

Container classes comparison table

| Iterators | | | |
|-----------------------|---------|-----------|----------|
| Member function | list<T> | vector<T> | deque<T> |
| begin | 1 | 1 | 1 |
| end | 1 | 1 | 1 |
| rbegin | 1 | 1 | 1 |
| rend | 1 | 1 | 1 |
| cbegin | 1 | 1 | 1 |
| cend | 1 | 1 | 1 |
| crbegin | 1 | 1 | 1 |
| crend | 1 | 1 | 1 |
| | | | |
| Capacity | | | |
| Member function | list<T> | vector<T> | deque<T> |
| capacity | 0 | 1 | 0 |
| empty | 1 | 1 | 1 |
| max_size | 1 | 1 | 1 |
| reserve | 0 | 1 | 0 |
| resize | 0 | 1 | 1 |
| size | 1 | 1 | 1 |
| shrink_to_fit | 0 | 1 | 1 |
| | | | |
| Element Access | | | |
| Member Function | list<T> | vector<T> | deque<T> |
| at | 0 | 1 | 1 |
| back | 1 | 1 | 1 |
| data | 0 | 1 | 0 |
| front | 1 | 1 | 1 |
| operator[] | 0 | 1 | 1 |
| | | | |
| Modifiers | | | |
| Member Function | list<T> | vector<T> | deque<T> |
| assign | 1 | 1 | 1 |
| clear | 1 | 1 | 1 |
| emplace | 1 | 1 | 1 |
| emplace_back | 1 | 1 | 1 |
| emplace_front | 1 | 0 | 1 |
| erase | 1 | 1 | 1 |

Container classes comparison table

| | | | |
|--------------------------------------|---------|-----------|----------|
| insert | 1 | 1 | 1 |
| pop_back | 1 | 1 | 1 |
| pop_front | 1 | 0 | 1 |
| push_back | 1 | 1 | 1 |
| push_front | 1 | 1 | 1 |
| resize | 1 | 0 | 0 |
| swap | 1 | 1 | 1 |
| | | | |
| Operations | | | |
| Member Function | list<T> | vector<T> | deque<T> |
| merge | 1 | 0 | 0 |
| remove | 1 | 0 | 0 |
| remove_if | 1 | 0 | 0 |
| reverse | 1 | 0 | 0 |
| sort | 1 | 0 | 0 |
| splice | 1 | 0 | 0 |
| unique | 1 | 0 | 0 |
| | | | |
| Observers/Allocator | | | |
| Member Function | list<T> | vector<T> | deque<T> |
| get_allocator | 1 | 1 | 1 |
| | | | |
| Non-member function overloads | | | |
| relational operators | list<T> | vector<T> | deque<T> |
| operator== | 1 | 1 | 1 |
| operator!= | 1 | 1 | 1 |
| operator< | 1 | 1 | 1 |
| operator<= | 1 | 1 | 1 |
| operator> | 1 | 1 | 1 |
| operator>= | 1 | 1 | 1 |
| std:: | | | |
| swap (list) | 1 | 1 | 1 |
| | | | |
| Template spacializations | | | |
| | list<T> | vector<T> | deque<T> |
| vector<bool> | 0 | 1 | 0 |