

STL Algorithms @ O'Reilly

3. Summary

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Chapter 2: STL Algorithms

- Familiarize yourself with the STL and STL-style code
- Prefer algorithms over handwritten loops
- Remember the conventions and possible pitfalls of algorithms



Chapter 2: STL Algorithms

Guideline: “No raw loops” (Sean Parent)

Guideline: “Prefer to use algorithms or embed your raw loop in named functions” (Klaus Iglberger)

Guideline: Know the standard algorithms. They can handle all basic tasks elegantly and efficiently (zero cost abstraction).

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