11.1. Algorithm Header Files

To use the algorithms of the C++ standard library, you must include the header file `<algorithm>` :

```
#include <algorithm>
```

This header file also includes some auxiliary functions: `min()` , `max()` , and `minmax()` were presented in Section 5.5.1, page 134. The `iter_swap()` iterator function was discussed in Section 9.3.4, page 446.

Some of the STL algorithms are provided for numeric processing. Thus, they are defined in `<numeric>` :

```
#include <numeric>
```

In general, Chapter 17 discusses the numeric components of the C++ standard library. However, I decided to discuss the numeric algorithms here because, in my opinion, the fact that they are STL algorithms is more important than the fact that they are used for numeric processing.

When you use algorithms, you often also need function objects and function adapters. These were described in Chapter 10 and are defined in `<functional>` :

```
#include <functional>
```