STDLIB

The standard library

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- Classes and functions depending on compile-time defined types or values
- template-arguments given in <>, other arguments as usual

```cpp
std::array<int, 50> test;
```

- arguments can sometimes be deducted from context
- since C++17 class arguments can sometimes be deducted:

```cpp
std::sort(test.begin(), test.end());
std::array test{1, 2, 3};
std::array test{1, 2, 3.0}; // error
```

```cpp
struct ListElem {
    int content;
    ListElem* next;
}
// Why reinvent the wheel?

#include <forward_list>

std::forward_list<char> letters {'H', 'i'};
std::forward_list x {'H', 'i'}; // since C++17

x.insert_after(x.begin() + 1, 's');
std::cout << letters.front() << "\n";
```

```cpp
#include <list>

std::list<char> letters {'H', 'i'};
std::list x {'e', 'l', 'l', 'o'};

x.insert(x.begin(), 'H');
if (!letters.empty()) {
    std::cout << x.front() << "\n";
}
```
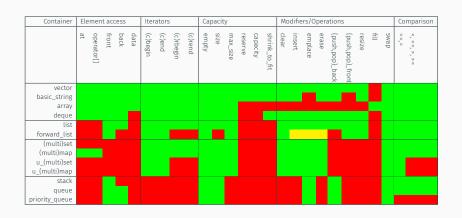
```cpp
#include <vector>

std::vector<char> l
std::vector x {'H', 'i'}; // since C++17

letters[1] = 'e';

letters.push_back('l');
letters.push_back('l');
letters.push_back('o');

std::cout << letters[4] << "\n";
```

- array, vector
- queue, deque, stack
- list, forward_list
- set, multiset
- map, multimap
- unordered_set, unordered_multiset
- unordered_map, unordered_multimap
- string, basic_string

· always O(1): begin(), end(), empty(), size(), push_back()

Container	Insertion/Erase				Access	Find
	Front	Iterator	Index	Back		
vector	n	n	n	1	1	n
string	n	n	n	1	1	n
list	1	1	n	1	←	n
forward_list	1	1	n	n	←	n
set/map	log(n)	log(n)	log(n)	log(n)	1	log(n)
unordered set/map	1 (n)	1 (n)	1 (n)	1 (n)	1 (n)	n
(de)que(ue)	log(n)	log(n)	log(n)	log(n)	1	n

- · what happens internally in a range-based for-loop?
- · what if we want to traverse backwards?

```cpp
std::vector fib {1, 1, 2, 3, 5, 8};
for (auto i : fib) { std::cout << i; }

for (auto i = fib.begin(); i != fib.end(); ++i) {
    std::cout << i;
}
```

- what happens internally in a range-based for-loop?
- what if we want to traverse backwards?

```cpp
std::vector fib {1, 1, 2, 3, 5, 8};
for (auto i : fib) { std::cout << i; }

for (auto i = fib.begin(); i != fib.end(); ++i) {
    std::cout << i;
}
```

```cpp
for (auto i = fib.rbegin(); i != fib.rend(); ++i) {
    std::cout << i;
}
```

- a lot of commonly used algorithms and functionality is already given:

```
std::vector fib {1, 8, 1, 2, 34, 5, 21, 13, 3};

std::is_sorted(fib.begin(), fib.end()); // false
std::is_sorted_until(fib.begin(), fib.end());
// returns fib.begin() + 2

std::sort(fib.begin(), fib.end());
std::replace(fib.begin(), fib.end(), 1, 0);
```

```cpp
std::vector fib {1, 8, 1, 2, 34, 5, 21, 13, 3};

bool f(int i) { return i % 2 == 0; }
bool g(int i) { return i > 5 == 0; }
int h(int i) { return i * 2; }
bool k(int i, int j) { return i > j; }

std::partition(fib.begin(), fib.end(), f);
// fib: 34 8 2 1 1 5 21 13 3
std::replace_if(fib.begin(), fib.end(), g, 0);
// fib: 0 0 2 1 1 5 0 0 3
std::for_each(fib.begin(), fib.end(), h);
// fib: 0 0 4 2 2 10 0 0 6
std::sort(fib.begin(), fib.end(), k);
```

```cpp
std::vector fib {1, 8, 1, 2, 34, 5, 21, 13, 3};

std::for_each(fib.begin(), fib.end(),
    [](int i){ return i * 2; }
);
```

```cpp
std::vector fib {1, 8, 1, 2, 34, 5, 21, 13, 3};

std::for_each(fib.begin(), fib.end(),
    [](int i){ return i * 2; }
);
```

```cpp
int a = 1, b = 1;

fib.reserve(50);

std::generate(fib.begin(), fib.begin() + 50,
    [](){int c = a + b; a = b; b = c; return c; }
);
```

```cpp
std::vector fib {1, 8, 1, 2, 34, 5, 21, 13, 3};

std::all_of(fib.begin(), fib.end(),
    [](int i) {return i < 10;});
std::any_of(fib.begin(), fib.end(),
    [](int i) {return i < 10;});
std::none_of(fib.begin(), fib.end(),
    [](int i) {return i < 10;});
```