Std::map:

1. Inserting values into the map:
2. Insert vs Emplace
3. Operator [] behaves differently then other two.
4. Iterating over the map
5. 3rd template argument
6. Different constructors / copy constructors
7. Implementation – red black tree
8. Sorts every element. Important to remember!

Std::multimap:

1. Same as map but with multiple same keys allowed.

Std::set:

1. Difference between std::set and std::map.

Std::unordered\_map:

1. Implementation – hash table.
2. Hash table overview – hash function, dealing with hash collisions.
3. Std::unordered\_map interface
4. Std::unordered\_map advanced functions.