

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.

Chapter 2. Introduction to C++ and the Standard Library

In this chapter, I discuss the history and different versions of C++ and introduce the *Big-O notation*, which is used to specify the performance and scalability of library operations.