



# <algorithms> library in C++ STL

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1. **std :: all\_of** : Test condition on all elements in range
2. **std :: any\_of** : Test if any element in range fulfills condition
3. **std :: none\_of** : Test if no elements fulfill condition
4. **std :: for\_each** : Apply function to range
5. **std :: find** : Find value in range
6. **std :: find\_if** : Find element in range
7. **std :: find\_if\_not** : Find element in range (negative condition)
8. **std :: find\_end** : Find last subsequence in range
9. **std :: find\_first\_of** : Find element from set in range
10. **std :: adjacent\_find** : Find equal adjacent elements in range
11. **std :: count** : Count appearances of value in range
12. **std :: count\_if** : Return number of elements in range satisfying condition
13. **std :: mismatch** : Return first position where two ranges differ
14. **std::equal** : Test whether the elements in two ranges are equal
15. **std :: is\_permutation** : Test whether range is permutation of another
16. **std :: search** : Search range for subsequence
17. **std :: search\_n** : Search range for element

## Modifying sequence operations

1. **std :: copy** : Copy range of elements
2. **std :: copy\_n** : Copy elements
3. **std :: copy\_if** : Copy certain elements of range
4. **std :: copy\_backward** : Copy range of elements backward
5. **std::move** : Move range of elements
6. **std :: move\_backward** : Move range of elements backward
7. **std :: swap** : Exchange values of two objects
8. **std::swap\_ranges** : Exchange values of two ranges
9. **std :: iter\_swap** : Exchange values of objects pointed to by two iterators
10. **std::transform** : Transform range
11. **std::replace** : Replace value in range
12. **std::replace\_if** : Replace values in range
13. **std :: replace\_copy** : Copy range replacing value
14. **std :: replace\_copy\_if** : Copy range replacing value
15. **std::fill** : Fill range with value
16. **std :: fill\_n** : Fill sequence with value
17. **std ::generate** : Generate values for range with function
18. **std::generate\_n** : Generate values for sequence with function
19. **std::remove** : Remove value from range

20. **std :: remove\_if** : Remove elements from range
21. **remove\_copy** : Copy range removing value
22. **remove\_copy\_if** : Copy range removing values
23. **std ::unique** : Remove consecutive duplicates in range
24. **std :: unique\_copy** : Copy range removing duplicates
25. **std ::reverse** : Reverse range
26. **std :: reverse\_copy** : Copy range reversed
27. **std :: rotate** : Rotate left the elements in range
28. **std :: rotate\_copy** : Copy range rotated left
29. **std :: random\_shuffle** : Randomly rearrange elements in range
30. **std :: shuffle** : Randomly rearrange elements in range using generator

### Partition Operations



1. **std :: is\_partitioned** : Test whether range is partitioned
2. **std :: partition** : Partition range in two
3. **std :: stable\_partition** : Partition range in two – stable ordering
4. **partition\_copy** : Partition range into two
5. **partition\_point** : Get partition point

### Sorting

1. **std :: sort** : Sort elements in range
2. **std :: stable\_sort** : Sort elements preserving order of equivalents
3. **std :: partial\_sort** : Partially sort elements in range
4. **std :: partial\_sort\_copy** : Copy and partially sort range
5. **std :: is\_sorted** : Check whether range is sorted
6. **std :: is\_sorted\_until** : Find first unsorted element in range
7. **std :: nth\_element** : Sort element in range

### Binary search (operating on partitioned/sorted ranges)

1. **std :: lower\_bound** : Return iterator to lower bound
2. **std :: upper\_bound** : Return iterator to upper bound

3. **std :: equal\_range** : Get subrange of equal elements
4. **std :: binary\_search** : Test if value exists in sorted sequence

### Merge (operating on sorted ranges)

1. **std :: merge** : Merge sorted ranges
2. **std :: inplace\_merge** : Merge consecutive sorted ranges
3. **std :: includes** : Test whether sorted range includes another sorted range
4. **std :: set\_union** : Union of two sorted ranges
5. **std :: set\_intersection** : Intersection of two sorted ranges
6. **std :: set\_difference** : Difference of two sorted ranges
7. **std :: set\_symmetric\_difference** : Symmetric difference of two sorted ranges

### Heap Operations

1. **std :: push\_heap** : Push element into heap range
2. **std :: pop\_heap** : Pop element from heap range
3. **std :: make\_heap** : Make heap from range
4. **std :: sort\_heap** : Sort elements of heap
5. **std :: is\_heap** : Test if range is heap
6. **std :: is\_heap\_until** : Find first element not in heap order
7. **std :: max** : Return the largest
8. **std :: minmax** : Return smallest and largest elements
9. **std :: min\_element** : Return smallest element in range
10. **std :: max\_element** : Return largest element in range
11. **std :: minmax\_element** : Return smallest and largest elements in range

### Other Operations

1. **std :: lexicographical\_compare** : Lexicographical less-than comparison
2. **std :: next\_permutation** : Transform range to next permutation
3. **std :: prev\_permutation** : Transform range to previous permutation

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14

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