Chapter 2

STL components:

1. Containers

Containers are objects that store a collection of other objects.

STL container types:

*Sequence containers* organize a collection of objects of the same type T into a strictly linear arrangement. Vector<T>, deque<T>, and list<T>. *See reverse.CPP*

Sorted associated containers

1. Generic algorithms
2. Iterators
3. Function objects
4. Adaptor
5. Allocators