

The input used for in this test was:

number of elements = 1000000 for the “AddElements” and “AccessElements” functions

number of elements = 500000 for the “deleteElements” function

The unordered_map container performed better in all operations. Unless we need to keep the data ordered, the best choice (time-wise) would be to use an unordered_map.

```
Inserting elements in ordered map : 6712 ms  
Inserting elements in unordered map : 3323 ms  
Accessing elements in ordered map : 3033 ms  
Accessing elements in unordered map : 560 ms  
Deleting elements in ordered map : 2780 ms  
Deleting elements in unordered map : 486 ms
```