

## List Built-in Functions:

### 1. Constructor

Name	Details	Time Complexity
<code>list&lt;type&gt;myList;</code>	Construct a list with 0 elements.	$O(1)$
<code>list&lt;type&gt;myList(N);</code>	Construct a list with N elements and the value will be garbage.	$O(N)$
<code>list&lt;type&gt;myList(N,V);</code>	Construct a list with N elements and the value will be V.	$O(N)$
<code>list&lt;type&gt;myList(list2);</code>	Construct a list by copying another list list2.	$O(N)$
<code>list&lt;type&gt;myList(A,A+N);</code>	Construct a list by copying all elements from an array A of size N.	$O(N)$

### 2. Capacity

Name	Details	Time Complexity
<code>myList.size()</code>	Returns the size of the list.	$O(1)$
<code>myList.max_size()</code>	Returns the maximum size that the vector can hold.	$O(1)$
<code>myList.clear()</code>	Clears the list elements. Do not delete the memory, only clear the list.	$O(N)$
<code>myList.empty()</code>	Return true/false if the list is empty or not.	$O(1)$
<code>myList.resize()</code>	Change the size of the list.	$O(K)$ ; where K is the difference between new size and current size.

### 3. Modifiers

Name	Details	Time Complexity
<code>myList = list2</code> or <code>myList.assign(list2.begin(),list2.end())</code>	Assign another list.	$O(N)$
<code>myList.push_back()</code>	Add an element to the tail.	$O(1)$
<code>myList.push_front()</code>	Add an element to the head.	$O(1)$
<code>myList.pop_back()</code>	Delete the tail.	$O(1)$
<code>myList.pop_front()</code>	Delete the head.	$O(1)$
<code>myList.insert()</code>	Insert elements at a specific position. <pre>myList.insert(next(myList.begin(), 2), {100,200});</pre>	$O(N+K)$ ; where K is the number of elements to be inserted.
<code>myList.erase()</code>	Delete elements from a specific position. <pre>myList.erase(next(myList.begin(), 2)); myList.erase(next(myList.begin(),2),next(myList.begin(),5));</pre>	$O(N+K)$ ; where K is the number of elements to be deleted.
<code>replace(myList.begin(),myList.end(),value,replace_value)</code>	Replace all the value with <code>replace_value</code> . Not under a list STL. <pre>replace(myList.begin(), myList.end(), 10, 100);</pre>	$O(N)$
<code>find(myList.begin(),myList.end(),V)</code>	Find the value V. Not under a list STL. <pre>auto it = find(myList.begin(), myList.end(),60); if(it == myList.end()){     cout &lt;&lt; "Not Found"; } else{     cout &lt;&lt; "Found"; }</pre>	$O(N)$

## 4. Operations

Name	Details	Time Complexity
<code>myList.remove(V)</code>	Remove the value V from the list <code>myList.remove(10);</code> (Every 10 in list will be delete)	$O(N)$
<code>myList.sort()</code>	Sort the list in ascending order. <code>myList.sort();</code>	$O(N\log N)$
<code>myList.sort(greater&lt;type&gt;())</code>	Sort the list in descending order <code>myList.sort(greater&lt;int&gt;());</code>	$O(N\log N)$
<code>myList.unique()</code>	Deletes the duplicate values from the list. You must sort the list first. <code>myList.sort();</code> <code>myList.unique();</code>	$O(N)$ , with sort $O(N\log N)$
<code>myList.reverse()</code>	Reverse the list. <code>myList.reverse();</code>	$O(N)$

## 5. Element access

Name	Details	Time Complexity
<code>myList.back()</code>	Access the tail element.	$O(1)$
<code>myList.front()</code>	Access the head element.	$O(1)$
<code>next(myList.begin(),i)</code>	Access the ith element <code>cout &lt;&lt; *next(myList.begin(), 3) &lt;&lt; endl;</code>	$O(N)$

## 6. Iterators

Name	Details	Time Complexity
<code>myList.begin()</code>	Pointer to the first element.	$O(1)$
<code>myList.end()</code>	Pointer to the last element.	$O(1)$