Reverse Iterator

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**Date:** 2004-11-01  
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**abstract:** The reverse iterator adaptor iterates through the adapted iterator range in the opposite direction.

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**reverse_iterator synopsis**

```cpp
template <class Iterator>
class reverse_iterator
{
public:
    typedef iterator_traits<Iterator>::value_type value_type;
    typedef iterator_traits<Iterator>::reference reference;
    typedef iterator_traits<Iterator>::pointer pointer;
    typedef iterator_traits<Iterator>::difference_type difference_type;
    typedef /* see below */ iterator_category;

    reverse_iterator() {}  
    explicit reverse_iterator(Iterator x) ;

    template<class OtherIterator>
    reverse_iterator(
        reverse_iterator<OtherIterator> const& r
        , typename enable_if_convertible<OtherIterator, Iterator>::type* = 0 // exposition
    );
    Iterator const& base() const;

    // Other members...
};
```

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```cpp
reference operator*() const;
reverse_iterator& operator++();
reverse_iterator& operator--();
private:
    Iterator m_iterator; // exposition
};

If Iterator models Random Access Traversal Iterator and Readable Lvalue Iterator, then iterator_category is convertible to random_access_iterator_tag. Otherwise, if Iterator models Bidirectional Traversal Iterator and Readable Lvalue Iterator, then iterator_category is convertible to bidirectional_iterator_tag. Otherwise, iterator_category is convertible to input_iterator_tag.

reverse_iterator requirements

Iterator must be a model of Bidirectional Traversal Iterator. The type iterator_traits<Iterator>::reference must be the type of *i, where i is an object of type Iterator.

reverse_iterator models

A specialization of reverse_iterator models the same iterator traversal and iterator access concepts modeled by its Iterator argument. In addition, it may model old iterator concepts specified in the following table:

<table>
<thead>
<tr>
<th>If I models</th>
<th>then reverse_iterator&lt; I &gt; models</th>
</tr>
</thead>
<tbody>
<tr>
<td>Readable Lvalue Iterator, Bidirectional Traversal Iterator</td>
<td>Bidirectional Iterator</td>
</tr>
<tr>
<td>Writable Lvalue Iterator, Bidirectional Traversal Iterator</td>
<td>Mutable Bidirectional Iterator</td>
</tr>
<tr>
<td>Readable Lvalue Iterator, Random Access Traversal Iterator</td>
<td>Random Access Iterator</td>
</tr>
<tr>
<td>Writable Lvalue Iterator, Random Access Traversal Iterator</td>
<td>Mutable Random Access Iterator</td>
</tr>
</tbody>
</table>

reverse_iterator< X > is interoperable with reverse_iterator< Y > if and only if X is interoperable with Y.

reverse_iterator operations

In addition to the operations required by the concepts modeled by reverse_iterator, reverse_iterator provides the following operations.

reverse_iterator();

Requires: Iterator must be Default Constructible.

Effects: Constructs an instance of reverse_iterator with m_iterator default constructed.

explicit reverse_iterator(Iterator x);

Effects: Constructs an instance of reverse_iterator with m_iterator copy constructed from x.
reverse_iterator<OtherIterator> const& r
 , typename enable_if_convertible<OtherIterator, Iterator>::type* = 0 // exposition
);

Requires: OtherIterator is implicitly convertible to Iterator.

Effects: Constructs instance of reverse_iterator whose m_iterator subobject is constructed from y.base().

Iterator const& base() const;

Returns: m_iterator

reference operator*() const;

Effects:

    Iterator tmp = m_iterator;
    return *--tmp;

reverse_iterator& operator++();

Effects: --m_iterator

Returns: *this

reverse_iterator& operator--();

Effects: ++m_iterator

Returns: *this

template <class BidirectionalIterator>
    reverse_iterator<BidirectionalIterator>n
    make_reverse_iterator(BidirectionalIterator x);

Returns: An instance of reverse_iterator<BidirectionalIterator> with a current constructed from x.

Example

The following example prints an array of characters in reverse order using reverse_iterator.

    char letters_[] = "hello world!";
    const int N = sizeof(letters_)/sizeof(char) - 1;
    typedef char* base_iterator;
    base_iterator letters(letters_);
    std::cout << "original sequence of letters:	\t" << letters_ << std::endl;

    boost::reverse_iterator;base_iterator>
    reverse_letters_first(letters + N),
    reverse_letters_last(letters);

    std::cout << "sequence in reverse order:	\t";
    std::copy(reverse_letters_first, reverse_letters_last,
std::ostream_iterator<char>(std::cout));
std::cout << std::endl;

std::cout << "sequence in double-reversed (normal) order:\t";
std::copy(boost::make_reverse_iterator(reverse_letters_last),
    boost::make_reverse_iterator(reverse_letters_first),
    std::ostream_iterator<char>(std::cout));
std::cout << std::endl;

The output is:

<table>
<thead>
<tr>
<th>original sequence of letters:</th>
<th>hello world!</th>
</tr>
</thead>
<tbody>
<tr>
<td>sequence in reverse order:</td>
<td>!dlrow olleh</td>
</tr>
<tr>
<td>sequence in double-reversed (normal) order:</td>
<td>hello world!</td>
</tr>
</tbody>
</table>

The source code for this example can be found [here](#).