

```
#include <iostream>
#include<algorithm>
#include<vector>
#include<array>
#include<deque>
#include<list>
#include<stack>
#include<queue>
#include<set>
#include<map>
```

```
using namespace std;
int main() {
    cout << "Hello World!\n";
    cout << endl;
```

## Array:

```
//creating an array of int type and of size 4
array<int,6> a ={10,20,30,40,50,60};
```

```
//printing the indexes of the array
for(int i=0;i<a.size();i++)
{
    cout<<i<<" ";
}cout<<endl;
```

```
//printing the elements of the array
for(int i=0;i<a.size();i++)
{
    cout<<a[i]<<" ";
}cout<<endl;
```

```
//to get the size of the array
int size = a.size();
cout<<"the size of the array is: " << size << endl;
```

```
//for accessing the element present at the second index,we use at(<index_number>) operation
```

```
cout<<"element present at the second index is: "<<a.at(2)<<endl;
```

```
//for checking whether the array is empty or not
//we use empty() operation
//this function returns boolean value i.e.either true or false
cout<<"empty or not-> "<<a.empty()<<endl;
```

```
//if we want to get the first and last element of the array,we use front() and back() operation.
```

```
cout<<"the first element of the array is-> "<<a.front()<<endl;
```

```
cout<<"the last element of the array is-> "<<a.back()<<endl;
```

```
0 1 2 3 4 5
10 20 30 40 50 60
the size of the array is: 6
element present at the second index is: 30
empty or not-> 0
the first element of the array is-> 10
the last element of the array is-> 60
```

## Vector:

```
//creating a new vector of int type
vector<int>v;
```

```
//inputing elements in the vector using push_back() operation
```

```
v.push_back(1);
v.push_back(5);
v.push_back(6);
v.push_back(12);
v.push_back(15);
v.push_back(20);
```

```
//to print the element of the vector
```

```
for(int i:v)
{
    cout<< i <<" ";
}cout<<endl;
```

```
//if we want to see the size of the vector,we use size() operation
```

```
cout<<"size of the vector is: "<<v.size()<<endl;
```

```
//if we want to view the capacity of the vector,we use capacity() operation
```

```
cout<<"capacity of the vector is: "<<v.capacity()<<endl;
```

```
//if we want to access the element present at second index,we use at(<index>)
```

```
cout<<"the element present at second index is: "<<v.at(2)<<endl;
```

```
cout<<endl;
```

```
//if we want to get the first and last element of the vector,we use front() and back() operation.
```

```
cout<<"the first element of the vector is-> "<<v.front()<<endl;
```

```
cout<<"the last element of the vector is-> "<<v.back()<<endl;
```

```
cout<<endl;
```

```
//we can take out the last element using pop_back() operation;
```

```
cout<<"before pop the vector is "<<endl;
for(int i:v)
{
    cout<< i <<" ";
}cout<<endl;
```

```

v.pop_back();
cout<<"after pop the vector is:"<<endl;
for(int i:v)
{
    cout<< i <<" ";
}cout<<endl;

```

//if we want to clear the vector,in this case we use `clear()` operation

//Note-> when we use clear operation ,the size of the vector becomes zero not the capacity.

```

cout<<"before clear the size of the vector is: "<<v.size()<<endl;
cout<<"before clear the capacity of the array is: "<<v.capacity()<<endl;

```

```

v.clear();

```

```

cout<<"after clear the size of the vector is: "<<v.size()<<endl;
cout<<"after clear the capacity of the array is: "<<v.capacity()<<endl;

```

## Deque:

//also known as Doubly Ended Queue

//random access possible

```

//creating a deque of int type
deque<int>d;

```

//inputting elements in the doubly ended queue  
//we use `push_back()` and `push_front()` operation

```

d.push_back(20);
d.push_back(30);
d.push_back(40);
d.push_back(50);
d.push_back(60);
d.push_front(10);

```

```

//for printing the elements of the deque
for(int i:d)
{
    cout<< i << " ";
}cout<<endl;

```

//if we want to remove the elements from front and back in this case we use `pop_front()` and `pop_back()` operations respectively.

```

d.pop_back();
cout<<endl;
for(int i:d)
{
    cout<< i << " ";
}cout<<endl;

```

```

d.pop_front();
cout<<endl;
for(int i:d)
{
    cout<< i << " ";
}cout<<endl;

```

//if we want to access the element present at any index then we use **at()** function.

```

cout<<"The zeroth Index element is: "<<d.at(0)<<endl;
cout<<"The first Index element is: "<<d.at(1)<<endl;
cout<<"The second Index element is: "<<d.at(2)<<endl;
cout<<"The third Index element is: "<<d.at(3)<<endl;
cout<<"The fourth Index element is: "<<d.at(4)<<endl;
cout<<"The fifth Index element is: "<<d.at(5)<<endl;

```

//in order to print the first and last element of the deque,we use **front()** and **back()** operation respectively

```

cout<<endl;

cout<<"the first element of the deque is: "<<d.front()<<endl;
cout<<"the last element of the deque is:"<<d.back()<<endl;

```

//to check whether the deque is empty or not,in this we use **empty()** function

```

cout<<"empty or not-> "<<d.empty()<<endl;

```

//if we want to remove one element from the deque( from starting)

```

cout<<"before erase->"<<d.size()<<endl;

d.erase(d.begin(),d.begin()+1);
cout<<"after erase->"<<d.size()<<endl;

cout<<endl;
cout<<endl;

```

```

10 20 30 40 50 60
The zeroth Index element is: 10
The first Index element is: 20
The second Index element is: 30
The third Index element is: 40
The fourth Index element is: 50
The fifth Index element is: 60

the first element of the deque is: 10
the last element of the deque is:60
empty or not-> 0
before erase->6
after erase->5

```

## List:

//implementation through doubly linked list

//direct accessing of element is not possible.

//man lete hai ki hame fourth element nikalna hai...toh hame wana tak travel karke jana padega...aisa ni ki hum at() operation ka use karke pahuch jayenge....

//creating a list of int type..

```
list<int>l;
```

//inputing elements in the list

```
l.push_back(2);
```

```
l.push_back(3);
```

```
l.push_back(4);
```

```
l.push_front(1);
```

//for printing the list..

```
cout<<"the list is:"<<endl;
```

```
for(int i:l)
```

```
{
```

```
    cout<<i<<" ";
```

```
}cout<<endl;
```

//for erasing the element of the list...

//for this we use erase() function.

//In this function we give iterator...and to which element it points it deletes that element for eg- l.begin() points to first element and l.begin()+1 points to second element and so on.

```
cout<<"before erase the list is"<<endl;
```

```
for(int i:l)
```

```
{
```

```
    cout<<i<<" ";
```

```
}cout<<endl;
```

l.erase(l.begin());//deleting the first element

```
cout<<"after erase the list is"<<endl;
```

```
for(int i:l)
```

```
{
```

```
    cout<<i<<" ";
```

```
}cout<<endl;
```

//if we want to make new list of size 5 and initialize all with 100

```
list<int> n(5,100);
```

```
cout<<"the new list n is"<<endl;
```

```
for(int i:n)
```

```
{
```

```
    cout<<i<<" ";
```

```
}cout<<endl;
```

```
the list is:
1 2 3 4
before erase the list is
1 2 3 4
after erase the list is
2 3 4
the new list n is
100 100 100 100 100
```

## STACK:

//follows last in first out mechanism.

//creating a stack of string data type

```
stack<string> s;
```

//inserting an elements into the stack,this can be done with push() operation.

```
s.push("Animish");
```

```
s.push("Tripathy");
```

//if we want to see the top element then this can be implemented using top() operation

```
cout<<"the top element of the stack is: "<<s.top()<<endl;
```

//if we want to remove the top element i.e. Tripathy,in this case we use pop() operation.

```
cout<<"the top element of the stack before popping is: "<<s.top()<<endl;
```

```
s.pop();
```

```
cout<<"the top element of the stack after popping is: "<<s.top()<<endl;
```

//if we want to see the size of the stack then we use size() function

```
cout<<"the size of the stack is: "<<s.size()<<endl;
```

//if we want to see whether the stack is empty or not then in this case we use empty() operation

//returns boolean value

```
cout<<"empty or not-> "<<s.empty()<<endl;
```

```
the top element of the stack is: Tripathy
the top element of the stack before popping is: Tripathy
the top element of the stack after popping is: Animish
the size of the stack is: 1
empty or not-> 0
```

## Queue:

//follows first in first out mechanism

//creating queue of int type

```
queue<string> q;
```

//inserting element using push() operation

```
q.push("Animish");
```

```
q.push("tripathy");
```

//if we want to see the first element and last element of the queue then in this case we use **front()** and **back()** functions respectively.

```
cout<<"the first element of the queue is : "<<q.front()<<endl;//result must be animish
```

```
cout<<"the last element of the queue is : "<<q.back()<<endl;
```

//if we want to remove the element from the queue then we use **pop()** operation.

```
q.pop();
```

```
cout<<"after popping the first element of the queue is: "<<q.front()<<endl;
```

//if we want to see the size of the queue, in this case we use **size()** operation.

```
cout<<"size of the queue after pop is: "<<q.size()<<endl;
```

**//time complexity of all of these operations is  $O(1)$ .**

```
the first element of the queue is : Animish
the last element of the queue is : tripathy
after popping the first element of the queue is: tripathy
size of the queue after pop is: 1
```

## Priority Queue:

//it is a type of data structure in which the first element is always greatest.

//default is max heap.

//in this of max heap if we want to take out the element of the priority\_queue then in that case the maximum element will be popped out.

//creating the priority\_queue **MAX HEAP:**

```
priority_queue<int> maxi;
```

//if we want to create **MIN HEAP** then in that case we have to write

```
priority_queue<int,vector<int> ,greater<int> > mini;
```

//inserting element in max heap

```
maxi.push(1);
```

```
maxi.push(3);
```

```
maxi.push(2);
```

```
maxi.push(0);
```

```
maxi.push(4);
```

//size of the priority\_queue

```
cout<<"size of the priority_queue(MAX HEAP):"<<maxi.size()<<endl;
```

//printing the element

```
int n = maxi.size();
```

```
for(int i=0;i<n;i++)
```

```
{
    cout<<maxi.top()<<" ";
    maxi.pop();
}
```

```
    }cout<<endl;
cout<<endl;
cout<<endl;
```

*//inserting the elements in the min heap*

```
mini.push(1);
mini.push(3);
mini.push(5);
mini.push(4);
mini.push(2);
```

*//printing the elements of the min heap*

```
int m = mini.size();
for(int i=0;i<m;i++)
{
    cout<<mini.top()<<" ";
    mini.pop();
}cout<<endl;
```

*//to check whether the priority\_queue is empty or not then we have to use empty() function*

cout<<"khalli hai kya bhai ??? "<<mini.empty()<<endl;*//result must be one as we have popped out all the elements of the min heap.*

```
size of the priority_queue(MAX HEAP):5
4 3 2 1 0

1 2 3 4 5
khalli hai kya bhai ??? 1
```

## SET:

*//saare ke saare unique element store hote hai....agar humne five times five insert kar diya tab bhi ek hi baar five store hoga.*

*//implementation behind the scene using BST.*

*//returns elements in sorted order.*

*//creating a set of int type*

```
set<int> s;
```

*//inserting the elements into the set,this can be done using insert() function.*

```
s.insert(0);
s.insert(5);
s.insert(3);
s.insert(2);
s.insert(4);
s.insert(1);
```

*//time complexity of insert operation is  $O(\log n)$ ;*

*//printing the elements of the set*



```
for(int i:s)
{
    cout<< i << " ";
}cout<< endl;
```

**//initializing the iterator(it)**

```
set<int>::iterator it = s.begin();
it++;
```

**//erase the element of the set**

```
s.erase(it);
```

```
for(auto i:s)
{
    cout<< i << " ";
}cout<<endl;//output must be 0 2 3 4 5
```

**//count(<element>)-batata hai ki element hai ya ni**  
 cout<<"5 is present or not-> "<<s.count(5)<<endl;

**//find()-it returns the iterator of that element**  
 set<int>::iterator itr = s.find(4);

**//for eg--**

```
for(auto it=itr;it!=s.end();it++)
{
    cout<< it <<" ";
}cout<<endl;
```

**//time complexity of insert(), find(),erase(),count() is  $O(\log n)$ .**

**//time complexity of size(),begin(),empty() is  $O(1)$ ;**

## MAP:

**//value stored in the form of key value pair.**  
**//keys must be unique.**  
**//value can be same**

**//creating a map**

```
map<int,string> m;
```

```
m[1]="animish";
m[2]="tripathy";
```

**NOTE :-another method of inserting the elements into map.that is using insert() function.**

```
m.insert({3,"abhinay"});
m.insert({4,"tripathy"});
```

//printing the elements of the map

```
for(auto i:m)
{
    cout<<i.first<<" "<<i.second<<endl;
}
```

//to check whether the key 3 is present or not

```
cout<<"finding 3-> "<<m.count(3)<<endl;
```

//erasing any key...this can be done using erase(<key>) function.

```
cout<<endl;
cout<<"before erase the map is->"<<endl;
for(auto i:m)
{
    cout<<i.first<<" "<<i.second<<endl;
}
m.erase(4);
cout<<endl;
cout<<"after erase the map is->"<<endl;
for(auto i:m)
{
    cout<<i.first<<" "<<i.second<<endl;
}
```

the time complexity of the erase(),insert(),find(),count() is:-  $O(\log n)$

```
cout<<endl;
```

```
auto it=m.find(1);
```

```
for(auto i=it;i!=m.end();i++)
```

```
{
    cout<<(*i).first<<" ";
}cout<<endl;
```

```
1 animish
2 tripathy
3 abhinay
4 tripathy
finding 3-> 1
```

```
before erase the map is->
1 animish
2 tripathy
3 abhinay
4 tripathy
```

```
after erase the map is->
1 animish
2 tripathy
3 abhinay
```

```
1 2 3
```

# STL Algorithms

// using `binary_search()` function->

```
bool res=binary_search(v.begin(),v.end(),3);
```

```
cout<< "finding 3-> " << res << endl;
```

```
bool result=binary_search(v.begin(),v.end(),12);
```

```
cout<<"finding 2-> " << result << endl;
```

```
cout<<endl;
```

//finding maximum of a and b using `max()` function

```
int a=3;
```

```
int b=4;
```

```
cout<<"the maximum of a and b is->"<<max(a,b)<<endl;
```

```
cout<<"the minimum of a and b is->"<<min(a,b)<<endl;
```

```
cout<<endl;
```

//swapping using `swap()` function

```
cout<<"before swapping the value of a is->"<<a<<endl;
```

```
cout<<"before swapping the value of b is->"<<b<<endl;
```

```
swap(a,b);
```

```
cout<<"after swapping the value of a is->"<<a<<endl;
```

```
cout<<"after swapping the value of b is->"<<b<<endl;
```

```
cout<<endl;
```

//reversing any string using `reverse()` function.

```
string s="animish";
```

```
reverse(s.begin(),s.end());
```

```
cout<<"the reversed string is: " << s <<endl;
```

```
cout<<endl;
```

//in order to rotate any vector,we use `rotate()`function

Note:-in this we have to give the forward iterator,the middle element(upto which element we have to rotate),end(specifying the end of the vector)

```
rotate(v.begin(),v.begin()+1,v.end());
```

```

cout<<"after rotate"<<endl;
for(int i:v){
    cout<< i << " ";

}

```

//in order to sort, we use **sort()** operation

```

cout<<"the vector before sorting is: "<<endl;

}

```

```

1  #include<bits/stdc++.h>
2  using namespace std;
3
4  int main()
5  {
6      vector<int>v;
7      int n;
8      cin>>n;
9      for(int i=0;i<n;i++)
10     {
11         int x;
12         cin>>x;
13         v.push_back(x);
14     }
15     auto it = min_element(v.begin(),v.end());
16     cout << "The minimum element in the array is:" << (*it) << endl;
17
18     auto iterator = max_element(v.begin(),v.end());
19     cout << "The maximum element in the array is:" << (*iterator) << endl;
20
21     int sum = accumulate(v.begin(),v.end(),0/*initial sum*/);
22     cout << "The sum of all the elements in the array is:" << sum << endl;
23
24     int cnt = count(v.begin(),v.end(),2);
25     cout<<"Count of 2 is:- " << cnt << endl;
26
27     auto value = find(v.begin(),v.end(),12);
28     if(value!=v.end())
29     {
30         cout << *value << endl;
31     }
32     else
33     {
34         cout << "Element not found" << endl;
35     }
36

```

```

1  13
2  1 1 2 2 3 3 4 5 5 5 5

```

outputf.in

```

1  The minimum element in the array is:1
2  The maximum element in the array is:5
3  The sum of all the elements in the array is:44
4  Count of 2 is:- 2
5  Element not found
6

```

```

#include<bits/stdc++.h>
using namespace std;

int main()
{
    //lambda function
    cout << [](int x){return x>0;}(-2) << endl;

    auto sum = [](int x,int y){return x+y;};
    cout << sum(3,4) << endl;

    int n;
    cin >> n;
    vector<int>v;
    for(int i=0;i<n;i++)
    {
        int x;
        cin>>x;
        v.push_back(x);
    }

    cout << all_of(v.begin(),v.end(),[](int x){return x>0;})<< endl;
    cout << any_of(v.begin(),v.end(),[](int x){return x>0;})<< endl;
    cout << none_of(v.begin(),v.end(),[](int x){return x<0;})<< endl;
}

```

```

1  13
2  1 1 2 2 -3 3 3 4 5 5 5 5

```

outputf.in

```

1  0
2  7
3  0
4  1
5  0
6

```