# Nonmodifying

fre for\_each

cnt count

cni count\_if

mne min\_element

mxe max\_element

mme minmax\_element

fnd find

fni find\_if

fin find\_if\_not

fne find\_end

srh search

srn search\_n

ffo find\_first\_of

ajf adjacent\_find

eql equal

ipr is\_permutation

msm mismatch

iss is\_sorted

isu is\_sorted\_until

ipt is\_partitioned

ppt partition\_point

ihp is\_heap

ihu is\_heap\_until

alo all\_of

ano any\_of

nno none\_of

lxc lexicographical\_compare

# Sorting

srt sort

sts stable\_sort

pst partial\_sort

psc partial\_sort\_copy

nth nth\_element

ptn partition

spt stable\_partition

ptc partition\_copy

mkh make\_heap

phh push\_heap

pph pop\_heap

sth sort\_heap

# Sorted Ranges

bns binary\_search

inc includes

lwb lower\_bound

upb upper\_bound

eqr equal\_range

mrg merge

stu set\_union

sti set\_intersection

std set\_difference

ssd set\_symmetric\_difference

ipm inplace\_merge

ucp unique\_copy

# Modifying

cpy copy

cpi copy\_if

cpn copy\_n

cpb copy\_backward

mov move

mvb move\_backward

tfm transform

mrg merge

swp swap

swr swap\_ranges

fil fill

fln fill\_n

gnr generate

gnn generate\_n

rpl replace

rpi replace\_if

rpc replace\_copy

rci replace\_copy\_if

ita iota

# Removing

rmv remove

rmi remove\_if

rmc remove\_copy

rmf remove\_copy\_if

uqe unique

# Mutating

rvr reverse

rvc reverse\_copy

rte rotate

rtc rotate\_copy

nxp next\_permutation

prp prev\_permutation

shf random\_shuffle

# Numeric

acm accumulate