

Introduction to STL

→ Competitive Programming;

STL → Standard Template Library

Library of what?

↓
→ Generic Classes and
Functions.

Limited time = → Resize.

→ Sort

→ Search.



History: [HP
→ Alex.
→ Meng]

Why use STL? → Reuse: Well tested Components
→ Time Savings!

Introduction to STL

Components of STL →

① Containers

→ stores data
→ use template classes

② Algorithms

→ { sorting
searching
use template functions

③ Iterators

Container:



← iterator moves
as instructed by the Algo.

STL is used because it's
a good idea not to Reinvent
the wheel.

→ Object points to an
element in a container

→ Handled just like pointers

→ Connects Algo. with containers.



Yay STL!!