Q. Create a class of products, enter some random data of n products in an array & then sort it based on price of product.

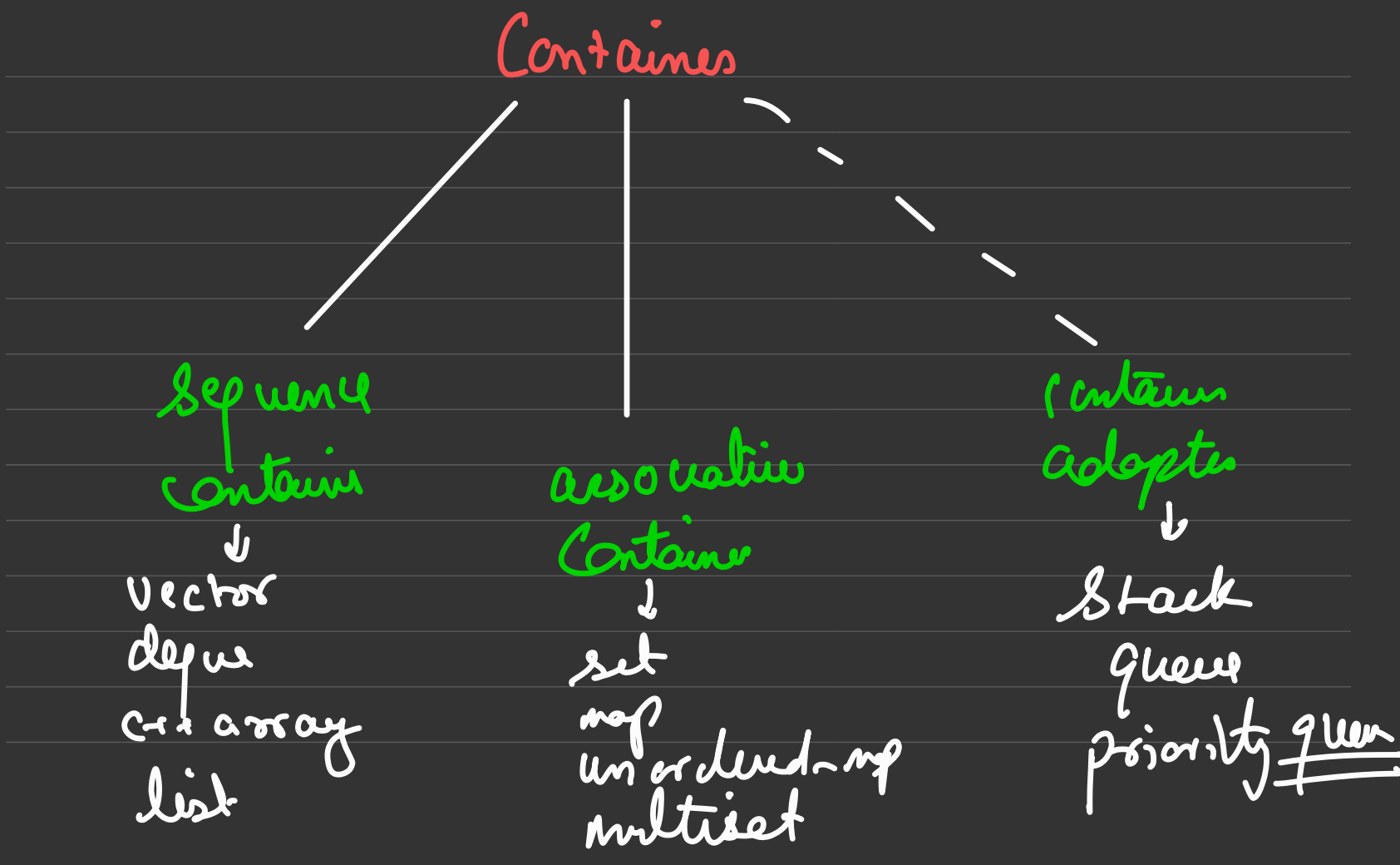
↳ STL → Standard template library.

Container → This is a way in which data is stored and organised in the memory. These are the logical base Data Structures that we require.

algorithms → these are procedures that can be applied to containers.

These are generally very famous algos like Binary Search.

#iterators → These are a more general form of pointers. They point to elements in containers.


Containers
Sequence containers
vector
deque
c++ array
list
associative Containers
set
map
unordered_map
multiset
container adapters
Stack
queue
priority queue

Iterator

1. forward →
2. bidirectional
3. random access

① Forward iterator

↳ It can move in only one direction i.e. forward

↳ So one by one every element is accessed.

↳ It uses ++ operator for this

↳ It can't go backward

↳ We can't set it to random location.

(2) Bidirectional iterator.

↳ moves in both forward & backward

↳ uses ++ & -- for this

↳ cannot do random access.

(3) Random access iterator

↳ It can also move back & front like bidirectional operator

↳ And also provides random access.