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A Concept Design for the STL

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Abstract

This report presents a concept design for the algorithms part of the STL and outlines the design of the supporting language mechanism. Both are radical simplifications of what was proposed in the C++0x draft. In particular, this design consists of only 41 concepts (including supporting concepts), does not require concept maps, and (perhaps most importantly) does not resemble template metaprogramming.

Contents

1	Introduction	5
1.1	Motivation	5
1.2	Approach	7
1.3	Design Ideals	8
1.4	Organization	9
2	Algorithms	10
2.1	Non-modifying Sequence Operations	12
2.1.1	All, Any, and None	12
2.1.2	For Each	14
2.1.3	The Find Family	15
2.1.4	The Count Family	18
2.1.5	Mismatch and Equal	18
2.1.6	Permutations	19

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