

* Containers library

⇒ Collection of class templates & algorithms that allows programmers to easily implement common data structures.

⇒ There are three classes of Containers:

① Sequence Containers

Ⓐ array

↳ Static contiguous array

Ⓑ **vector**

↳ dynamic contiguous array

Ⓒ deque

↳ double-ended queue

↳ Allows fast insertion & deletion at both its beginning and its end.

Ⓓ forward-list

↳ Singly-linked list.

↳ fast insertion and removal of elements from anywhere in the container

- ① list
- ↳ doubly-linked list
 - ↳ ~~bidirectional~~ bidirectional iteration capability

② Associative Containers

sorted

↑ data structures that can be quickly searched
($O(\log n)$ complexity)

① set

↳ Collection of unique keys, sorted by keys.

② map

↳ Collection of key-value pairs, sorted by keys, keys are unique.

③ multiset

↳ Collection of keys, sorted by keys

④ multimap

↳ Collection of key-value pairs, sorted by keys

③ Unordered associative Containers

⇒ implements unsorted (hashed) data structures that can be quickly searched

($O(1)$ amortized
 $O(n)$ worst-case complexity)

① unordered_set

② unordered_map

③ unordered_multiset

④ unordered_multimap

* Container adapters

- Provides a different interface for
Sequential Containers.

(a) Stack

↳ LIFO data structure

(b) Queue

↳ FIFO data structure

(c) Priority-Queue