G++ 2.91.57，cygnus\cygwin-b20\include\g++**stl_construct.h** 完整列表

```
/* NOTE: This is an internal header file, included by other STL headers.
 *   You should not attempt to use it directly.
 */

#ifndef __SGI_STL_INTERNAL_CONSTRUCT_H
#define __SGI_STL_INTERNAL_CONSTRUCT_H

#include <new.h>

__STL_BEGIN_NAMESPACE

template <class T>
inline void destroy(T* pointer) {
    pointer->~T();
}

template <class T1, class T2>
inline void construct(T1* p, const T2& value) {
  new (p) T1(value);  // jjhou: placement new; invoke ctor T1(value);
}
```

```cpp
template <class ForwardIterator>
inline void
__destroy_aux(ForwardIterator first, ForwardIterator last, __false_type) {
  for ( ; first < last; ++first)
    destroy(&*first);
}

template <class ForwardIterator>
inline void __destroy_aux(ForwardIterator, ForwardIterator, __true_type) {}

template <class ForwardIterator, class T>
inline void __destroy(ForwardIterator first, ForwardIterator last, T*) {
  typedef typename __type_traits<T>::has_trivial_destructor trivial_destructor;
  __destroy_aux(first, last, trivial_destructor());
}

template <class ForwardIterator>
inline void destroy(ForwardIterator first, ForwardIterator last) {
  __destroy(first, last, value_type(first));
}

inline void destroy(char*, char*) {}
inline void destroy(wchar_t*, wchar_t*) {}

__STL_END_NAMESPACE

#endif /* __SGI_STL_INTERNAL_CONSTRUCT_H */

// Local Variables:
// mode:C++
// End:
```