

STL Algorithms

# 3. Summary

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Klaus Iglberger  
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## Chapter 2: STL Algorithms

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**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).

[klaus.iglberger@gmx.de](mailto:klaus.iglberger@gmx.de)