

# C++ in Technical Interviews

# Who am I

- Ben
- Y2 (soon) CS at NUS

## Agenda

- [Recap](#)
- Standard Template Library
- Custom Classes / Templates

## Resources

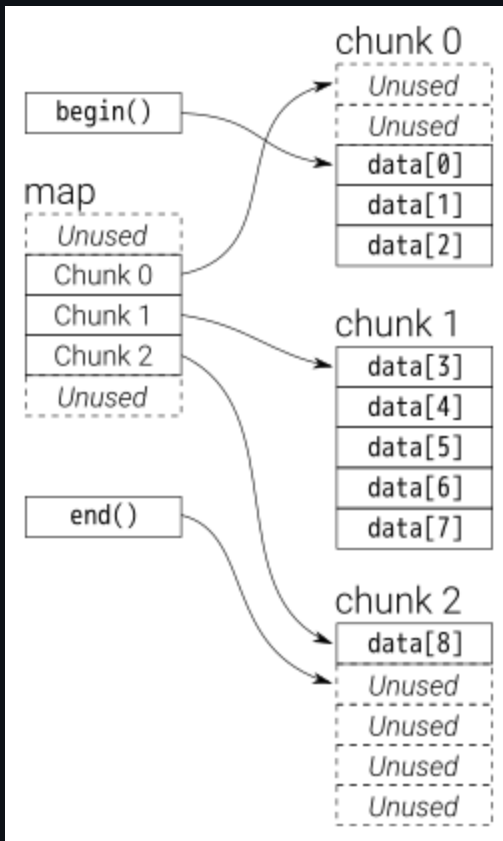
## STL stuff

- Containers
- Algorithm
- Iterators

# Containers

- Sequence Containers
  - `deque`
  - `vector`
  - `list`
- `Map`
  - `map`, `unordered_map`
- `Set`
  - `set`, `multiset`, `unordered_set`,  
`unordered_multiset`

# Deque Implementation



## Other useful containers

- `priority_queue` (i.e default is max heap)
- `stack`
- `queue`

## Algorithm

- Sort (i.e hybrid of insertion, quick and heapsort)
  - Custom Sorting
- lower\_bound (i.e finds first  $x \geq \text{target}$ )
- upper\_bound (i.e finds first  $x > \text{target}$ )
- nth\_element (i.e quickselect)
- next\_permutation

## Structs / Classes

- Members of structs are public while those of classes are private by default
- Rule of Three / Five



## Templates

- Work with generic types

## Iterators

- Forward iterators and backwards iterators