

STANDARD TEMPLATE LIBRARY

Standard Template Library

Concept	a library of C++ template classes for containers, iterators and algorithms
Containers	classes which manage collections of objects (OOP data structures)
Iterators	classes for iterating through containers
Algorithms	common algorithms for searching, sorting and modifying containers

Standard Containers

Reference [**http://www.cplusplus.com/reference/stl/**](http://www.cplusplus.com/reference/stl/)

Containers **these are some of the container classes included in the STL**

array	static array
deque	double ended queue
forward_list	singly linked list
map	associative key, value pair
list	doubly linked list
queue	queue
stack	stack
vector	dynamic array

Vector

Concept **a vector is an STL container class for a dynamic array**

```
Example  #include <vector>                                // enable the use of vectors in this program

int main() {
    std::vector<int> v;                                     // create a vector of integers
    std::cout << v.size();                                 // print the number of elements in the vector v
    std::cout << v.capacity();                             // print the current capacity of the vector v

    v.push_back(5);                                         // add 5 to the end of the vector
    v.push_back(10);                                        // add 10 to the end of the vector

    for(int i=0; i<v.size(); ++i) {
        cout << v[i] << " ";                             // print each element in the vector
    }
}
```

Ranged For Loop

Concept **a loop for iterating through container classes**

iterates through all values currently in the container

Example

```
#include <vector>                                     // enable the use of vectors in this program

int main() {
    std::vector<int> v;                                   // create a vector of integers
    v.push_back(5);                                       // add 5 to the end of the vector
    v.push_back(10);                                      // add 10 to the end of the vector
    v.push_back(15);                                      // add 15 to the end of the vector

    for(int e: v) {                                       // ranged for loop to iterate through vector v
        cout << e << " ";                               // print each element e in the vector
    }
}
```

Containers and Functions

Example

```
void init(std::vector<int> &v) {  
    for(int i=0; i<10; ++i) {  
        v.push_back(i);  
    }  
}  
  
template<typename T>  
void output(std::vector<T> v) {  
    for(T e: v) {  
        std::cout << e << " ";  
    }  
}  
  
int main() {  
    std::vector<int> v;  
    init(v);  
    output(v);  
}
```

```
// function to initialize a vector of integers  
// store 10 integers into the vector  
// push_back grows the vector as needed
```

```
// template function  
// print a vector of type T  
// ranged for loop  
// print each element in the vector
```

```
// create a vector of integers  
// send the vector v to an initialize function  
// send the vector v to a print function
```

Containers and Iterators

```
Example  int main() {  
        std::vector<int> v;  
        v.push_back(5);  
        v.push_back(10);  
        v.push_back(15);  
  
        std::vector<int>::const_iterator iter;  
        iter = v.begin();  
  
        while( iter != v.end() ) {  
            std::cout << *iter << " ";  
            ++iter;  
        }  
    }
```

// create a vector of integers
// append 5 to the vector
// append 10 to the vector
// append 15 to the vector

// create an int vector iterator object
// associate this object with vector v

// iterate until the end of the vector
// print the current vector value
// advance the iterator to the next value

Containers and Algorithms

Reference

<http://www.cplusplus.com/reference/algorithm/>

Example

```
#include <vector>
#include <algorithm>

int main() {
    std::vector<int> v;                // create a vector of integers
    v.push_back(321);                 // append 5 to the vector
    v.push_back(4);                   // append 10 to the vector
    v.push_back(64);                  // append 15 to the vector

    std::sort( v.begin(), v.end() );  // stl sort of a vector

    for(int e: v) {
        std::cout << e;              // print a sorted vector
    }
}
```