Namespaces (Lab 12)

The Problem
We are going to work on making our own container class with dynamic memory. We are going to build our own version of a vector that is templated, as it should be.

Namespaces
We have talked a lot about namespaces but really haven't used them ourselves. It turns out we can easily define our own namespaces to separate code that we have defined from code in the standard library. We are going to do that here, define a namespace called student in which we will place a class vector. Though vector has the same name as in the STL, because we store it in our own namespace we can change just a single line of code to use our namespace student version of vector or the stl version.

Making a namespace
Turns out it is rather easy to make a namespace. You can enclose all the code you want to define in a namespace in brackets lead by a declaration of the namespace. For example:

```cpp
namespace student {
    template<typename T>
    class vector{
        ...
    }
}
```

Everything in curly brackets is now part of the student namespace. You can add things to the student namespace by simply adding other namespace student elements in the code. To use your new namespace (with your new vector class), you would use:

```cpp
student::vector
```

instead of

```cpp
std::vector
```

Multiple mains
We are going to do this in stages. To help with incremental development, we provide multiple lab12_mainX.cpp associated with it (lab12_main1.cpp, lab12_main2.cpp, etc.) so that you can test locally. You can then test with the various Mimir test cases afterwards.

Task 1
1. Create a lab12_vector.h file
   a. because we are creating a templated class, everything goes in the header. We won't have a vector.cpp.
2. In lab12_vector.h create a namespace student as described above.
3. In namespace student, create a templated vector class with the following private features:
a. a pointer data_ of template type which points to dynamically allocated memory
b. a size_t capacity_, default 10, which is the capacity of the vector. Remember, capacity is how many elements it could hold before having to grow.
c. a size_t size_, default 0, the number of elements actually in the vector.

4 methods

1. a 1-arg constructor with argument size_t capacity. It will do the following:
   a. set capacity_ to the argument (or 10 if no argument using the default)
   b. set size_ to 0
   c. set data_ to point to a dynamically allocated memory element of template type, and the size of that array will be the capacity_ value (default 10)
2. a 1-arg constructor with an initializer_list. It will do the following:
   a. set capacity_ and size_ to initializer_list.size()
   b. set data_ to point to a dynamically allocated memory element of template type, the size of which is the initializer_list.size().
   c. copy the values from the initializer_list to data_
      i. remember, the initializer_list should be of the template type.
3. a method size_t capacity()
   a. returns the capacity_ value
4. a method size_t size()
   a. returns the size_ value

Run this code against the main labeled lab12_main1.cpp. You can then try the first test on Mimir to confirm.

Task 2
Create two important methods

- void push_back(templatetype val);
- templatetype& operator[](size_t val);

Add these new declarations to lab12_vector.h and create the methods in the namespace student

push_back

Takes a single parameter of template type and adds it to the end of the vector. Remember the special functionality of push_back. It adds the provided parameter to the end of the vector. The parameter should be of template type. The end of the vector is the next open space. If push_back of the parameter does not exceed capacity_, just add it to the end and update size_
However, the next push_back might exceed the size of your memory. That's fine, remember a vector is never full (well, unless your machine runs out of memory). The capacity of vector indicates how many elements it can hold before the memory pointed to by data needs to grow. size indicates how many it actually, presently holds. If a push_back exceeds capacity, (i.e., if size equals or exceeds capacity by adding this new parameter) you must do the following:

1. Create a new memory allocation that is **twice the size** of present capacity
   a call the new pointer new_data
2. copy all the elements in data into new_data
3. swap data and new_data (now data points to the larger memory)
4. delete new_data (which now points to the old memory)
5. update capacity
6. push_back the new element onto vector 7. update size by 1

**operator []**

This is the operator that allows us to work with individual elements in our vector. operator[] receives a single size_t argument which is the index in the original call and returns a reference to the element.

It needs to be a reference so that what is returned is an lvalue (a location) so that an operation like v[2] = 0; will compile. The code should do one of two things:

- if the index requested is within the vector, return a reference to the element at that location
- if it is not, throw a range_error (requires #include<stdexcept>) with an appropriate message. Look at the last lab.

Run your code with lab12main2.cpp to see if it works. Then test 2 on Mimir to confirm.

**Task 3**

If you got this far, here is some more fun stuff. First the easy ones. Write the following two functions:

- a front() method that returns a reference to the front element of the vector
- a back() method that returns a reference to the back element of the vector o what should these do if the vector is empty? We have choices but let's throw another range_error in this case.

Then the harder ones. If you do dynamic memory, you should make your own copy constructor and operator=. So write the next three functions:

- vector(vector& v);
- vector& operator=(vector v);
- ~vector();

The copy constructor should:
• copy both capacity_ and size_ from v to the newly created instance
• in the new created instance o allocate the new required memory o copy the elements from the argument vector to the newly created instance.

The operator= should basically do the same thing

• think of using the copy and swap idiom discussed in the videos and in the slides

Then ~vector(), the destructor to delete memory when the created element goes out of scope or is otherwise destroyed.

Run your code with lab12_main3.cpp to see if it works. Then test 3 on Mimir to confirm.

• the test on Mimir for the destructor is a little hard to read. Trust me, if it passes it worked and if it didn't then you need to look at your code again.

Task 4
Finally, if you are still here, let's make

• a clear() method which removes all the data
  o resets size_ to 0 and capacity_ to 10
  o deletes the existing array memory (if there is any)
• a pop_back method. FYI one would only do the following on a system with limited memory, but it is still good practice:
  o it returns a template type, the last element of the vector
  o removes the last element of the vector. The vector size_ is now one less
  o if after the removal the vector reaches ½ capacity (the size_ is half of the capacity_), do what we did with push_back but in reverse.
    ▪ make a new_data pointer of half capacity
    ▪ copy the data_ to the new_data
    ▪ clean up as previously

Run your code with lab12_main4.cpp to see if it works. Then test 4 on Mimir.