

Element access

<code>at</code>	access specified element with bounds checking (public member function)
<code>operator[]</code>	access specified element (public member function)
<code>front</code>	access the first element (public member function)
<code>back</code>	access the last element (public member function)
<code>data</code> (C++11)	direct access to the underlying array (public member function)

Capacity

<code>empty</code>	checks whether the container is empty (public member function)
<code>size</code>	returns the number of elements (public member function)
<code>max_size</code>	returns the maximum possible number of elements (public member function)
<code>reserve</code>	reserves storage (public member function)
<code>capacity</code>	returns the number of elements that can be held in currently allocated storage (public member function)
<code>shrink_to_fit</code> (C++11)	reduces memory usage by freeing unused memory (public member function)

Modifiers

<code>clear</code>	clears the contents (public member function)
<code>insert</code>	inserts elements (public member function)
<code>emplace</code> (C++11)	constructs element in-place (public member function)
<code>erase</code>	erases elements (public member function)
<code>push_back</code>	adds an element to the end (public member function)
<code>emplace_back</code> (C++11)	constructs an element in-place at the end (public member function)
<code>pop_back</code>	removes the last element (public member function)
<code>resize</code>	changes the number of elements stored (public member function)
<code>swap</code>	swaps the contents (public member function)