Some basic functions associated with Map:  
[begin()](https://www.geeksforgeeks.org/mapbegin-end-c-stl/) – Returns an iterator to the first element in the map  
[end()](https://www.geeksforgeeks.org/mapbegin-end-c-stl/) – Returns an iterator to the theoretical element that follows last element in the map  
[size()](https://www.geeksforgeeks.org/mapsize-c-stl/) – Returns the number of elements in the map  
[max\_size()](https://www.geeksforgeeks.org/map-max_size-in-c-stl/) – Returns the maximum number of elements that the map can hold  
[empty()](https://www.geeksforgeeks.org/mapempty-c-stl/) – Returns whether the map is empty  
[pair insert(keyvalue, mapvalue)](https://www.geeksforgeeks.org/map-insert-in-c-stl/) – Adds a new element to the map  
[erase(iterator position)](https://www.geeksforgeeks.org/map-erase-function-in-c-stl/) – Removes the element at the position pointed by the iterator  
[erase(const g)](https://www.geeksforgeeks.org/map-erase-function-in-c-stl/)– Removes the key value ‘g’ from the map  
[clear()](https://www.geeksforgeeks.org/mapclear-c-stl/) – Removes all the elements from the map