

# **STL BiDirectional Iterators**

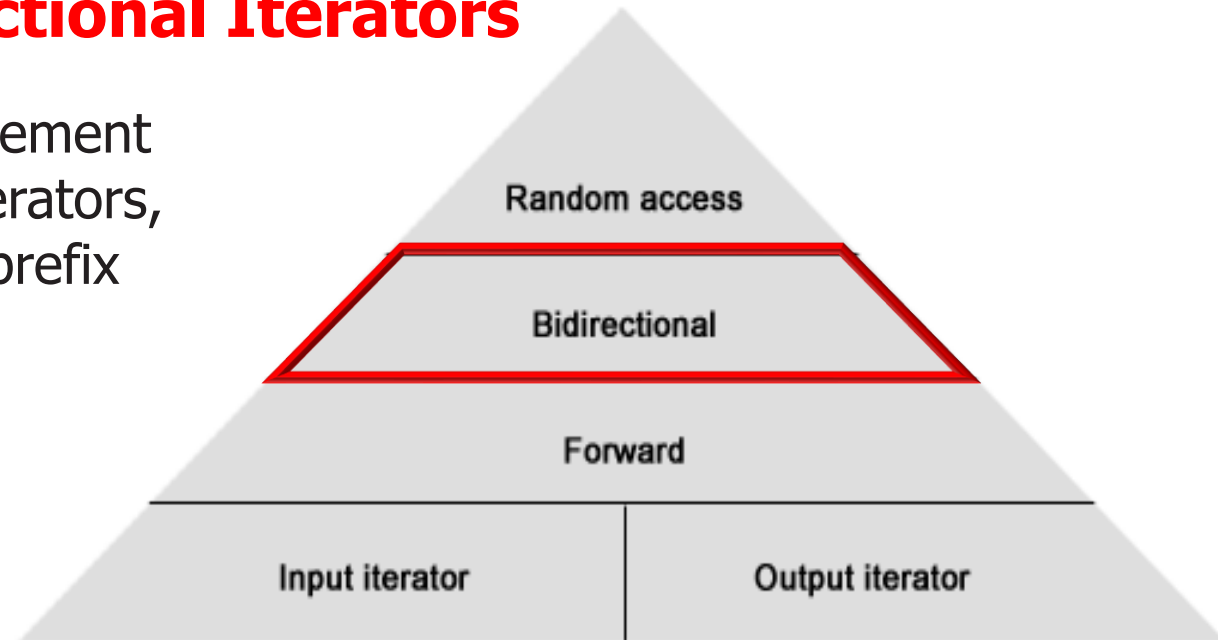
## STL Bidirectional Iterators

- *Bidirectional* iterators allow algorithms to pass through the elements forward & backward



## STL Bidirectional Iterators

- *Bidirectional* iterators must implement the requirements for *forward* iterators, plus the decrement operators (prefix & postfix)



## STL Bidirectional Iterators

- Many STL containers implement *bidirectional* iterators

Associative Container	Keys sorted	Value available	Identical keys possible
<code>std::set</code>	Yes	No	No
<code>std::multiset</code>	Yes	No	Yes
<code>std::unordered_set</code>	No	No	No
<code>std::unordered_multiset</code>	No	No	Yes
<code>std::map</code>	Yes	Yes	No
<code>std::multimap</code>	Yes	Yes	Yes
<code>std::unordered_map</code>	No	Yes	No
<code>std::unordered_multimap</code>	No	Yes	Yes

## STL Bidirectional Iterator Example

```
template <typename BidirectionalIterator, typename Compare>
void bubble_sort (BidirectionalIterator first,
                  BidirectionalIterator last, Compare comp) {
    BidirectionalIterator left_el = first, right_el = first;
    ++right_el;
    while (first != last) {
        while (right_el != last) {
            if (comp(*right_el, *left_el)) std::swap (left_el,
                right_el);
            ++right_el;
            ++left_el;
        }
        --last;
        left_el = first, right_el = first;
        ++right_el;
    }
}
```

See [github.com/douglascraigsschmidt/CPlusPlus/tree/master/STL/S-04/4.6](https://github.com/douglascraigsschmidt/CPlusPlus/tree/master/STL/S-04/4.6)