1. How does the std::map build a database? In a linear format or in a tree format?

Answer: Based on my knowledge maps implement database as red-black trees format. Maps are sorted associative containers that contains key-value pairs with unique keys.

1. How is this format advantageous?

Answer: As maps are binary tree, they are easy to use over arrays or linked lists, as the complex tasks are made convenient to understand and solve by maps.

1. Explain how you could instruct std::map to sort data for non-standard data types.

Answer: std::map can be instructed to sort data by such std::map<int, double> m;

Format.