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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



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