

CS1103

Programación Orientada a Objetos 2

Unidad 4: Semana 9 - Librería Estándar - Ejercicios

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Objetivos

Realizar Ejercicios de Contenedores e iteradores de C++.

Containers

<vector>

482 - Permutation Arrays

<bitset>

11340 - Newspaper

<unordered_map>

594 - 1 Little, 2 Little, 3 Little Endians



Algoritmos

next permutation

[146 - ID Codes](#)

sort multi-fields

[10194 - Football \(aka Soccer\)](#)

sort multi-fields

[10258 - Contest Scoreboard](#)



Sort

inversion index + Bubble sort

[299 - Train Swapping](#)

inversion index + stable sort

[612 - DNA Sorting](#)

inversion index + merge sort

[10810 - Ultra-QuickSort](#)



Associative containers

<map>

[10226 - Hardwood Species](#)

<map> & <set>

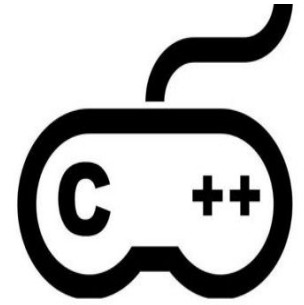
[11239 - Open Source](#)

<multiset>

[11136 - Hoax or what](#)



Bibliografía:



- **C++ Standard Library Quick Reference.** Peter Van Weert, Marc Gregoire. Apress, Jun 13, 2016.
- **C++17 STL Cookbook.** Jacek Galowicz. Jun 28, 2017 by Packt Publishing Ltd.
- **Mastering the C++17 STL.** Arthur O'Dwyer. Packt Publishing Ltd, Sep 28, 2017.
- **Competitive Programming.** Steven & Felix Halim, 2010