

# Introduction

This chapter brings us to the various computing algorithms supported by C++17.

The Standard Template Library has a large number of [algorithms](#) to work with containers and their elements. As the algorithms are function templates, they are independent of the type of container elements. The glue between the containers and algorithms are the [iterators](#). If your container supports the interface of an STL container, you can apply the algorithms to your container.

```
// algorithm.cpp
#include <iostream>
#include <algorithm>
#include <deque>
#include <iostream>
#include <list>
#include <string>
#include <vector>

template <typename Cont, typename T>
void doTheSame(Cont cont, T t){
    for (const auto c: cont) std::cout << c << " ";
    std::cout << std::endl;
    std::cout << cont.size() << std::endl;
    std::reverse(cont.begin(), cont.end());
    for (const auto c: cont) std::cout << c << " ";
    std::cout << std::endl;
    std::reverse(cont.begin(), cont.end());
    for (const auto c: cont) std::cout << c << " ";
    std::cout << std::endl;
    auto It= std::find(cont.begin(), cont.end(), t);
    std::reverse(It, cont.end());
    for (const auto c: cont) std::cout << c << " ";
}

int main(){
    std::vector<int> myVec{1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
    std::deque<std::string> myDeq({"A", "B", "C", "D", "E", "F", "G", "H", "I"});
    std::list<char> myList({'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h'});

    doTheSame(myVec, 5);
    std::cout << "\n\n";
    // 1 2 3 4 5 6 7 8 9 10
    // 10
    // 10 9 8 7 6 5 4 3 2 1
    // 1 2 3 4 5 6 7 8 9 10
    // 1 2 3 4 10 9 8 7 6 5
```

```
doTheSame(myDeq, "D");
std::cout << "\n\n";
// A B C D E F G H I
// 9
// I H G F E D C B A
// A B C D E F G H I
// A B C I H G F E D

doTheSame(myList, 'd');
std::cout << "\n\n";
// a b c d e f g h
// 8
// h g f e d c b a
// a b c d e f g h
// a b c h g f e d

return 0;
}
```



Generic programming with the algorithmn