

## → STL (Standard Template Library)

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- ① Containers
- ② Iterators
- ③ Algorithms
- ④ Functors

### → Containers :

- ① Sequential
  - Vector
  - Stack
  - Queue
  - Pair (not a container)
- ② Unordered
  - Unordered Map
  - Unordered Set
- ③ Ordered
  - Map
  - Multimap
  - Set
  - Multiset

## → Nested Containers :

- ①  $\text{VECTOR} < \text{VECTOR} < \text{INT} > >$
- ②  $\text{MAP} < \text{INT}, \text{VECTOR} < \text{INT} > >$
- ③  $\text{SET} < \text{PAIR} < \text{INT}, \text{STRING} > >$
- ④  $\text{VECTOR} < \text{MAP} < \text{INT}, \text{SET} < \text{INT} > > >$

## → Iterators :

- point to memory address of containers
- $\text{BEGIN}()$ ,  $\text{END}()$
- $\text{VECTOR} < \text{INT} > :: \text{ITERATOR IT};$
- Continuity for containers

## → Algo Algorithms :

- Upper bound
- Lower bound
- sort (comparator)
- max - element
- min - element
- accumulate
- reverse
- count
- find
- next permutations
- prev permutations

## → Functors

- classes which can act as functions.