**­STL in C++**

The C++ STL provides programmers with the following constructs, grouped into three

categories:

• Sequences

• C++ Vectors

• C++ Lists

• C++ Double-Ended Queues

• Container Adapters

• C++ Stacks

• C++ Queues

• C++ Priority Queues

• Associative Containers

• C++ Bitsets

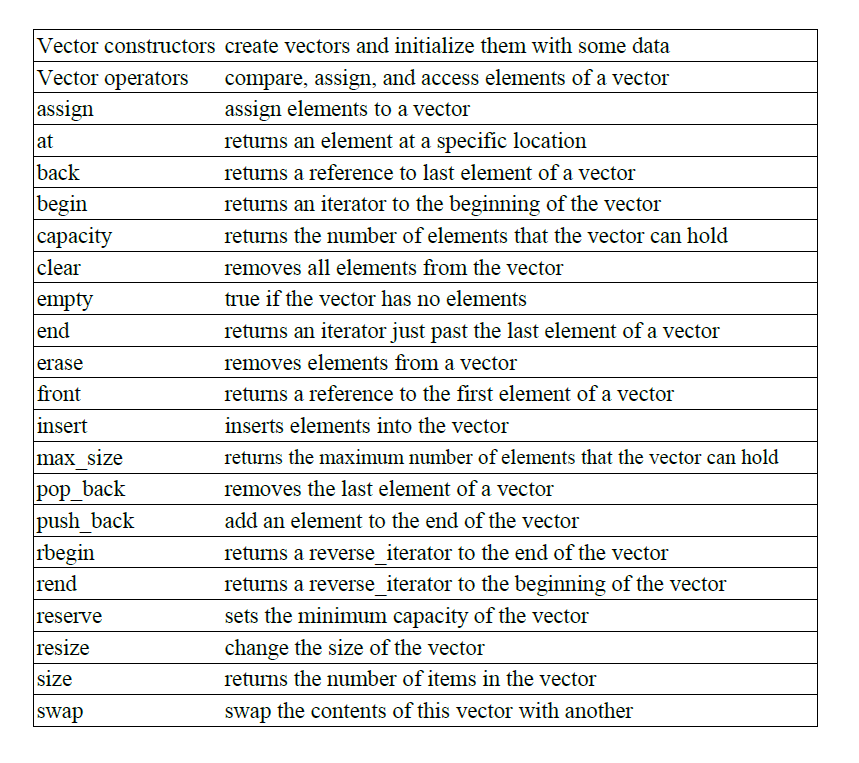
• C++ Maps

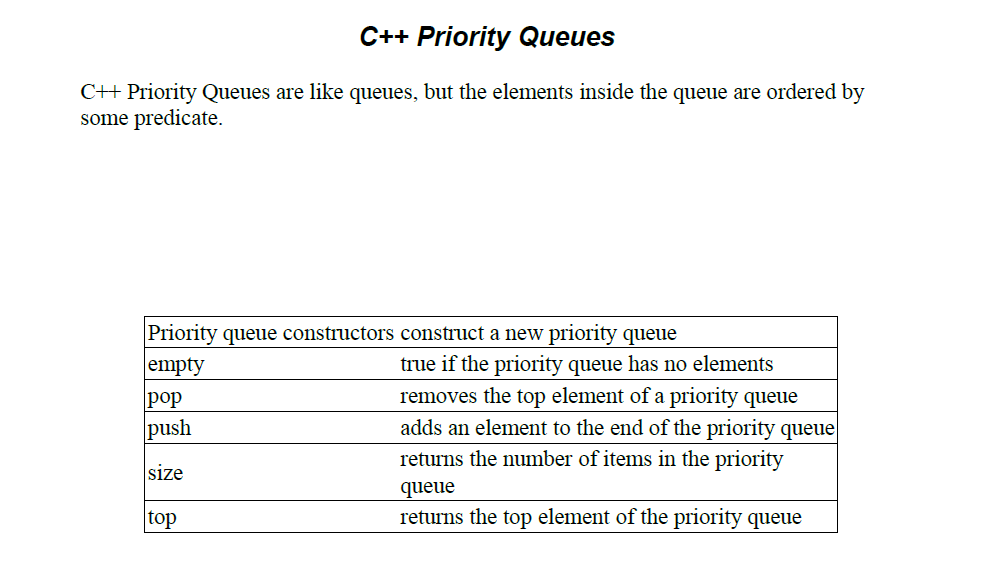
• C++ Multimaps

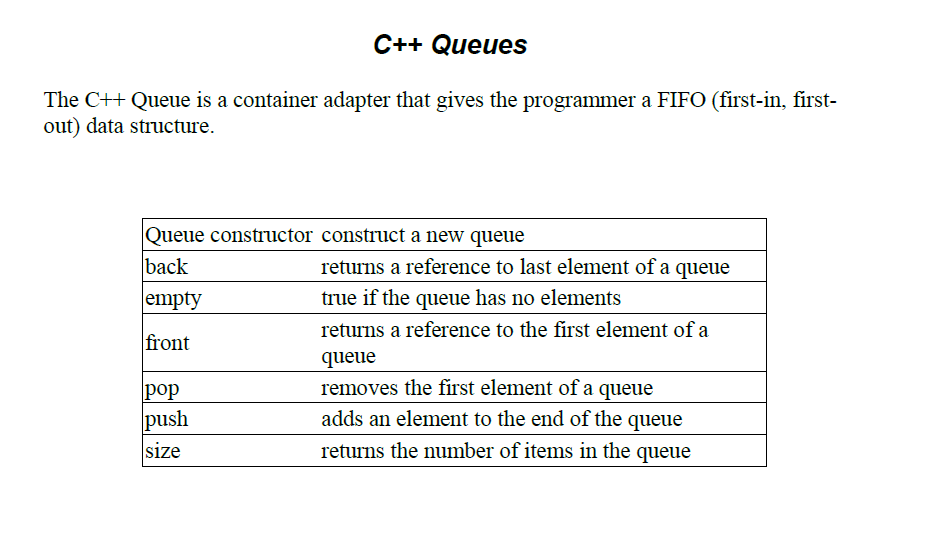
• C++ Sets

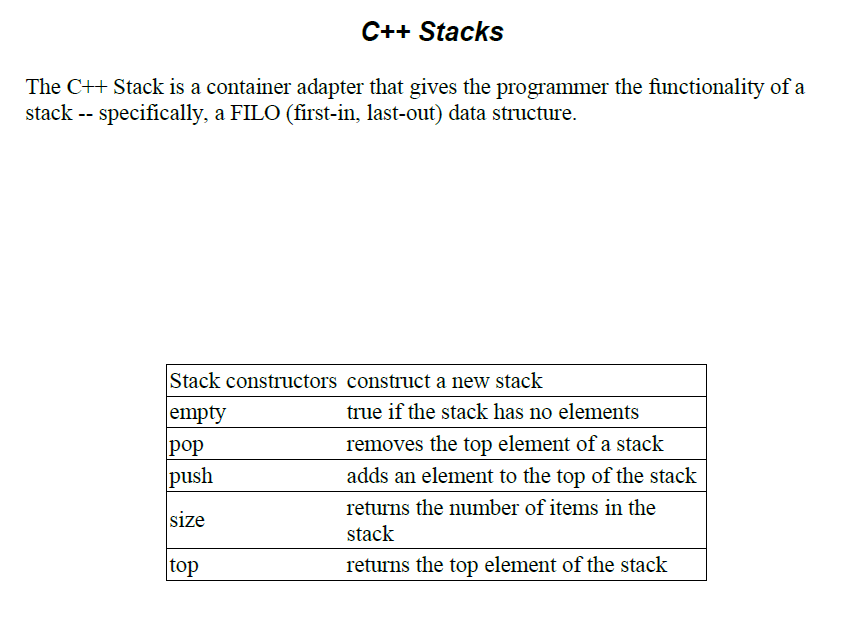
• C++ Multisets

**C++ VECTORS**

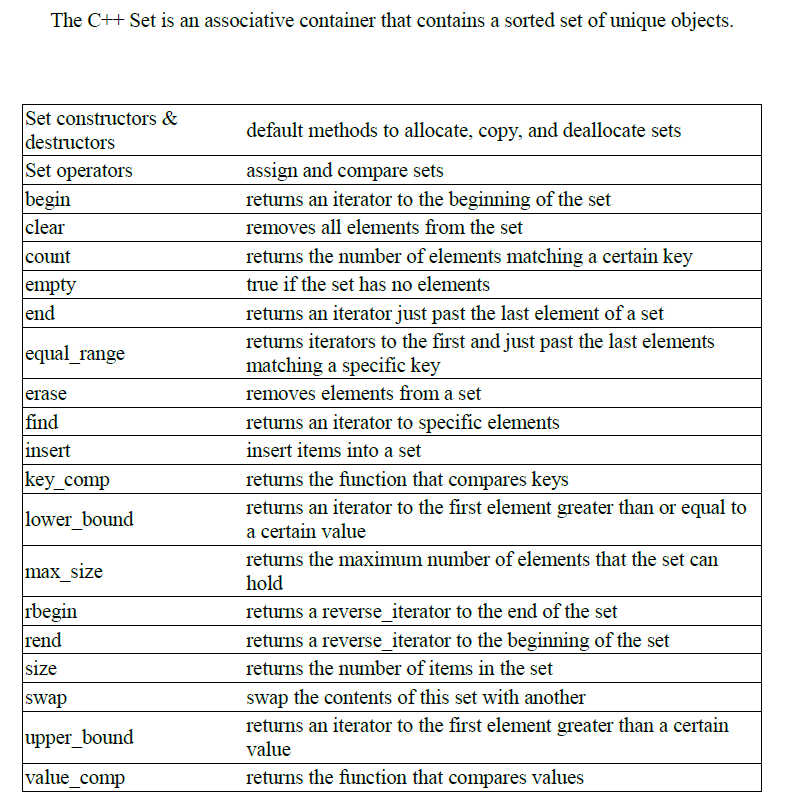




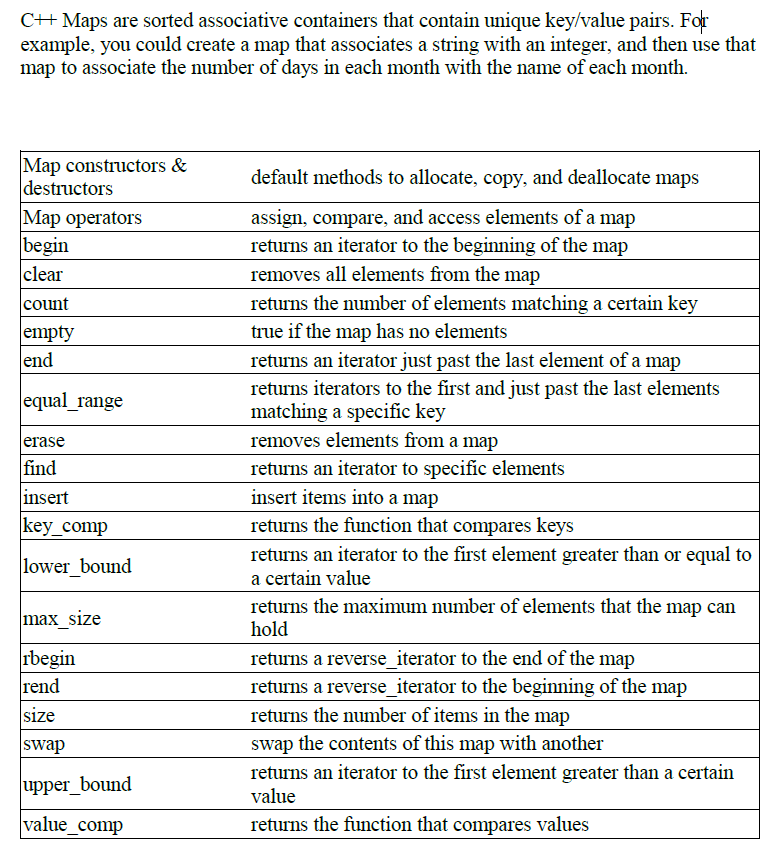


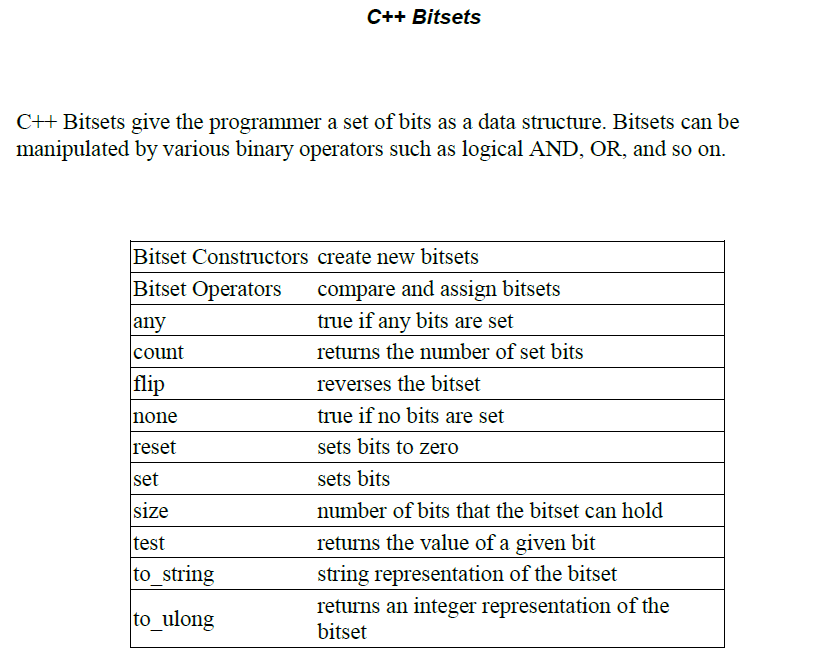


**C++ SETS**



**C++ MAPS**





**C++ ALGORITHMS**

