Introduction to STL

→ Competitive Programming :

STL → Standard template Library

Library of what?
↓

→ Generic Classes and functions.

Why use STL? → Reuse : Well tested Components
→ Time Savings!

Limited time ⇒ → Resizize.
→ Sort
→ Search.

History : [HP
→ Alex.
→ Meng]

Introduction to STL

Components of STL → ① Containers [→ Stores data
→ Use template classes

② Algorithms → { Sorting
Scarching
use template functions

③ Iterators

Container :
| 1 | 7 | 12 | 18 | ... |
← ↑ ← iterator moves
as instructed by the Algo.

STL is used because its
a good idea not to Reinvent
the wheel.

→ Object points to an
element in a Container
→ Handled just like pointers
→ Connects Algo. with Containers.