<https://en.cppreference.com/w/cpp/container>

The goal: to figure out what data structure would fit for making an inventory system for Zorkish adventure.

What a Zorkish adventure inventory should be able to do:

* Store
* Search/Display
* Search/Remove
* Auto sorting
* Static inventory?

Expectations: Will be using an array for this. It’s as easy as going to the indexed slot and get the item out

There are 3 classes of containers

Sequence containers

Associative containers

Unordered associative containers