

Pair

→ container to store (x, y)

→ present in $\langle \text{utility} \rangle$

→ creation:

`pair $\langle \text{int}, \text{int} \rangle$ p1;`

→ initialization:

~~pair~~ `p1(a, b);` (while creation)

`p1 = { 1, 2 };`

`p1 = make_pair(1, 2);`

→ function for
initializing.

`p1.first = 1;
p1.second = 2;`

→ accessing elements.

→ operators used directly on pairs:

`==`

`!=`

→ note: a vector of pairs is possible to create.

`vector $\langle \text{pair} \langle \text{int}, \text{char} \rangle \rangle$ v;`

note : in `sort(begin, end)`

↳ comparator can be used to sort using a given logic.

eg -

```
bool mycomp (int &a, int &b)
{
    return a > b; // sort in desc order
}
```

```
int main()
{
    vector<int> v = {4, 3, 2, 1};
    sort(v.begin(), v.end(), mycomp);
}
```

∴ this can be used in sorting of a vector of pairs.