CPP08

STL -> Standard Template Library

* Container & Algorithm: ex: std:: list < int > 1st1; std:: lector < int > v1; 1st1. push_back(1);

std:: (ist<int>:: const-iterator it; = IsH, end(); std:: list<int>:: const-iterator it = IsH, end(); for (it = 18th, begin(); it != ite; ++ it) }
stancout & *it << stancout;

Container = a holder object that stores a collection of other objects (its elements) (>) implemented as class templates -> (+) flexibility in supported elements. (> provides storage space for elems & provide mbr functions to acress them, directly or through iterators (reference objects w/ similar properties to painters) - <u>Sequence</u> containers: array, vector, deque (double ended queux, forward list, (ist)
- <u>container adapters</u>: stack queux, priority queux
- associative containers: set, multiset, map, multimap (multiple key map)