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1 Introduction¶

Unlike in C, where one often implements data handling themself, in C++ we have library implementations for most common data structures. In this module we will cover different kinds of **containers** for storing and handling data. We will go through how they differ and in what situations they might be used. After containers, we will introduce **iterators**, and elaborate on work to walk through – and if needed, modify – the data stored in the containers. In the end, C++ **algorithms**, that help to operate on data stored in the containers in an efficient way, will show you how strong the C++ standard library is, and how it helps to built moderate software tasks with ease.