



**CODING
BLOCKS**
Code Your Way To Success

STL

DEEPAK AGGARWAL

WHY REINVENT THE
WHEEL WHEN YOU
DON'T HAVE TO?



What Is STL?

- [Standard](#)
- Template
- [Library](#)

STL is a large piece of code that every compiler must supply so that every programmer can rely on it.

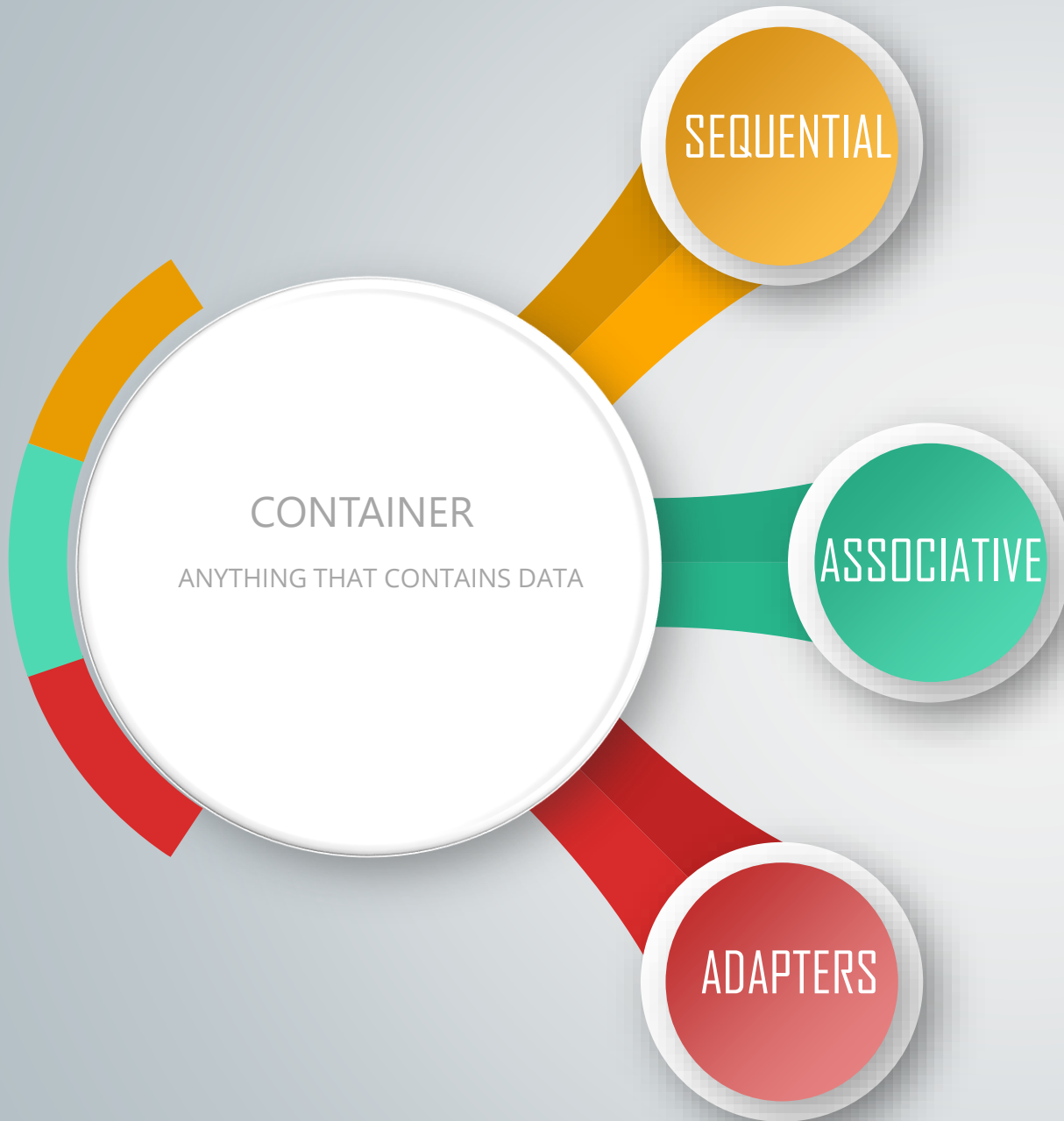
What does a computer deal with?

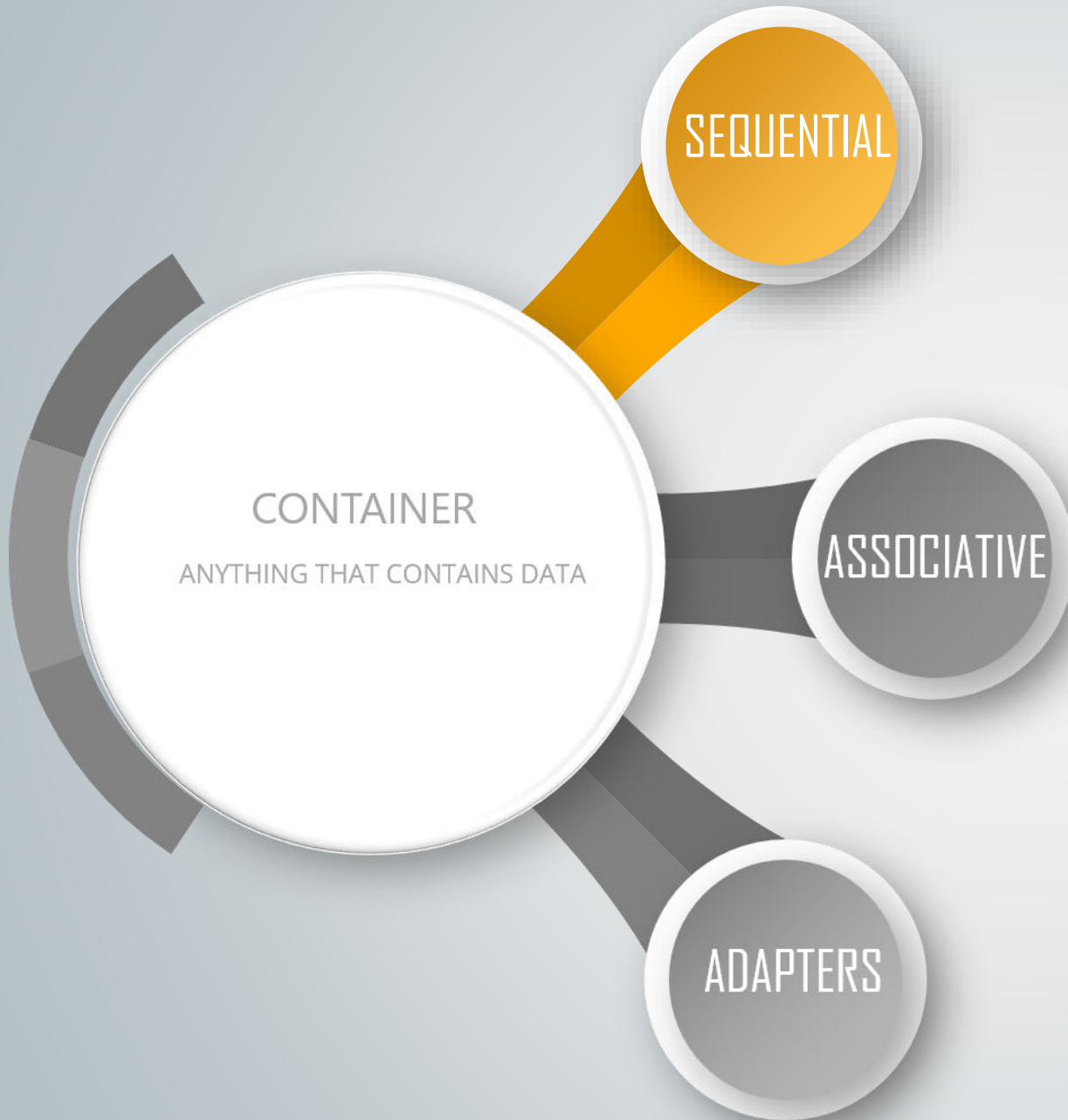
- Data
- Algorithm
- Data Structure/Container

Data + algorithm

Generic Programming

Data + Container





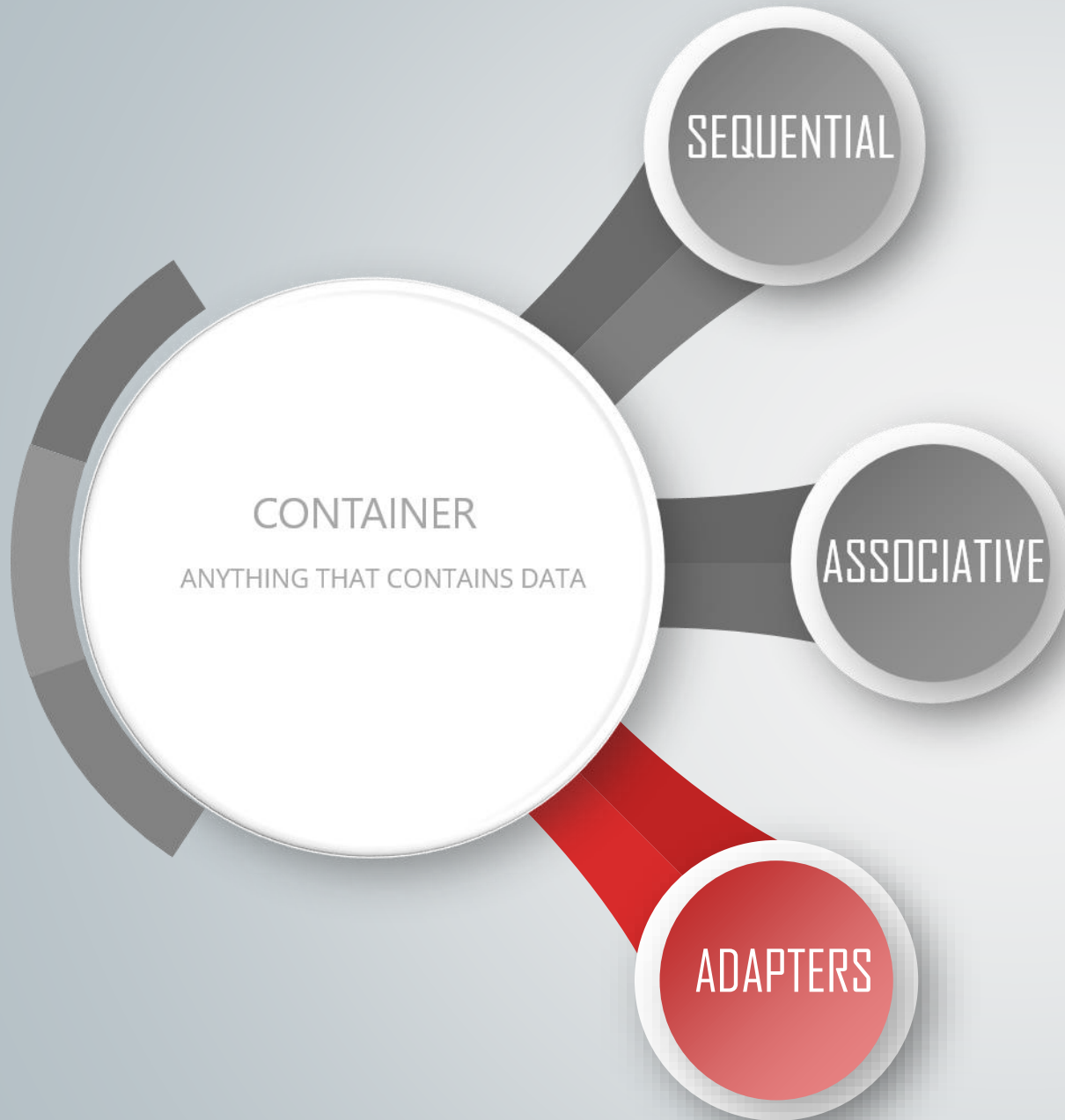
- Stores data in a particular sequence
- Position matters

- vector
- list
- forward_list
- deque
- array



- Data is somehow associated with itself
- Position does **NOT** matters

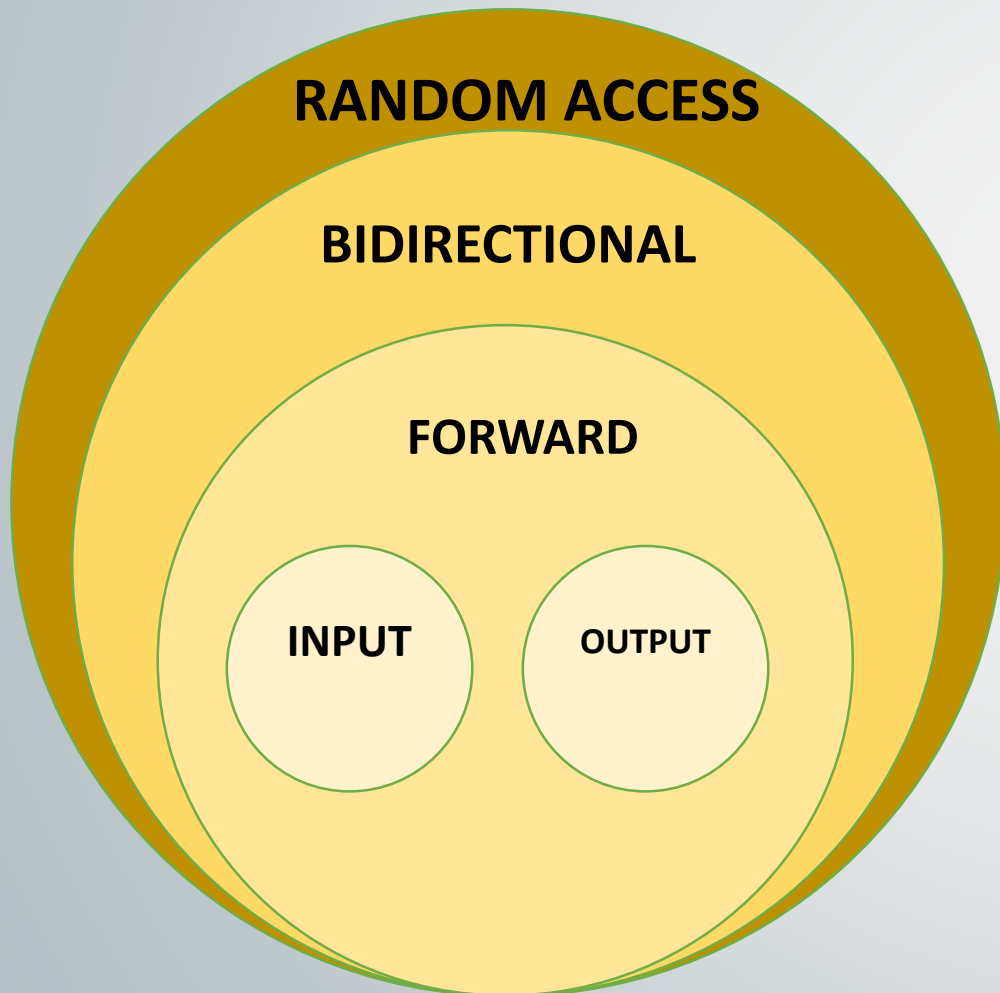
- map
- multimap
- set
- multiset
- unordered_map
- unordered_set



- Sit on already existing containers and restrict their functionalities
 - Are pure concepts
-
- stack
 - queue
 - priority_queue

Algorithm + Container

Iterator



An Insight

- remove_if
- reverse_copy
- lower_bound
- merge
- next_permutation

remove_if

reverse_copy

lower_bound

merge

next_permutation

priority_queue

- The element that's removed appears in the last of the container

ACMCEG2B - FIGUREFUL

AMR12G - The Glittering Caves of Aglarond

Happy Programming

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Watch the video at <https://youtu.be/t27W1yUrYmM?t=1h52m55s>