

Set in C++ → Internally uses ^{Red Black Tree} ~~Self balancing BST~~
default order is always sorted
to store in decreasing order use.

(greater<int>)

→ `set<int, greater<int>> s;`
 `s.insert(10);` → if remove greater
 `s.insert(5);` 5 10 20
 `s.insert(20);`
Store → 20 10 5

- ignores duplicate values.
- find is used to find the element.
 auto it = s.find(10);
- s.clear() → remove all the elements.
- count → returns count of occurrence.
 (it returns 1/0 in case of sets).
- erase → removes element from set/group of elements
- begin() → reverse iterator from set
- s.erase(it) → erase that iterator
- s.erase(it, s.end()) → from that iterator to last
- gives the iterator to element if present or gives the element just greater than this
- upper_bound → member function → gives the iterator to the next greater element, which is not present
 if no. is greater then largest gives end().

Complexities

Set

`begin()`, `end()`

`rbegin()`, `rend()`

`cbegin()`, `cend()`

`size()`, `empty()`

$O(1)$

`insert`, `find()`

`count`, `lower_bound()`

`upper_bound`, `erase`

$O(\log n)$

`erase(it)` \rightarrow Amortized $O(1)$