C++ Algorithms

# Sort

sort(my\_vector.begin(), my\_vector.end());

# Reverse

reverse(my\_vector.begin(), my\_vector.end());

# Max and min

* 1. cout << "Max is : " << \*max\_element(my\_vector.begin(), my\_vector.end()) << endl;
  2. cout << "Min is " << \*min\_element(my\_vector.begin(), my\_vector.end()) << endl;

# Binary search

if (binary\_search(my\_vector.begin(), my\_vector.end(), 20))

cout << "Element founded" << endl;

else

cout << "Element not founded" << endl;

# Upper bond and lower bond

* 1. Upper bond:i1 = upper\_bound(my\_vector2.begin(), my\_vector2.end(), 20);
  2. Lower bond:i2 = lower\_bound(my\_vector2.begin(), my\_vector2.end(), 20);

# Count

cout << "20 APEARS " << count(my\_vector2.begin(), my\_vector2.end(), 20) << " TIMES \n";