→ STL ALGORITHMS & LAMBDA FUNCTIONS

→ Lambda function is just a shorter way of writing a function

→ Eg: This is a Lambda function to add two numbers:

```
AUTO SUM = [](INT x, INT y){RETURN x+y;};
COUT << SUM(7,4) << "\n" ;
```

-> ALL_OF -> checks if all the elements satisfies the given condition.
-> ANY_OF -> checks if any element satisfies the given condition.
-> NONE_OF -> checks if none of the elements satisfies the given condition.
They all give a Boolean value in returning (0, 1)

```
VECTOR<INT> V = { 2, -4, 7 };
COUT << ALL_OF( V.BEGIN(), V.END(), [ ]
 (INT x){ RETURN x > 0; }) << "\n"; // 0
COUT << ANY_OF( V.BEGIN(), V.END(), [ ](INT x)
 { RETURN x > 0; }) << "\n"; // 1
COUT << NONE_OF( V.BEGIN(), V.END(), [ ](INT x)
{ RETURN x > 0; }) << "\n"; // 0
```