Standard template library or STL for short, includes algorithms, containers, functions and iterators. The advantage of using STL is that we do not need to write everything from scratch and this standard library is more efficient and accurate. A container is an object that stores data. Algorithm operates on data in containers.

I haven’t got too much experience with C++ programming, and most of the information in the article were new for me. As I understood, there are two main categories for containers including sequence containers (ordered), and associated containers (unordered).

In sequence category, the data structure is queue-like or list -like, however in associative category, there is a key that is used to find the data.

I have mostly used vector and array in the programs that I wrote previously. For example, I know that vector containers can grow in one direction form the end of the vector. And deque which is a kind of sequence container, can grow from both sides (end and the begining). Unfortunately, I am not familiar with associative containers.

1. **for** i := 1 **to** A.length **do**
2. **for** j := 1 **to** B.length **do**
3. **if A[i] = B[j] then**
4. **return** A[i]

i = 0, j = 0

if A.length >B.length then

len = A.length

else

len = B.length

end

while i <len

if A[i] > B[j]

j = j + 1

else if A[i] < B[j]

i = i + 1

else

return A[i]

j = j + 1

i = i + 1

end

end

def findCommon(a,b)

j =0

i =0

l1=a.length

l2=b.length

if(l1 > l2)

len=l1

else

len=l2

end

while i < len

if a[i].to\_i > b[j].to\_i

j +=1

elsif a[i].to\_i < b[j].to\_i

i +=1

else

puts a[i] # OR store it in other ds

i +=1

j +=1

end

end

end

end