and finish it.