Unordered Set

An **unordered_set** is an unordered associative container implemented using a hash table where keys are hashed into indices of a hash table so that the insertion is always randomized. All operations on the **unordered_set** take constant time **O(1)** on an average which can go up to linear time **O(n)** in the worst case which depends on the internally used hash function, but practically they perform very well and generally provide a constant time lookup operation. The unordered_set can contain a key of any type – predefined or user-defined data structure but all the keys must be **unique**.

1. To use an unordered set, you have to include the 'unordered_set' header file

```
#include <unordered_set>
```

2. The syntax to define an unordered set is:

```
std::unordered_set<data_type> name;
```

Functions

Most of the functions of unordered set are same as set. But the **upper_bound()** and **lower_bound()** functions do not exist for an unordered set.