reverse()

> 将容器 `[start, end)` 内所有元素翻转。

```cpp
#include <iostream>
#include <cstdio>
#include <vector>
#include <algorithm>
using namespace std;

int main() {

    vector<int> v({1, 2, 3, 4});

    reverse(v.begin(), v.end());

    for(auto x : v)
        cout << x << " ";

    return 0;
}
```

```cpp
#include <iostream>
#include <cstdio>
#include <vector>
#include <algorithm>
using namespace std;

int main() {

    int a[10] = {6, 7, 8, 9, 1, 2, 3, 5};
    reverse(a + 0, a + 3 + 1);

    for(auto x : a)
        cout << x << " ";

    return 0;
}
```

unique

```cpp
#include <iostream>
#include <cstdio>
#include <algorithm>
#include <vector>
using namespace std;

int main() {
```

```
    vector<int> v({1, 1, 2, 2, 3, 4, 5});
    v.erase(unique(v.begin(), v.end()), v.end());
    /*
    int p = unique(v.begin(), v.end()) - v.begin();
    cout << p << endl;
    */

    /*
    for(int i = 0; i < p; i++)
        cout << v[i] << " ";
    */

    for(auto x : v)
        cout << x << " ";


    return 0;
}
```

```
#include <iostream>
#include <cstdio>
#include <algorithm>
using namespace std;

int main() {

    int a[] = {1, 1, 2, 2, 3, 4, 5};

    int p = unique(a, a + 7) - a;
    for(int i = 0; i < p; i++)
        cout << a[i] << " ";

    return 0;
}
```

random_shuffle

```
#include <iostream>
#include <cstdio>
#include <algorithm>
#include <vector>
#include <ctime>
using namespace std;

int main() {

    srand(time(0));

    vector<int> v({1, 2, 3, 4, 5, 6});

    random_shuffle(v.begin(), v.end());
```

```cpp

    for(int x : v)
        cout << x << " ";

    puts("");

    sort(v.begin(), v.end(), greater<int>());

    for(int x : v)
        cout << x << " ";

    puts("");

    sort(v.begin(), v.end(), less<int>());

    for(int x : v)
        cout << x << " ";

    puts("");

    return 0;
}
```