

# Important STL Algorithms

## sort()

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Used to sort some arrays/vectors in ascending, descending or your own custom order.

- It generally takes two parameters, the first one being the point of the array/vector from where the sorting needs to begin and the second parameter being the length up to which we want the array/vector to get sorted.

```
// C++ program to demonstrate default behaviour of sort() in STL.
#include <bits/stdc++.h>
using namespace std;
int main() {
    int arr[] = { 1, 5, 8, 9, 6, 7, 3, 4, 2, 0 };
    int n = sizeof(arr) / sizeof(arr[0]);
    // Here we take two parameters, the beginning of the array and the length
    sort(arr, arr + n);
    cout << "\nArray after sorting using "
         << "default sort is : \n";
    for (int i = 0; i < n; ++i)
        cout << arr[i] << " ";
    return 0;
}
```

- We can also sort using the iterators:

```
sort(arr.begin(), arr.end());
```

- We can also select some specific range in the given array/vector to sort:

```
sort(arr+2, arr+5);
```

- To sort in a descending order we can use the greater comparator as the third argument:

```
sort(arr.begin(), arr.end(), greater<int>);
```

- If we want to sort according to our own custom way, we can create a comparator function and pass it as the third argument to the sort function:

```
// Sort it according to the second element
// If second element is the same, then sort according to descending order of

bool comp(pair<int, int> p1, pair<int, int> p2){
    if(p1.second < p2.second) return true;
    if(p1.second > p2.second) return false;
    if(p1.first > p2.first) return true;
    return false;
}

pair<int, int> arr[] = {{1, 2}, {2, 1}, {4, 1}};

sort(arr.begin(), arr.end(), comp);
```

## \_\_builtin\_popcount()

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It is a feature of the GCC compiler. This function is used to count the number of **set bits** in an unsigned integer. In other words, it counts the number of **1's** in the binary form of a positive integer.

The syntax is:

```
__builtin_popcount(int number);
```

```
// C++ code to demonstrate the __builtin_popcount function
#include <bits/stdc++.h>
using namespace std;
int main() {
    int n = 4;
    // Printing the number of set bits in n
    cout << __builtin_popcount(n); // Output is 1 since 4 in binary is 100
    return 0;
}
```

If the number is a **long long int**, you can use the **\_\_builtin\_popcountll()** function.

## next\_permutation()

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It is used to rearrange the elements in the range [first, last) into the next lexicographically greater permutation.

To use next\_permutation(), you have to include the 'algorithms' header file.

```
#include <algorithms>
```

```
// C++ program to illustrate next_permutation example
#include <algorithm>
#include <iostream>
using namespace std;
int main() {
    int arr[] = { 1, 2, 3 };
    sort(arr, arr + 3); // We have used sort here to first sort them otherwise
    cout << "The 3! possible permutations with 3 elements:\n";
    do {
        cout << arr[0] << " " << arr[1] << " " << arr[2] << "\n";
    } while (next_permutation(arr, arr + 3));

    cout << "After loop: " << arr[0] << ' '
        << arr[1] << ' ' << arr[2] << '\n';

    return 0;
}
```

The output of the above code is:

```
The 3! possible permutations with 3 elements:
1 2 3
1 3 2
2 1 3
2 3 1
3 1 2
3 2 1
After loop: 1 2 3
```

Similarly, we can use [prev\\_permutation\(\)](#) to get the previous permutations.

## max\_element()

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We have `std::max` to find maximum of 2 or more elements, but what if we want to find the largest element in an array or vector or list or in a sub-section. To serve this purpose, we have `std::max_element` in C++.

It returns an `iterator` pointing to the element with the `largest` value in the range [first, last).

To use `max_element()`, you have to include the 'algorithm' header file

```
#include <algorithm>
```

```
// C++ program to demonstrate the use of std::max_element
#include <iostream>
#include <algorithm>
using namespace std;
int main() {
    int v[] = { 5, 3, 10, 9, 2, 3 };
    // Finding the maximum value between the first and the fourth element
    int maxi = max_element(v, v + 4);
    cout << *(maxi) << "\n"; // Output - 10
    return 0;
}
```

**Time Complexity:** O(n)

**Auxiliary Space:** O(1)

We can also use it with a `comparator` function.

Similarly to find the `minimum` element, we can use `min_element()`.