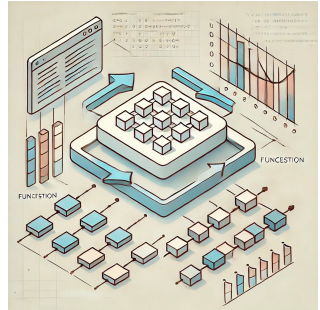


Copy functions

Modification functions transform, remove, or replace elements in a container, typically in-place. Some functions work conditionally or can move elements around within containers.

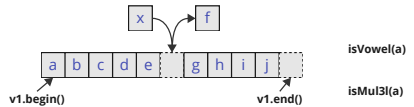
1. replace element values with another
2. fill / generate values
3. remove values
4. unique
5. reverse
6. rotate
7. shuffle



Replace functions - replace values of elements with another value

- **replace**(v1.begin(), v1.end(), old, new);
- **replace_if**(v1.begin(), v1.end(), match, new);
- **replace_copy**(v1.begin(), v1.end(), v2.begin(), old, new);
- **replace_copy_if**(v1.begin(), v1.end(), v2.begin(), match, new)

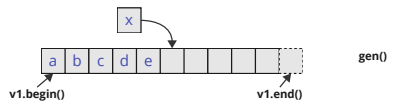
example file 04_modify1.cpp



Fill - generate functions - fill vector with defined or generated values

- **fill**(v1.begin(), v1.end(), val);
- **fill_n**(v1.begin(), len, val);
- **generate**(v1.begin(), v1.end(), gen);
- **generate_n**(v1.begin(), len, gen);

example file 04_modify2.cpp



Remove functions - remove elements from vector by value or by function

- **remove**(v1.begin(), v1.end(), val);
- **remove_if**(v1.begin(), v1.end(), isMul3);
- **remove_copy**(v1.begin(), v1.end(), v2.begin(), val);
- **remove_copy_if**(v1.begin(), v1.end(), v2.begin(), isMul3);

example file 04_modify3.cpp

