

Five STL algorithms

1. `find_if(b, e, x, f)` - Looks for the first occurrence of **x** in the range of $[b..e)$ by using **f** as the policy (*function object*) for performing the search, and returns the corresponding iterator. **c** is the container which is this algorithm performs search on.
2. `sort_if(b, e, f)` - Sorts the contents of **c** container in the range of $[b..e)$ by using **f** as the policy (*function object*) for performing the sort operation.
3. `unique_copy(b, e, b2)` - Gets unique elements from the container of **c** in the range of $[b..e)$ and sequentially copies them into the container of **c2** beginning with **b2**.
4. `push_back(x)` - Extends the container of **c** by one unit of $T(x)$ and assigns **x** to that new unit. The new unit takes place at the end of the container.
5. `begin()` or `end()` - `begin()` retrieves the iterator *referring to the first element* in the container of **c**, and `end()` retrieves the iterator *referring to the one past last element* in the container of **c**.