

6.2 Dictionary Arrays (`d_array`)

1. Definition

An instance A of the parameterized data type $d_array\langle I, E \rangle$ (dictionary array) is an injective mapping from the linearly ordered data type I , called the index type of A , to the set of variables of data type E , called the element type of A . We use $A(i)$ to denote the variable with index i and we use $dom(A)$ to denote the set of “used indices”. This set is empty at the time of creation and is modified by array accesses. Each dictionary array has an associated default value $xdef$. The variable $A(i)$ has value $xdef$ for all $i \notin dom(A)$. If I is a user-defined type, you have to provide a compare function (see Section 1.3).

Related data types are *h_arrays*, *maps*, and *dictionaries*.

```
#include < LEDA/d_array.h >
```

2. Types

$d_array\langle I, E \rangle::item$ the item type.

$d_array\langle I, E \rangle::index_type$ the index type.

$d_array\langle I, E \rangle::element_type$
 the element type.

3. Creation

$d_array\langle I, E \rangle A;$ creates an injective function a from I to the set of unused variables of type E , sets $xdef$ to the default value of type E (if E has no default value then $xdef$ stays undefined) and $dom(A)$ to the empty set, and initializes A with a .

$d_array\langle I, E \rangle A(E x);$ creates an injective function a from I to the set of unused variables of type E , sets $xdef$ to x and $dom(A)$ to the empty set, and initializes A with a .

4. Operations

$E\&$ $A[const\ I\&\ i]$ returns the variable $A(i)$.

$bool$ $A.defined(const\ I\&\ i)$
 returns true if $i \in dom(A)$ and false otherwise.

$void$ $A.undefine(const\ I\&\ i)$
 removes i from $dom(A)$ and sets $A(i)$ to $xdef$.

$void$ $A.clear()$ makes $dom(A)$ empty.


```
{
    d_array<string,string> dic;

    dic["hello"] = "hallo";
    dic["world"] = "Welt";
    dic["book"] = "Buch";
    dic["key"] = "Schluessel";

    string s;
    forall_defined(s,dic) cout << s << " " << dic[s] << endl;
}
```