

C++ in Technical Interviews

Who am I

- Ben
- Y2 (soon) CS at NUS

Agenda

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

Resources

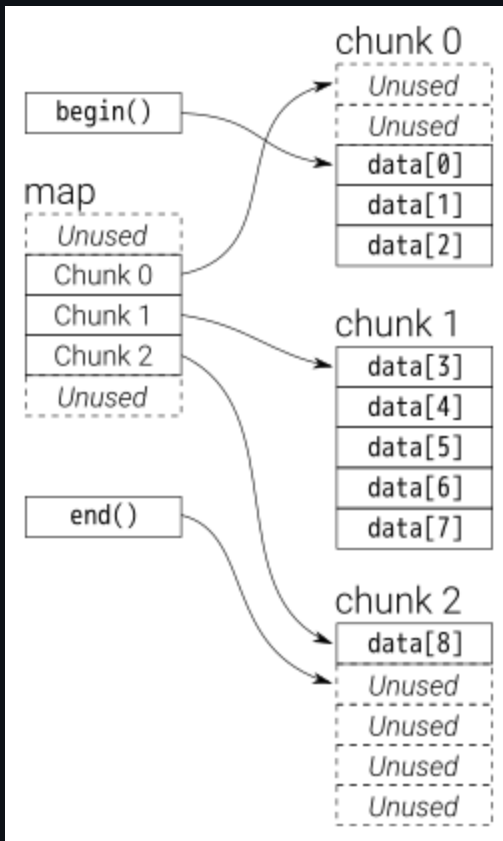
STL stuff

- 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