

# CSCI-1200 Computer Science II — Fall 2007

## Lab 9 — Maps I

This lab gives you practice initial practice in working with the STL associative container, maps. No downloads are needed until Checkpoint 3.

### Checkpoint 1

Write a program from scratch that uses a `map` to find **all** the modes in an input sequence of integers. Remember, a mode is an integer that occurs at least as many times in the sequence as any other integer. Thus, in the sequence

19, 83, -12, 83, 65, 19, 45, -12, 45, 19, 45

the two modes are 19 and 45. Include one command-line argument to provide an input file. Use `operator[]` for maps when inserting values.

**To complete this checkpoint:** show a TA your debugged implementation and how it runs correctly on several interesting test cases.

### Checkpoint 2

Rewrite your program from checkpoint 1 to use `find` or `insert` or both instead of `operator[]`.

**To complete this checkpoint:** show a TA your revised and tested program.