

# VECTOR

(constructor)

(destructor)

operator=

## Iterators:

begin

end

rbegin

rend

cbegin C++11

cend C++11

crbegin C++11

crend C++11

## Capacity:

size

max\_size

resize

capacity

empty

reserve

shrink\_to\_fit C++11

## Element access:

operator[]

at

front

back

data C++11

## Modifiers:

assign

push\_back

pop\_back

insert

erase

swap

clear

emplace C++11

emplace\_back C++11

## Allocator:

get\_allocator

# DEQUE

(constructor)

(destructor)

operator=

## Iterators:

begin

end

rbegin

rend

cbegin C++11

cend C++11

crbegin C++11

crend C++11

## Capacity:

size

max\_size

resize

empty

shrink\_to\_fit C++11

## Element access:

operator[]

at

front

back

## Modifiers:

assign

push\_back

push\_front

pop\_back

pop\_front

insert

erase

swap

clear

emplace C++11

emplace\_front C++11

emplace\_back C++11

## Allocator:

get\_allocator

# LIST

(constructor)

(destructor)

operator=

## Iterators:

begin

end

rbegin

rend

cbegin C++11

cend C++11

crbegin C++11

crend C++11

## Capacity:

empty

size

max\_size

## Element access:

front

back

## Modifiers:

assign

emplace\_front C++11

push\_front

pop\_front

emplace\_back C++11

push\_back

pop\_back

emplace C++11

insert

erase

swap

resize

clear

## Operations:

splice

remove

remove\_if

unique

merge

sort

reverse

## Observers:

get\_allocator