C++ STL :

*C++ STL SET:*

Function:

1. ‘empty’ : return true if the stack is empty, else return false -> O(1)
2. ‘insert’ : insert element into the set -> O(lgn)
3. ‘erase’ : delete the reference of the top element
   1. erase(position) function argument is a reference to the element -> O(1)
   2. erase(val) function argument is a value of the element -> O(lgn)
   3. erase(first,last) function argument is two reference of the first and last element to be deleted -> O(n)
4. ‘clear’ : clear the set [make its size 0] -> O(n)
5. ‘size’ : return the size of the set -> O(1)
6. ‘find’ : return a reference to the element if the value is found else reference to the set.end() -> O(lgn)
7. ‘begin’ : return the reference of the first element -> O(1)
8. ‘end’ : return a reference of the end of the set -> O(1)
9. ‘end’ : return the reference of the last element -> O(1)
10. ‘swap’ : swap the elements of two set -> O(1)

Usage: