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C++ STL

Unordered Set: stores unique elements in no particular order.

Syntax = unordered_set<object_type> var name;
Eg = unordered_set<int> s;

insert(): inserts an element in the unordered set.

```
Syntax = unordered_set<int> s;
         s.insert(1);
         s.insert(2);
```

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begin(): return an iterator pointing to the first element in the unordered set.

```
Syntax = s.begin();
```

count(): returns 1 if element is present in the container otherwise 0.

```
Syntax = unordered_set<int> s;
         s.insert(1);
         s.insert(2);
         s.count(2); // returns true.
```

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→ clear(): deletes all the elements in
Syntax = s.clear();

→ find():- to search element in unordered set.

```
syntax = unordered_set<int> s;
         s.insert(1);
         s.insert(2);
         if(s.find(2)!=s.end()){
             cout<<"true"<<endl;}
```

→ erase():- to delete a single element or elements b/w a particular range.

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```
syntax = s.erase();
```

→ size():- returns the size.

```
syntax = s.size();
```

→ empty():- checks if set is empty.

```
syntax = s.empty();
```

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→ Vector: dynamic arrays; that have ability to change size whenever elements are added or deleted from them.

Syntax: vector<object_type> var_name;

Eg: vector <int> ans;

→ begin(): first element of vector.

→ end(): last " " "

→ push_back(): basically prints the value.

Syntax: v1.push_back(1);

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→ insert(): it is used to insert an element at a specified position.

Syntax: v1.insert(it, 5);

auto it = v1.begin() ← // inserting 5 at the beginning

→ erase(): it is used to ~~del~~ delete a specific element

Syntax: vector<int> v1;
auto it = v1.begin();
v1.erase(it);

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Time is what we want most, but .... what we use worst.

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→ pop_back(): deletes last element and returns it to the calling function.

→ front(): it returns a reference to the first element of the vector.

→ back(): it returns a reference to the last ~~first~~ element of vector.

→ clear(): deletes all the elements from the vector.

→ empty(): check whether vector is empty or not.

→ size(): returns size.

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