Algorithm Summary

- The C++ standard specifies over 90 algorithms—many overloaded with two or more versions.
- The standard separates the algorithms into several categories
  - mutating sequence algorithms
  - nonmodifying sequence algorithms
  - sorting and related algorithms
  - generalized numeric operations

Mutating sequence algorithms from header <algorithm>

copy	**copy_n***	**copy_if***	**copy_backward**
move*	move_backward*	**swap**	**swap_ranges**
iter_swap	**transform**	**replace**	**replace_if**
replace_copy	**replace_copy_if**	**fill**	**fill_n**
generate	**generate_n**	**remove**	**remove_if**
remove_copy	**remove_copy_if**	**unique**	**unique_copy**
reverse	**reverse_copy**	rotate	rotate_copy
random_shuffle	shuffle*	is_partitioned*	partition
stable_partition	partition_copy*	partition_point*	

Nonmodifying sequence algorithms from header <algorithm>

all_of*	**any_of***	**none_of***	**for_each**
find	**find_if**	**find_if_not***	find_end
find_first_of	adjacent_find	**count**	**count_if**
mismatch	**equal**	is_permutation*	search
search_n			

Sorting and related algorithms from header <algorithm>

sort	stable_sort	partial_sort	partial_sort_copy
is_sorted*	is_sorted_until*	nth_element	**lower_bound**
upper_bound	**equal_range**	**binary_search**	**merge**
inplace_merge	**includes**	**set_union**	**set_intersection**
set_difference	**set_symmetric_difference**		**push_heap**
pop_heap	**make_heap**	**sort_heap**	**is_heap***
is_heap_until*	**min**	**max**	**minmax***
min_element	**max_element**	**minmax_element***	**lexicographical_compare**
next_permutation	prev_permutation		

Numerical algorithms from header <numeric>

accumulate	partial_sum	iota*
inner_product	adjacent_difference	

This topic summarized the Algorithms