

include <set>

↳ set<int> s1;
 set<string> s2;

// you don't have to give me size

↳ Initialise

≡ set<int> s = {4, 3, 2, 1}
 ≡ set<int> s {4, 3, 2, 1}
 // 1, 2, 3, 4

≡ set<int> s;

s.insert(value);

≡ set are associative
 set<int> s {1, 2, 3}
 s[0] x
 s[1] x

iterator
 set<int> s {1, 2, 3}
 data type

set<int> s {1, 2, 3}
 pointer → it = s.begin();
 cout << *it << endl;

it = s.end() ⇒ you've reached the end of container

set<int> s {1, 2, 3}
 ↑ s.begin() ↑ it
 ↑ s.end()