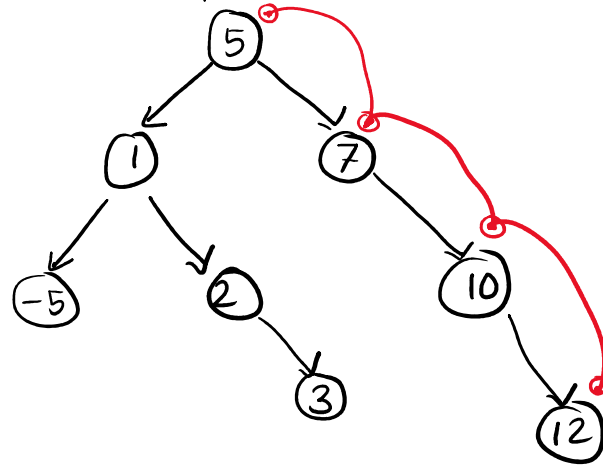
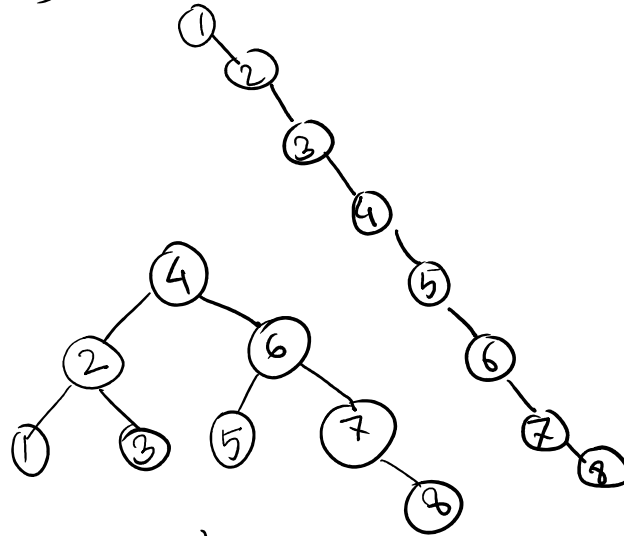


	1	2	3	4	5	6	7	8
set/map	↓	↓	↓	↓	↓	↓	↓	↓
	5	1	2	7	3	10	-5	12

BST → Binary Search Tree

insert()
erase()
find()



iterator → ☒
memory address

0x13	0x09	0x99	0xb0
-5	5	10	20
0	1	2	3

lower_bound(10) = 2 → 0x99 10
upper_bound(10) = 3 → 0xb0 20

blue → 8

red → 1

white → 5

1 1 1 1

1 1

