

Collections, Part Three

Announcements

- Two handouts online
 - Assignment 2: Fun with Collections
 - Section Handout

Announcements

- Section assignments finalized ~5pm tonight.
- No class on Thursday
- No sections on Thursday. You have two options:
 - Go to the SCPD section in person
 - Watch SCPD section online

Lexicon

Lexicon

- A **Lexicon** is a container that stores a collection of words.
- No definitions are associated with the words; it is a “lexicon” rather than a “dictionary.”
- Contains operations for
 - Checking whether a word exists.
 - Checking whether a string is a prefix of a given word.

Tautonyms

- A **tautonym** is a word formed by repeating the same string twice.
 - For example: murmur, couscous, papa, etc.
- What English words are tautonyms?

Some Aa



One Bulbul



More than One Caracara



Introducing the Dikdik



tautonyms
(Pseudocode)

foreach

- You can loop the elements of any collection class using the **foreach** macro:

```
foreach (type var in collection) {  
    /* ... do something with var ...  
*/  
}
```

- **foreach** is **not** a part of standard C++; it's a *macro* that we've built to keep things simple.

tautonyms.cpp
(On Computer)

Anagrams

- Two phrases are **anagrams** of one another if they have the same letters, but in a different order.
- Examples:
 - Stanford University → A Trusty Finned Visor
 - Keith Schwarz → Zither Whacks
 - Dawson Zhou → Whoa! Zounds!
- **Question:** Given an English word, can we find all anagrams of that word?

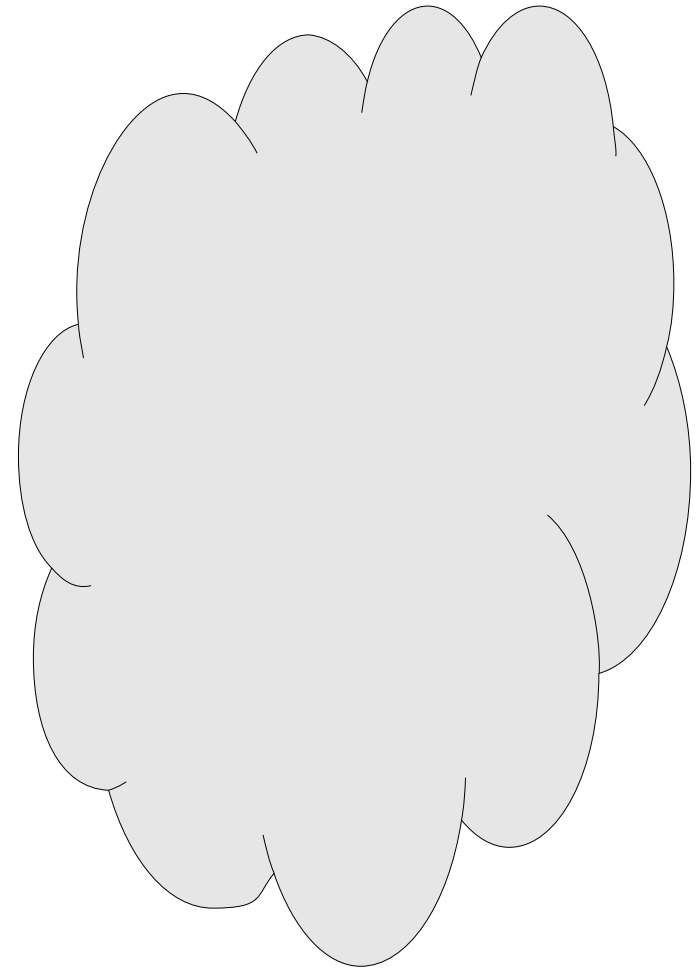
Anagram Clusters

- An **anagram cluster** is a set of words that are all anagrams of one another.
stop ↔ tops ↔ pots ↔ spot ↔ opts ↔ post
- If we want to find all anagrams of a word, we can find its anagram cluster, then list off all the words in that cluster.
- Two questions:
 - How do we store an anagram cluster?
 - How do we find the anagram cluster associated with a given word?

Set

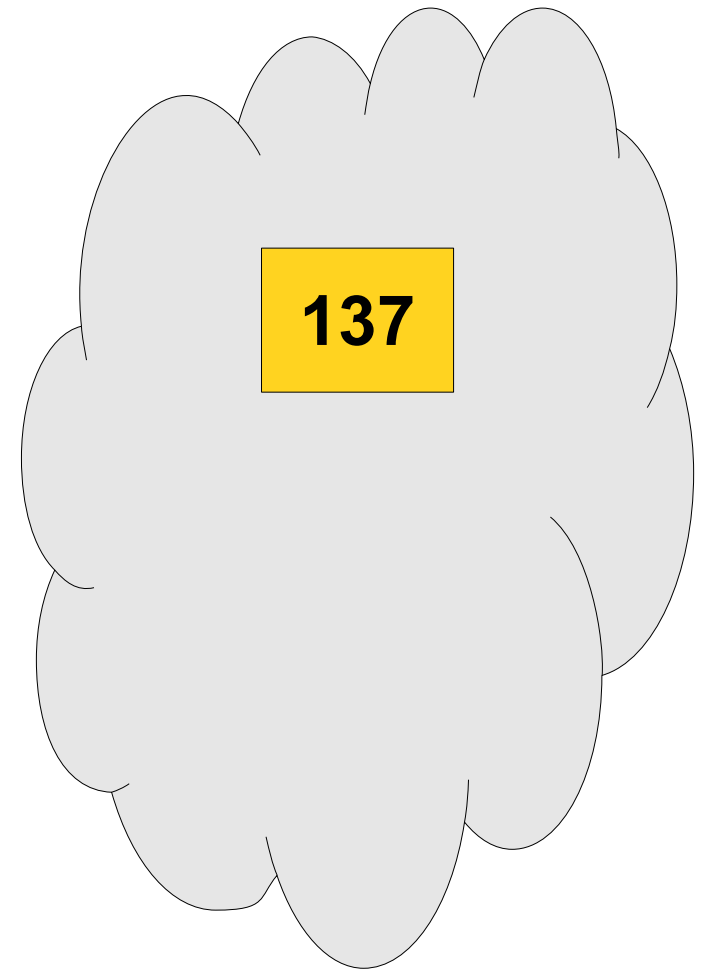
Set

- The **Set** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



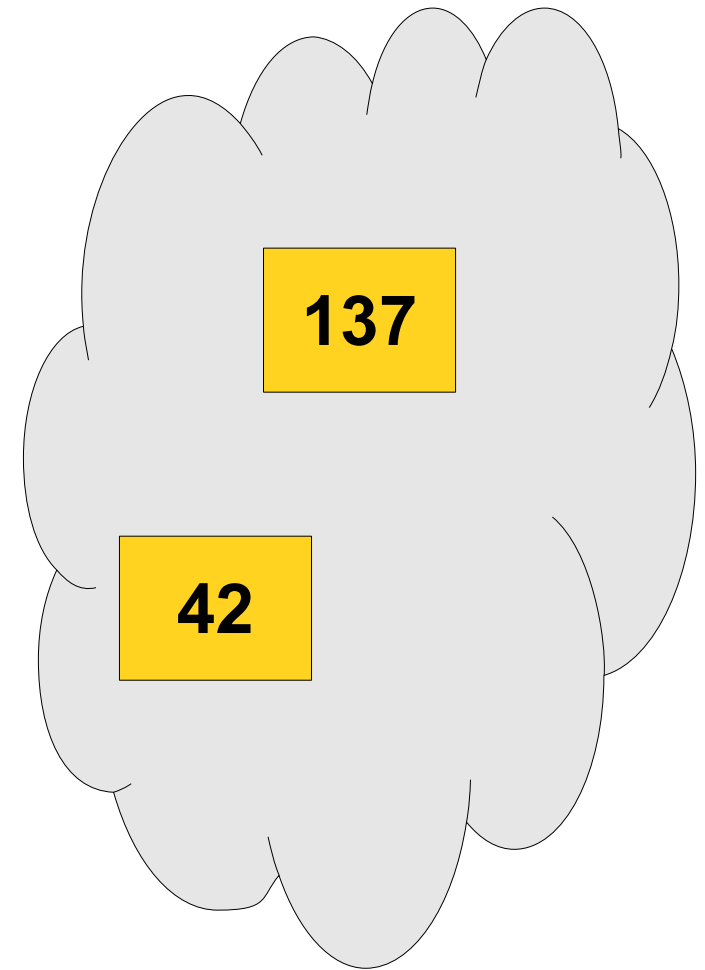
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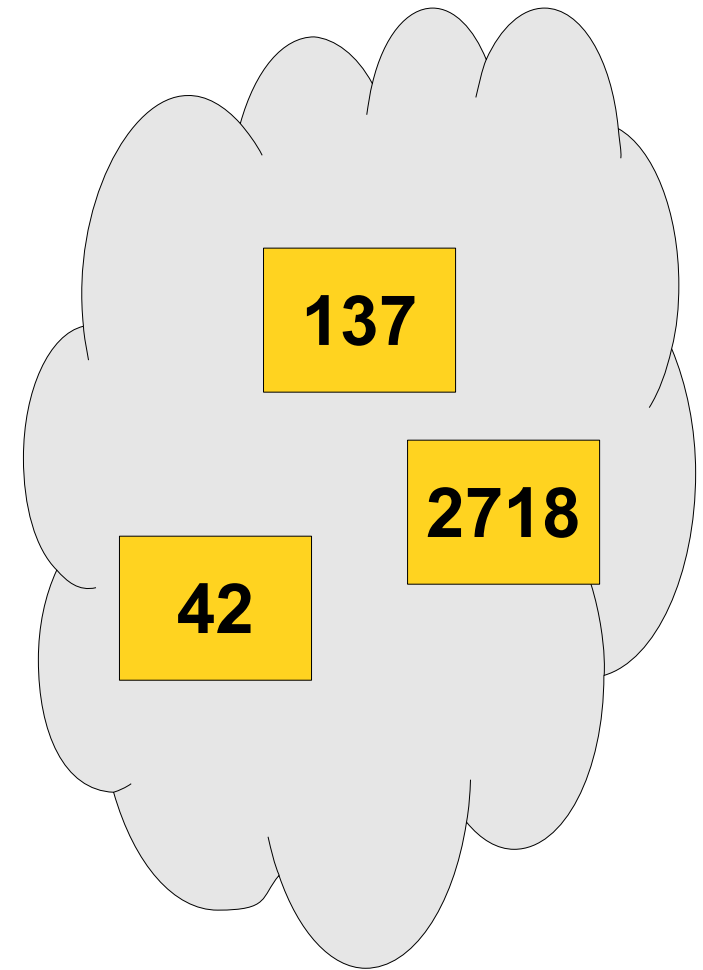
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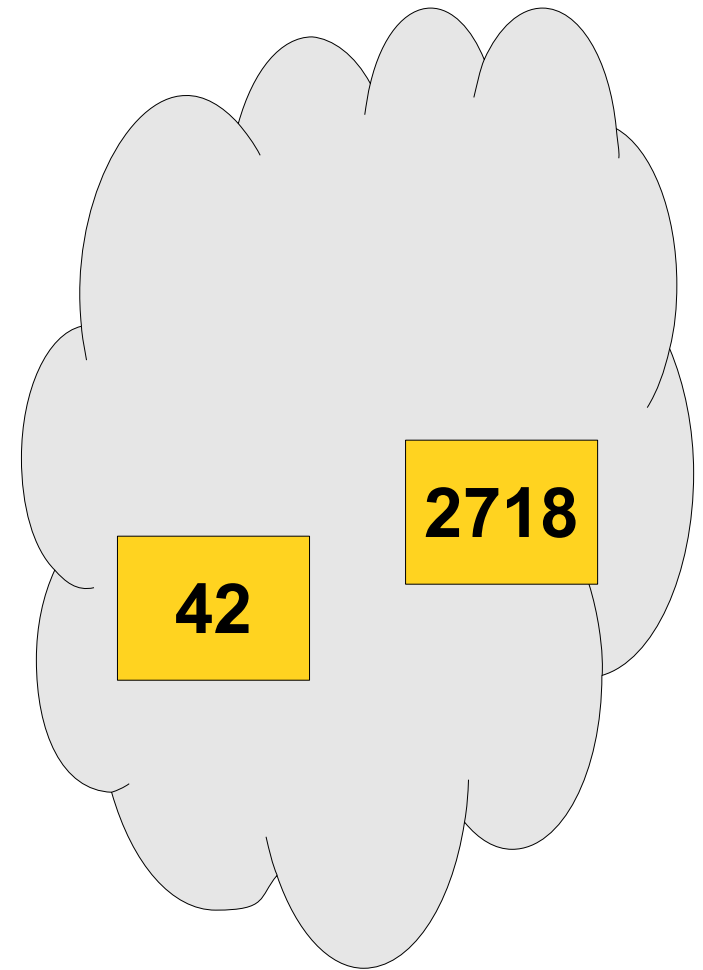
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Operations on Sets

- You can add a value to a set by writing
`set += value;`
- You can remove a value from a set by writing
`set -= value;`
- You can check if a value exists by writing
`set.contains(value)`
- Many more operations available (union, intersection, difference, subset, etc.), so be sure to check the documentation.

Set

```
Set<int> numbers;
```

```
numbers += 137;
```

```
numbers += 2718;
```

```
numbers += 42;
```

```
numbers += 42;
```

```
numbers -= 42;
```

Set

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Set<int> numbers;
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numbers += 137;
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numbers += 2718;
```

```
numbers += 42;
```

```
numbers += 42;
```

```
numbers -= 42;
```


Set

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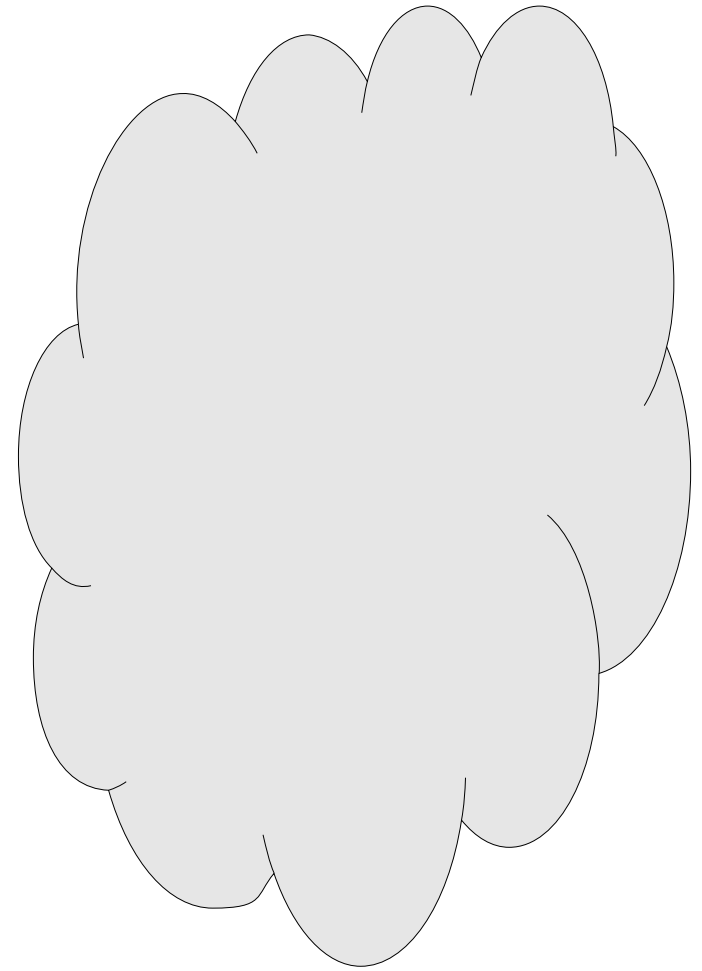
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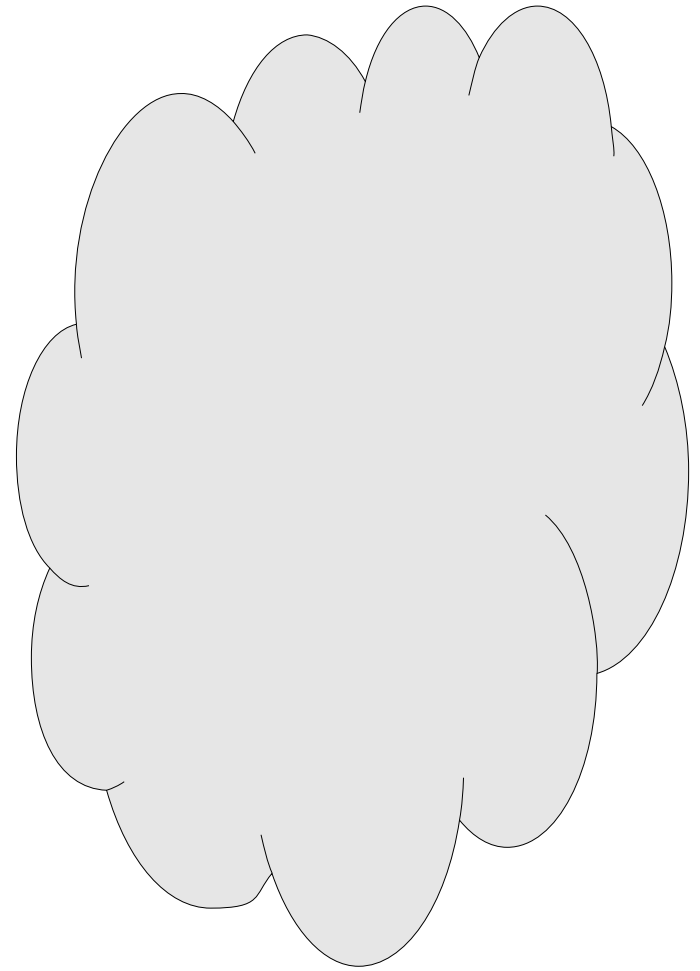
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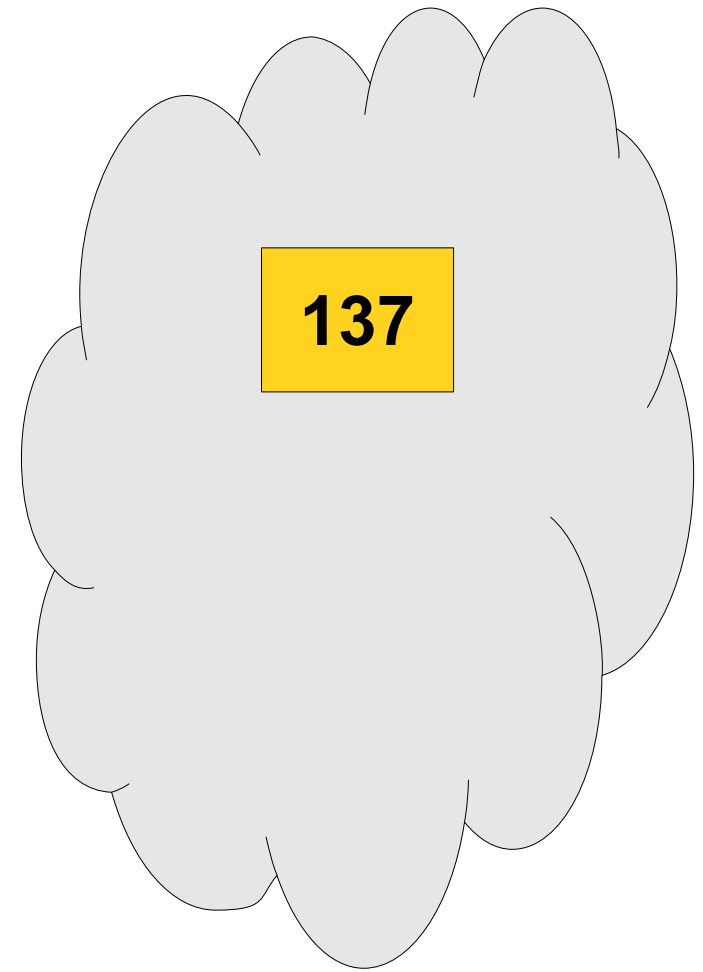
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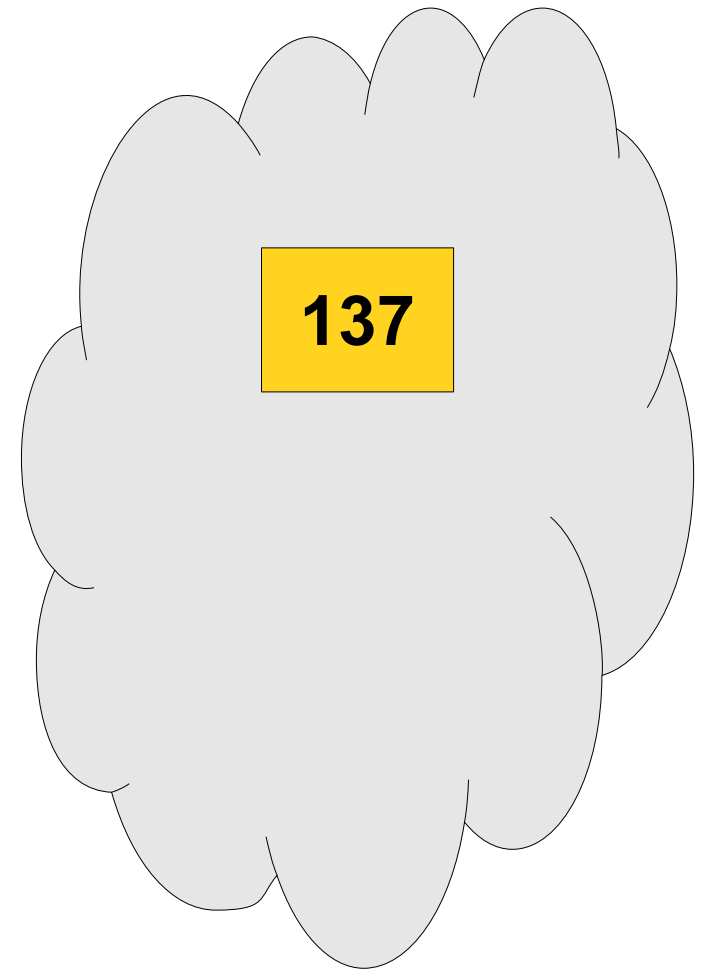
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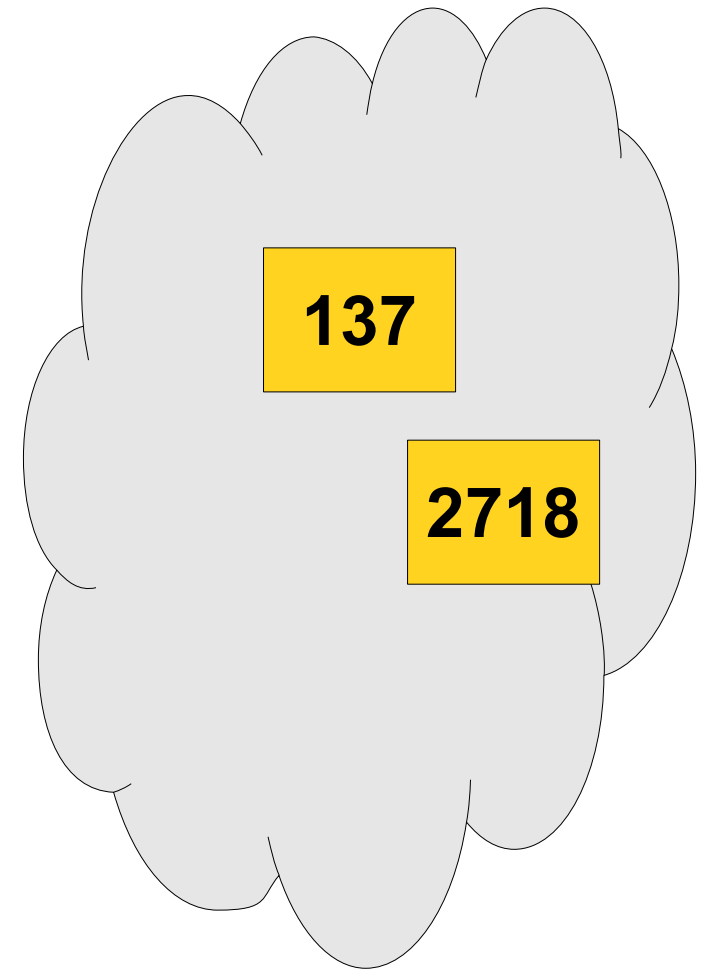
```
numbers += 42;
```

```
numbers -= 42;
```



Set

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numbers += 137;  
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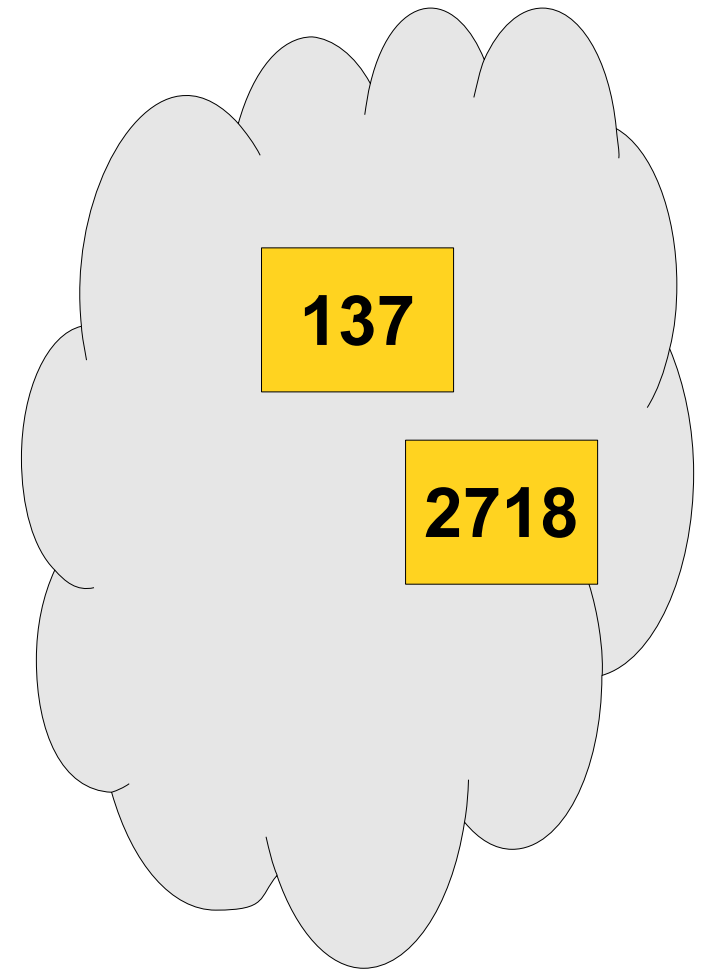
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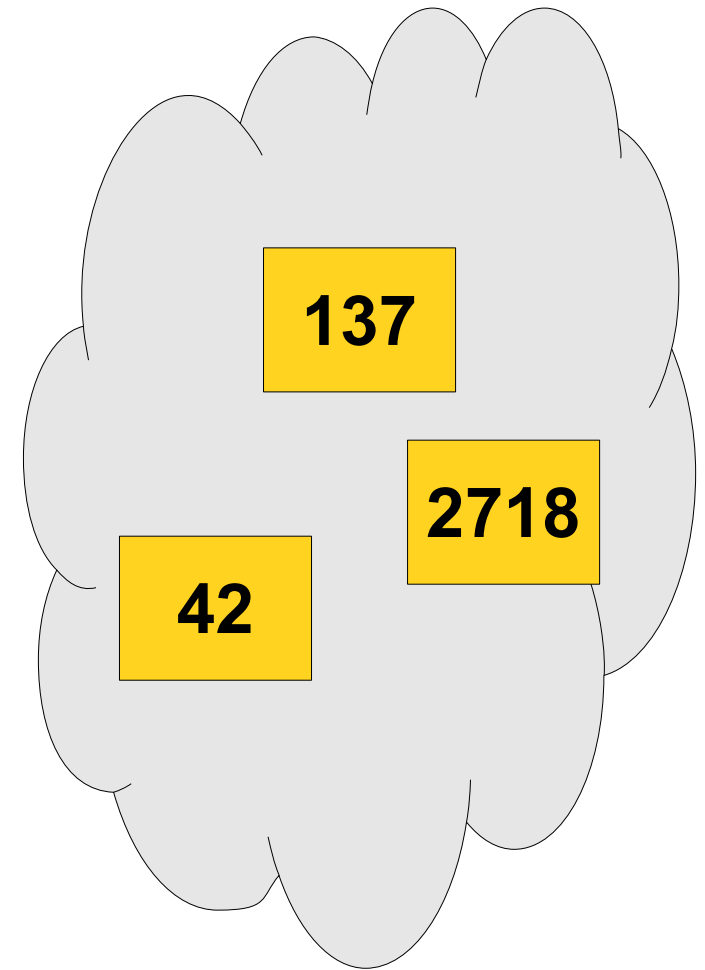
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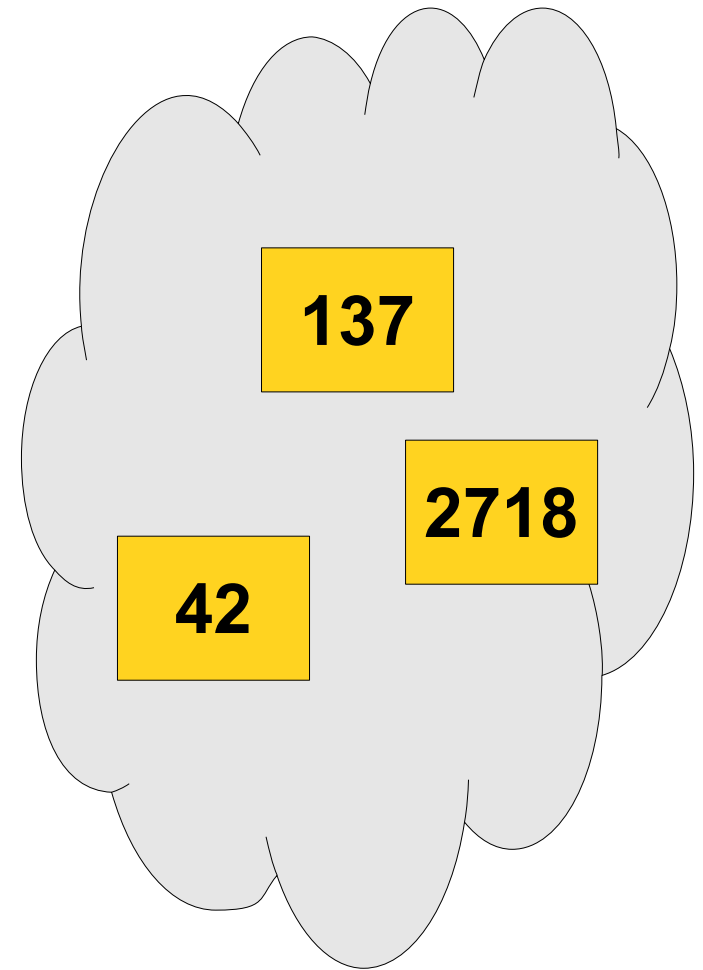
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Set

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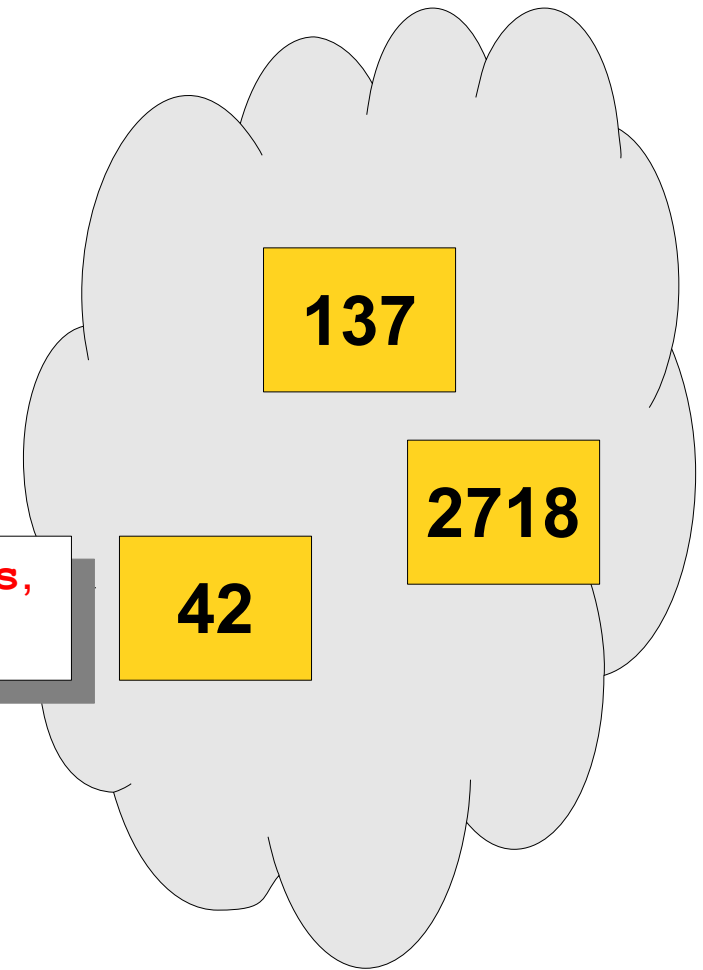
```
numbers += 2718;
```

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numbers += 42;
```

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numbers += 42;
```

```
numbers -= 42;
```

42 already in **numbers**,
no changes.



Set

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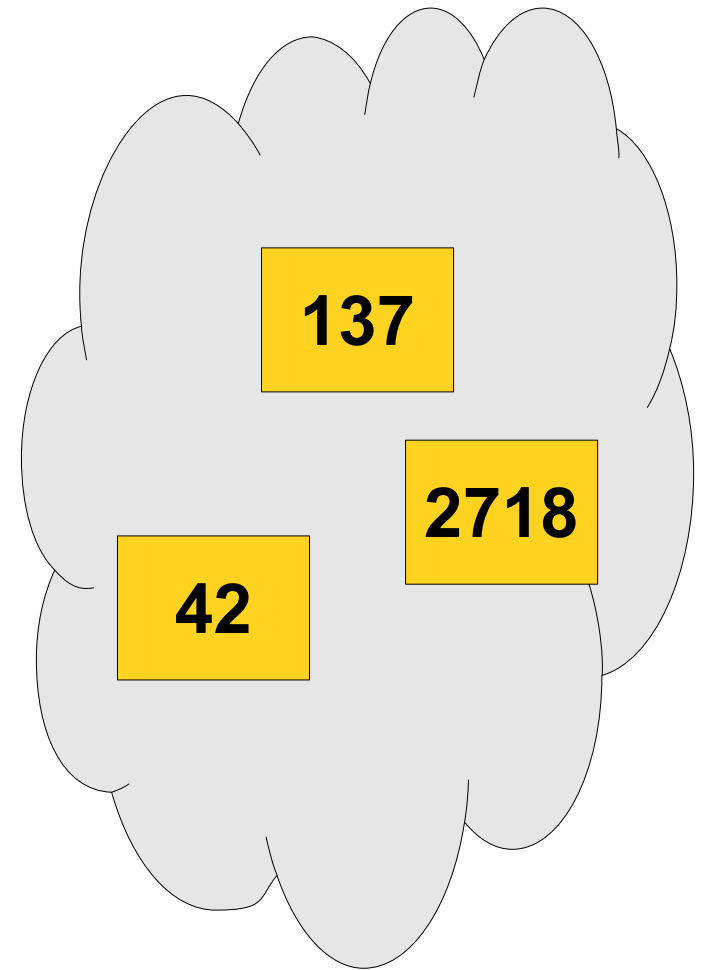
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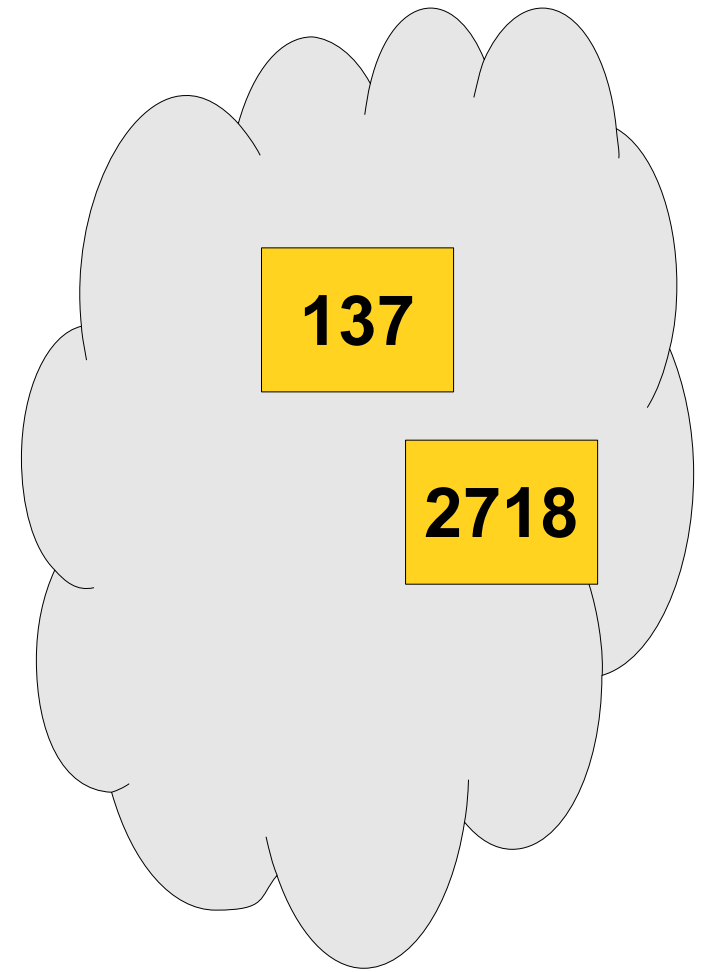
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```



Anagram Clusters

- We can store each anagram cluster as a `Set<string>`.
- We still need a way of associating words to anagram clusters.

Map

Map

- The **Map** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

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CS106B	Awesome!
--------	----------

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CS106B	Awesome!
Dikdik	Cute!

Map

- The **Map** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Awesome!
Dikdik	Cute!
Dijkstra	Pathfinding

Using the Map

- You can create a map by writing

```
Map<KeyType, ValueType> map;
```

- You can add or change a key/value pair by writing

```
map[key] = value;
```

If the key doesn't already exist, it is added.

- You can read the value associated with a key by writing

```
map[key]
```

If the key doesn't exist, it is added and associated with a default value.

- You can check whether a key exists by calling

```
map.containsKey(key)
```

Anagram Clusters

- We can use `Map<string, Set<string> >` to match strings to anagram clusters
 - Key: Some sort of unique identifier for each anagram cluster
 - Value: Set of words in the anagram cluster
- What should we use for the key? How can we uniquely identify an anagram cluster?

Sorting Letters

- One way to check whether two words are anagrams of one another is to reorder the letters into ascending order:

bleat → abelt

table → abelt

Sorting Letters

- One way to check whether two words are anagrams of one another is to reorder the letters into ascending order:

bleat → abelt

table → abelt

- **Idea:** Build a `Map<string, Set<string> >` to represent anagram clusters.
 - Each key is the letters of a word in sorted order.
 - Each value is the set of all words with those letters.

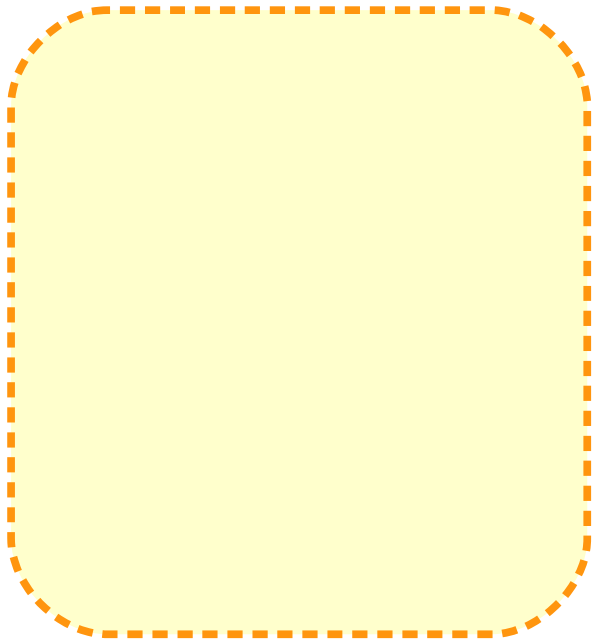
Counting Sort

Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

Counting Sort

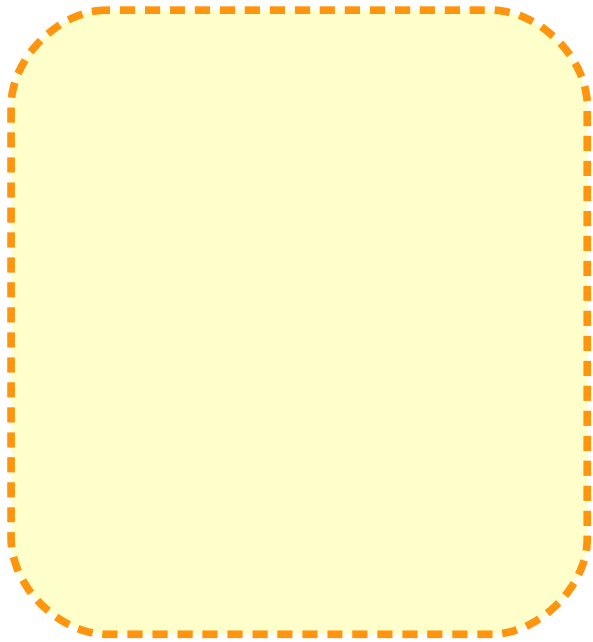
b	a	n	a	n	a
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`Map<char, int>`

Counting Sort

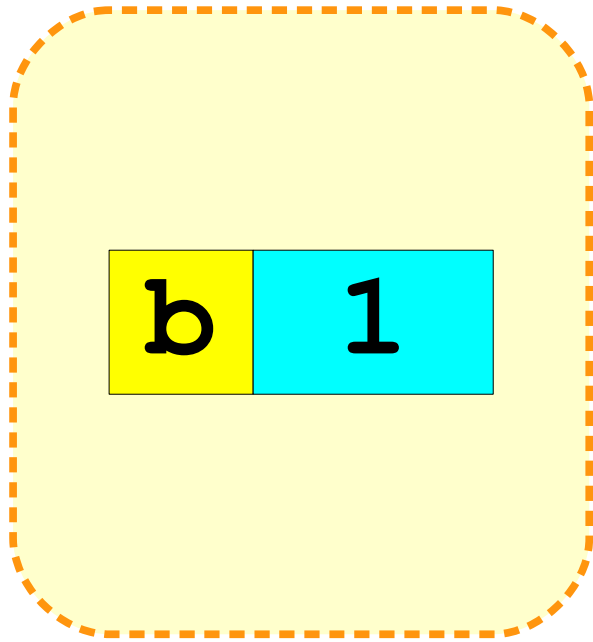
b	a	n	a	n	a
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`Map<char, int>`

Counting Sort

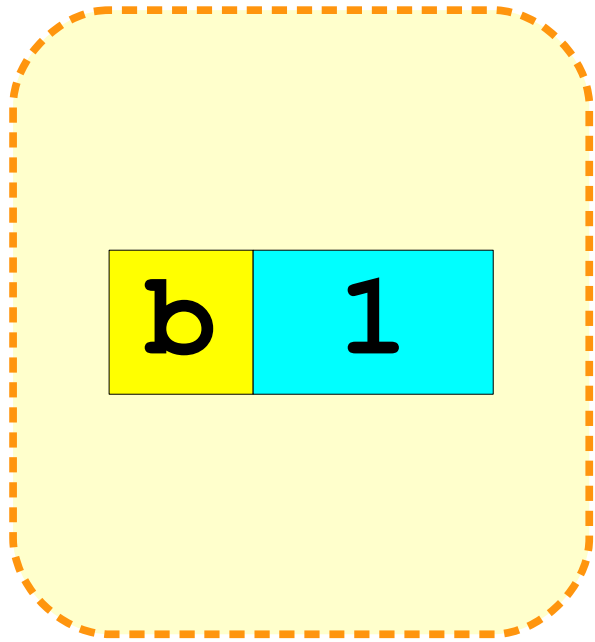
b a n a n a



`Map<char, int>`

Counting Sort

b a n a n a



`Map<char, int>`

Counting Sort

b a n a n a



a	1
b	1

`Map<char, int>`

Counting Sort

b a n a n a



a	1
b	1

`Map<char, int>`

Counting Sort

b a n a n a



a	1
b	1
n	1

`Map<char, int>`

Counting Sort

b a n a n a

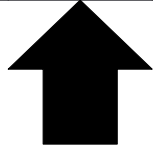


a	1
b	1
n	1

`Map<char, int>`

Counting Sort

b a n a n a



a	2
b	1
n	1

`Map<char, int>`

Counting Sort

b a n a n a

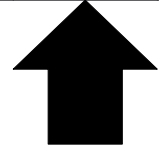


a	2
b	1
n	1

`Map<char, int>`

Counting Sort

b a n a n a



a	2
b	1
n	2

`Map<char, int>`

Counting Sort

b a n a n a



a	2
b	1
n	2

`Map<char, int>`

Counting Sort

b a n a n a



a	3
b	1
n	2

`Map<char, int>`

Ordering in `foreach`

- When using **`foreach`** to iterate over a collection:
 - In a **`Vector`**, **`string`**, or array, the elements are retrieved in order.
 - In a **`Map`**, the *keys* are returned in sorted order.
 - In a **`Set`** or **`Lexicon`**, the values are returned in sorted order.
 - In a **`Grid`**, the elements of the first row are returned in order, then the second row, etc. (this is called *row-major order*).

Counting Sort

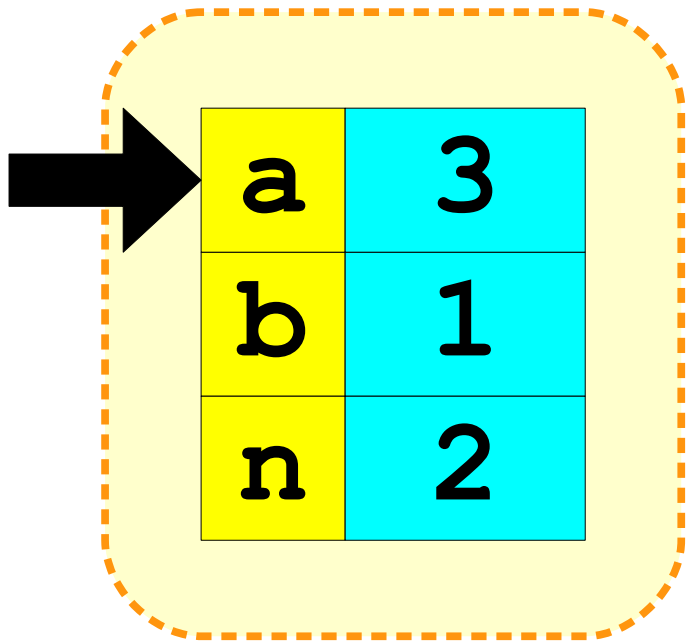
b a n a n a

a	3
b	1
n	2

`Map<char, int>`

Counting Sort

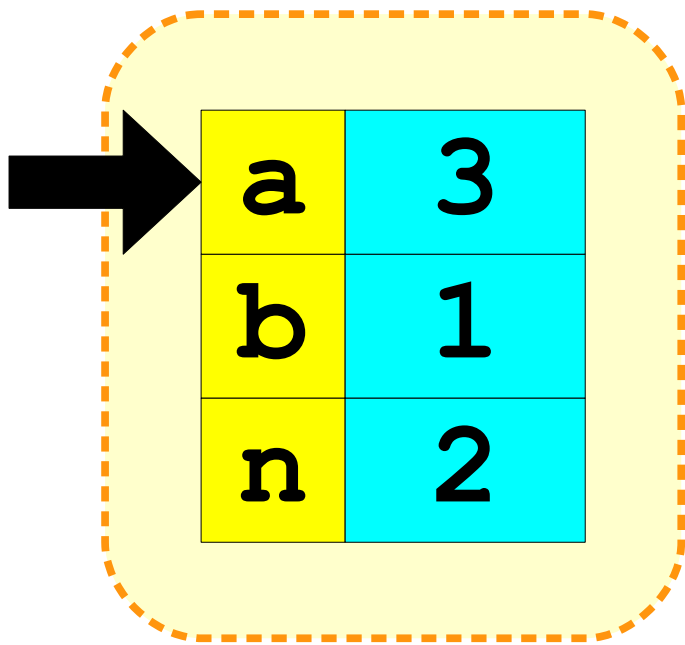
b a n a n a



`Map<char, int>`

Counting Sort

b a n a n a

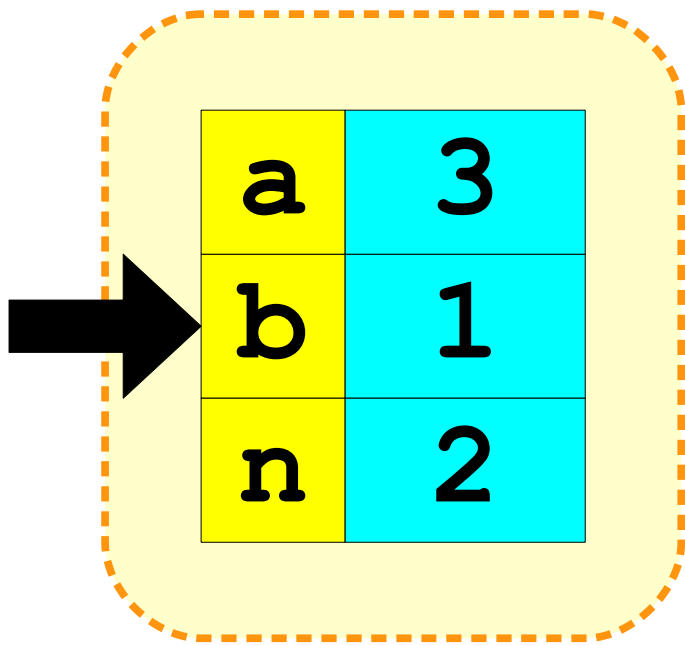


a a a

`Map<char, int>`

Counting Sort

b a n a n a

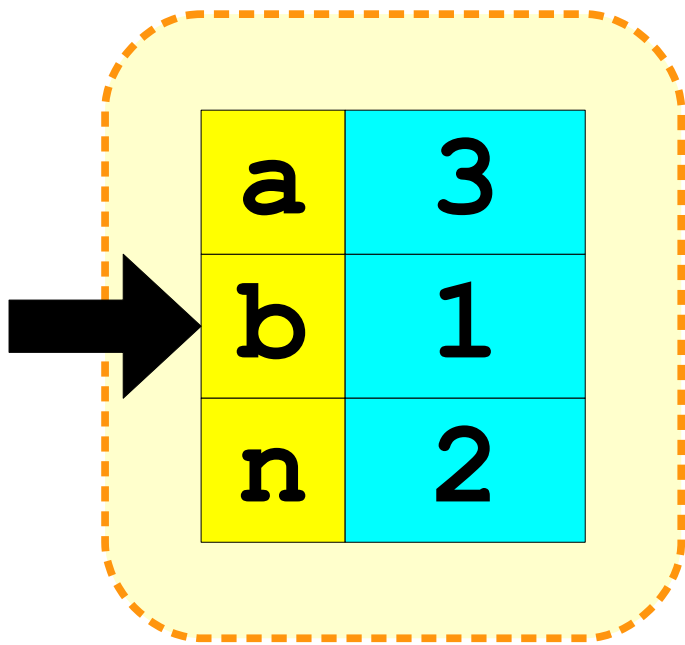


a a a

`Map<char, int>`

Counting Sort

b a n a n a

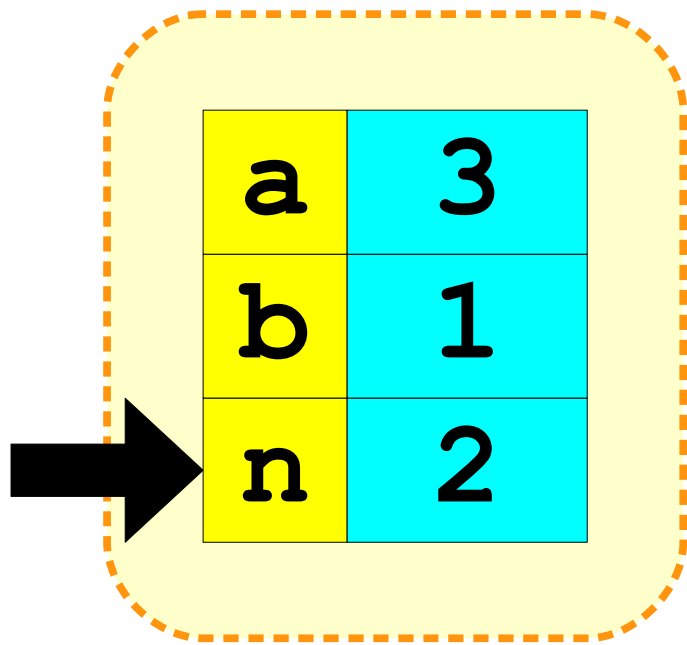


a a a b

`Map<char, int>`

Counting Sort

b a n a n a

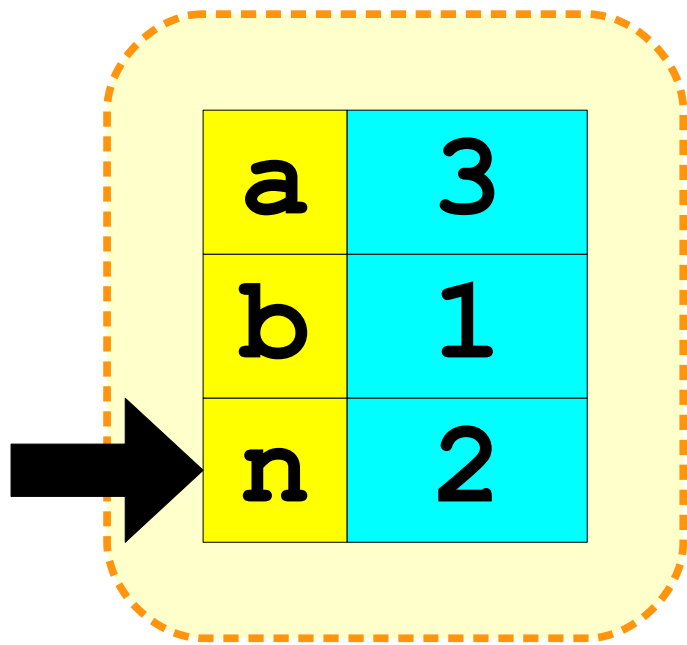


a a a b

`Map<char, int>`

Counting Sort

b a n a n a



`Map<char, int>`

a a a b n n

Counting Sort

b a n a n a

a	3
b	1
n	2

a a a b n n

`Map<char, int>`

sort()

anagram-clusters.cpp

(On Computer)

anagram-clusters
(Pseudocode)

anagram-clusters.cpp
(Computer)

foreach

- Friends don't let friends modify a collection when using `foreach` to iterate over it's elements
 - Will cause your program to crash.

```
Set<int> s;  
s += 1; s += 2;  
foreach (int i in s) {  
    s.remove(i); //ERROR!!!  
}
```

Lexicon **or** Set<string>?

- Both the Lexicon and Set<string> can be used to represent a collection of strings. So which should you use?
- It turns out that the Lexicon is better for storing very large collections of strings that *don't change over time*
 - Like words in a language
- Set<string> are much more general purpose.
 - We'll find out why in a couple weeks!

Next Time

- **Queue**
 - A data structure for waiting lines.
- **Password Security**
 - How do you properly store passwords?
 - And what on earth is a hash code?