

Username: Pralay Patoria **Book:** The C++ Standard Library: A Tutorial and Reference, Second Edition. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

1.4. How to Read This Book

This book is both an introductory user's guide and a structured reference manual about the C++ standard library. The individual components of the C++ standard library are somewhat independent of one another, so after reading [Chapters 2](#) through [5](#) you could read the chapters that discuss the individual components in any order. Bear in mind that [Chapters 6](#) through [11](#) all describe the same component. To understand the other STL chapters, you should start with the introduction to the STL in [Chapter 6](#).

If you are a C++ programmer who wants to know, in general, the concepts and all parts of the library, you could simply read the book from beginning to end. However, you should skip the reference sections. To program with certain components of the C++ standard library, the best way to find something is to use the index, which I have tried to make comprehensive enough to save you time when you are looking for something.

In my experience, the best way to learn something new is to look at examples. Therefore, you'll find a lot of examples throughout the book. They may be a few lines of code or complete programs. In the latter case, you'll find the name of the file containing the program as the first comment line. You can find the files on the Internet at the Web site of the book: <http://www.cppstdlib.com>.