**Programming Basic STL:**

1. Array/String/Char Array
2. Set/Map,
3. unordered\_set,
4. unordered\_map
5. Queue,
6. stack,
7. Dequeue,
8. priority queue
9. upper\_bound
10. lower\_bound
11. vector->push\_back,pop\_back,insert(), find, vector<int>:iterator, rbegin(),rend(), vector sort
12. map->insert,count,find
13. set,find,iteratior

Necessery Link: <https://www.geeksforgeeks.org/the-c-standard-template-library-stl/?fbclid=IwAR0X2-uO_QBfC0s8JYEcCoxUJ_Ha0ovTXMg2qGSGaPgkFGHkQMvmpYg0BK4>