

69 The C++ Standard Template Library (STL) - C++ Tutorials for Beginners #69.mp4 - VLC media player

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## 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 → Resizable  
→ Sort  
→ Search.

History: [ HP  
→ Alex.  
→ Meng ]

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## Introduction to STL

Components of STL →

- ① Containers → Stores data  
→ use template classes
- ② Algorithms → Sorting  
Searching  
use template functions
- ③ Iterators → Object points to an element in a container  
→ Handled just like pointers  
→ Connects Algo. with containers.

Container:

1 2 3 11 18 ..

← iterator moves as instructed by the Algo.

STL is used because it's a good idea not to Reinvent the wheel.

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