***ARRAY***

At

Back

Begin

capacity

Cbegin

Cend

Crend

Clear

crbegin

Data

Empty

End

Fill

Front

Max\_size

Rbegin

Rend

Size

***VECTOR***

assign

At

Back

Begin

capacity

Cbegin

Cend

Crend

Clear

Crbegin

Data

Empty

Emplace

Emplace\_back

Erase

Insert

End

Fill

Front

Pop\_back

Push\_back

Push\_front

Max\_size

Rbegin

Rend

Resize

Swap

Shrintofit

Get\_allocator

Size

***Deque***

assign

At

Back

Begin

capacity

Cbegin

Cend

Crend

Clear

Crbegin

~~Data~~

Empty

Emplace

Emplace\_back

Erase

~~Insert~~

End

~~Fill~~

Front

Pop\_back

Push\_back

Push\_front

Max\_size

Rbegin

Rend

Resize

Swap

Shrintofit

Get\_allocator

Size

~deque

~deque\_base

LIST

assign

~~At~~

Back

Begin

capacity

Cbegin

Cend

Crend

Clear

Crbegin

~~Data~~

Empty

Emplace

Emplace\_back

Erase

Insert

merge

End

~~Fill~~

Front

Pop\_back

Push\_back

Push\_front

Max\_size

Rbegin

Rend

Resize

Reverse

Sort

Splice

unique

remove

Swap

Shrintofit

Get\_allocator

Size