

Library consists of Template classes
Data Containers

- ## Templates

- ```
template<class T>
void swap(T &n1,T &n2){

}
```

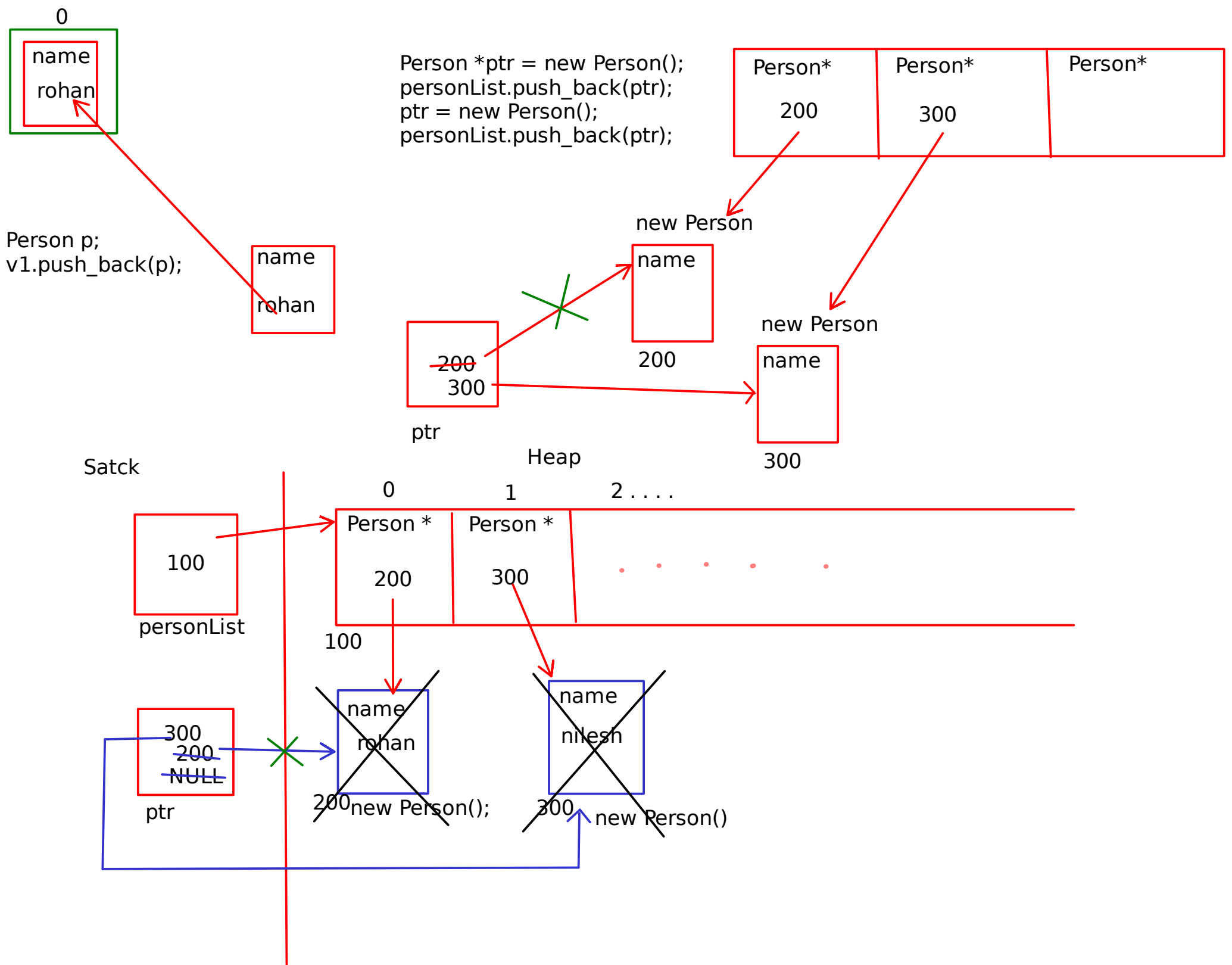
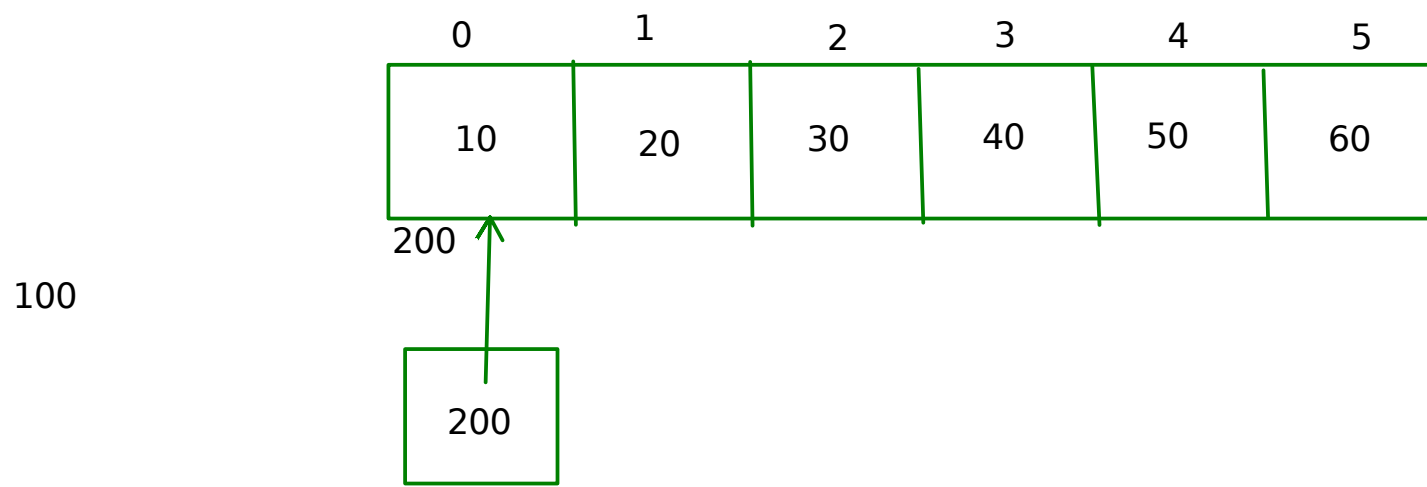
```
char n1,n2;
swap<int>(n1,n2)
```

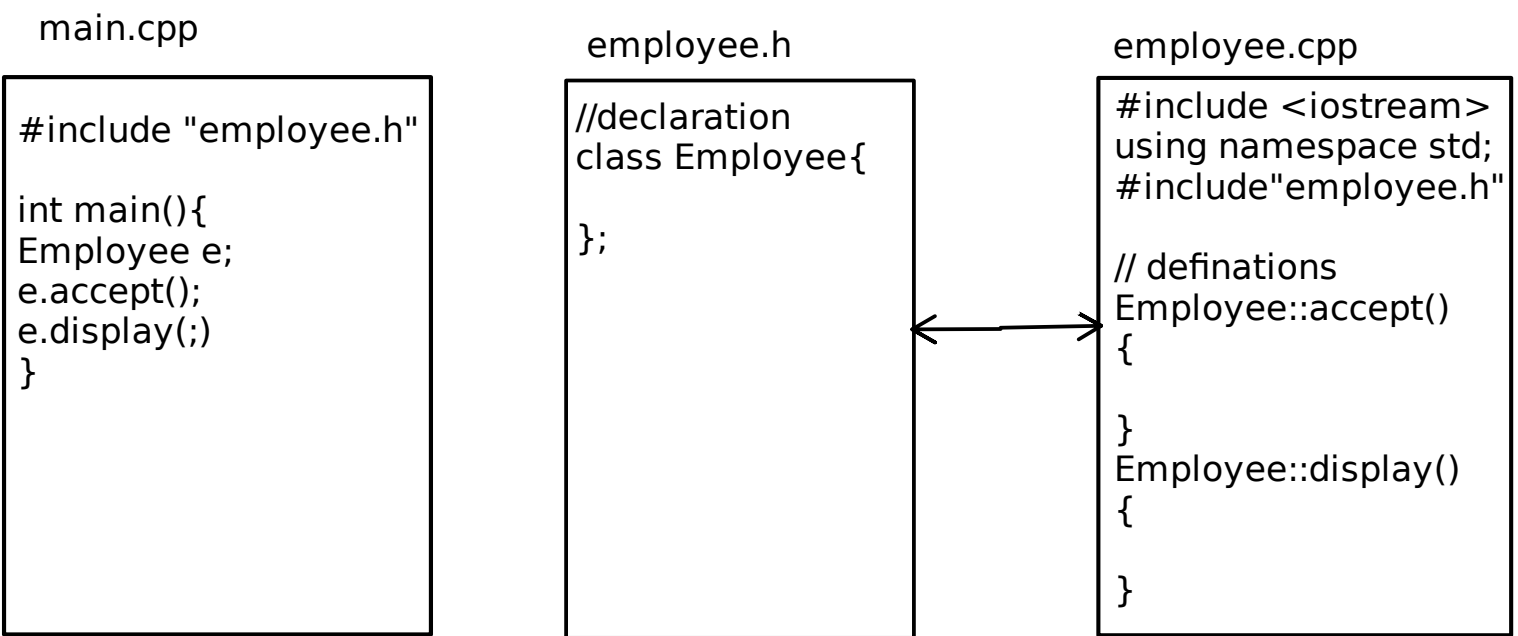
```
class Array{
```

```
T *ptr;
}
```

swap()-> operator

begin() -> iterator





g++ \*.cpp  
// no need to compile header files



Stream ->

console/terminal -> i/o -> console i/o  
disk (HDD)-> r/w(i/o) -> disk i/o

```
class A{
private:
int n1;

protected:
int n2;

public:
void displayA(){
cout<n1<<n2<<endl;
}
}
```

```
void myfun(){
A a;
cout<<a.n1<<a.n2<<endl;
}
```

