

Containers

Containers —

Containers or container classes store objects and data. There are in total seven standards "first-class" container classes and three container adaptor classes and only seven header files that provide access to these containers or container adaptors.

- Pairs
- 2 <u>Vector</u>
- 3 Lists
- 4 Deque
- 5 Stack
- **Oueue**
- Priority Queue
- 8 Set
- Multi Set

- 10 Unordered Set
- <u>Мар</u>
- Multi Map
- <u>
 ← Unordered Map</u>

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