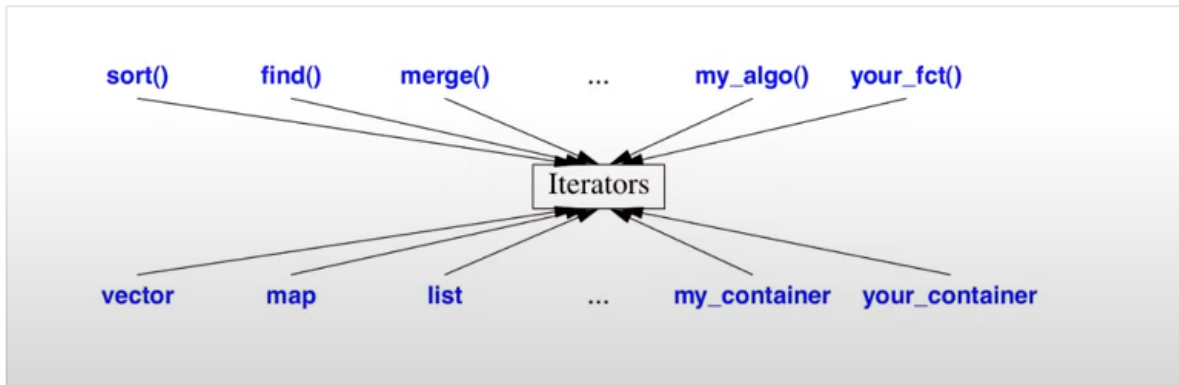


Iterators

<https://en.cppreference.com/w/cpp/iterator>

Iterators are the mechanism used to minimize an algorithm's dependence on the data structures on which it operates.



STL uses iterators to access data in containers.

Range access Iterators:

- `begin`, `cbegin`: returns an iterator to beginning of a container
- `end`, `cend`: returns an iterator to end of a container
- `rbegin`, `crbegin`: returns a reverse iterator to a container
- `rend`, `crend`: returns a reverse end iterator for a container

r means reverse and c means constant