```cpp
/* The following code example is taken from the book
 * "The C++ Standard Library - A Tutorial and Reference"
 * by Nicolai M. Josuttis, Addison-Wesley, 1999
 *
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 */
#include <iostream>
#include <map>
#include <string>
#include <iomanip>
using namespace std;

int main()
{
    // define multimap type as string/string dictionary
    typedef multimap<string,string> StrStrMMap;

    // create empty dictionary
    StrStrMMap dict;

    // insert some elements in random order
    dict.insert(make_pair("day","Tag"));
    dict.insert(make_pair("strange","fremd"));
    dict.insert(make_pair("car","Auto"));
    dict.insert(make_pair("smart","elegant"));
    dict.insert(make_pair("trait","Merkmal"));
    dict.insert(make_pair("strange","seltsam"));
    dict.insert(make_pair("smart","raffiniert"));
    dict.insert(make_pair("smart","klug"));
    dict.insert(make_pair("clever","raffiniert"));

    // print all elements
    StrStrMMap::iterator pos;
    cout.setf (ios::left, ios::adjustfield);
    cout << ' ' << setw(10) << "english "
         << "german " << endl;
    cout << setfill('-') << setw(20) << ""
         << setfill(' ') << endl;
    for (pos = dict.begin(); pos != dict.end(); ++pos) {
        cout << ' ' << setw(10) << pos->first.c_str()
             << pos->second << endl;
    }
    cout << endl;

    // print all values for key "smart"
    string word("smart");
    cout << word << ": " << endl;
    for (pos = dict.lower_bound(word);
         pos != dict.upper_bound(word); ++pos) {
        cout << "    " << pos->second << endl;
    }
```

```
        // print all keys for value "raffiniert"
        word = ("raffiniert");
        cout << word << ": " << endl;
        for (pos = dict.begin(); pos != dict.end(); ++pos) {
            if (pos->second == word) {
                cout << "    " << pos->first << endl;
            }
        }
}
```