

MEMBER FUNCTIONS OF THE LIST CLASS

constructors	Create lists
operator=	Copy the contents of a list
assign	Assign elements to a list
back	Access the last element of a list
begin	Return the iterator pointing to the beginning of a list
clear	Erase all elements of a list
empty	Test whether a list is empty
end	Return the iterator pointing to the end of a list
erase	Erase elements of a list
front	Access the first element of a list
insert	Insert elements into a list
max_size	Return the largest possible size of a list
merge	Merge sorted lists
pop_back	Remove the last element of a list
pop_front	Remove the first element of a list
push_back	Insert an element at the end of a list
push_front	Insert an element at the beginning of a list
rbegin	Return the reverse_iterator pointing to the beginning of a reversed list
remove	Remove all elements of a list with a specific value
remove_if	Remove all elements of a list fulfilling with a specified condition
rend	Return the reverse_iterator pointing to the end of a reversed list
resize	Change the size of a list
reverse	Reverse the order of elements of a list
size	Return the size of a list
sort	Sort the elements of a list
splice	Move elements from list to list
swap	Swap the contents the contents of two lists
unique	Remove duplicate elements of a list

FUNCTION PROTOTYPES

constructors	Create lists
	<code>list ()</code> – create an empty list
	<code>list (size_type n, const T& value =T())</code> – create a list from <code>n</code> copies of <code>value</code>
	<code>template <class II> list (II first, II last)</code> – create a list from a copy of the elements starting from the element referred by the input iterator <code>first</code> to the element right before the one referred by the input iterator <code>last</code>
	<code>list (const list<T>& l)</code> – create a copy of the list <code>l</code>
destructor	Destroy a list
	<code>~list()</code> – deallocate all the storage capacity allocated by a list
operator=	Copy the contents of a list
	<code>list<T>& operator= (const list<T>& l)</code> – assign a copy of the list <code>l</code> to a list
assign	Assign elements to a list
	<code>void assign (size_type n, const T& x)</code> – assign <code>n</code> copies of the element <code>x</code> to a list, replacing its current content
	<code>template <class II> void assign (II first, II last)</code> – assign a copy of the elements, starting from the element referred by the input iterator <code>first</code> to the element right before the element referred by the input iterator <code>last</code> , to a list, replacing its current content
back	Access the last element of a list
	<code>T& back ()</code> – return a reference to the last element of a list
	<code>const T& back () const</code> – const version of the function
begin	Return the iterator pointing to the beginning of a list
	<code>iterator begin ()</code> – return an iterator to the beginning of a list
	<code>const_iterator begin () const</code> – const version of the iterator
clear	Erase all elements of a list
	<code>void clear ()</code> – set a list content to an empty list
empty	Test whether a list is empty
	<code>bool empty () const</code> – return whether a list is empty
end	Return the iterator pointing to the end of a list
	<code>iterator end ()</code> – return an iterator referring to the end of a list
	<code>const_iterator end () const</code> – const version of the iterator
erase	Erase elements of a list
	<code>iterator erase (iterator p)</code> – erase the element of a list at the position referred by the iterator <code>p</code>
	<code>iterator erase (iterator first, iterator last)</code> – erase all the elements of a list between the positions referred by the iterators <code>first</code> and <code>last</code>
front	Access the first element of a list
	<code>T& front ()</code> – return a reference to the first element of a list
	<code>const T& front () const</code> – const version of the function
insert	Insert elements into a list
	<code>iterator insert (iterator i, const T& x)</code> – insert a copy of the element <code>x</code> at the position referred by the iterator <code>i</code> into a list and return an iterator referring to the insert position
	<code>void insert (iterator i, size_type n, const T& x)</code> – insert <code>n</code> copies of the element <code>x</code> at the position referred by the iterator <code>i</code> into a list
	<code>template <class II> void insert (iterator i, II first, II last)</code> – insert a copy of the elements,

	starting from the element referred by the input iterator <code>first</code> to the element right before the one referred by the input iterator <code>last</code> , at the position referred by the iterator <code>i</code> into a list
<code>max_size</code>	Return the largest possible size of a list
	<code>size_type max_size () const</code> – return the maximum number of elements that a list can hold
<code>merge</code>	Merge sorted lists
	<code>void merge (list<T>& l)</code> – merge the list <code>l</code> into a list at their respective ordered positions and empty <code>l</code>
	<code>template <class C> void merge (list<T>& l, C cmp)</code> – merge the list <code>l</code> into a list at their respective ordered positions in which the order is determined by the class object <code>cmp</code> for all pairs of elements
<code>pop_back</code>	Remove the last element of a list
	<code>void pop_back ()</code> – remove the last element of a list
<code>pop_front</code>	Remove the first element of a list
	<code>void pop_front ()</code> – remove the first element of a list
<code>push_back</code>	Insert an element at the end of a list
	<code>void push_back (const T& x)</code> – add a new element at the end of a list
<code>push_front</code>	Insert an element at the beginning of a list
	<code>void push_front (const T& x)</code> – add a new element at the beginning of a list
<code>rbegin</code>	Return the reverse_iterator pointing to the beginning of a reversed list
	<code>reverse_iterator rbegin ()</code> – return a reverse iterator referring to the last element of a list
	<code>const_reverse_iterator rbegin () const</code> – const version of the reverse iterator
<code>remove</code>	Remove all elements of a list with a specific value
	<code>void remove (const T& x)</code> – remove all the elements of a list with the value of <code>x</code>
<code>remove_if</code>	Remove all elements of a list fulfilling with a specified condition
	<code>template <class P> void remove_if (P pred)</code> – remove all the elements of a list with the values that the predicate <code>pred</code> returns <code>true</code>
<code>rend</code>	Return the reverse_iterator pointing to the end of a reversed list
	<code>reverse_iterator rend ()</code> – return a reverse iterator referring to the element right before the first element of a list
	<code>const_reverse_iterator rend () const</code> – const version of the reverse iterator
<code>resize</code>	Change the size of a list
	<code>void resize (size_type n, T x = T())</code> – resize the list content to <code>n</code> elements, and if <code>n</code> is greater than the current size of the list, its content is expanded by filling of the copies of the element <code>x</code>
<code>reverse</code>	Reverse the order of elements of a list
	<code>void reverse ()</code> – reverse the order of elements in a list
<code>size</code>	Return the size of a list
	<code>size_type size () const</code> – return the number of elements in a list
<code>sort</code>	Sort the elements of a list
	<code>void sort ()</code> – sort the elements of a list in ascending order
	<code>template <class C> void sort (C cmp)</code> – sort the elements of a list in which the order is determined by the class object <code>cmp</code> for all pairs of elements
<code>splice</code>	Move elements from list to list
	<code>void splice (iterator i, list<T>& l)</code> – move all the elements from the list <code>l</code> to the position

	referred by the iterator <code>i</code> of a list and remove them from <code>l</code>
	<code>void splice (iterator i, list <T>& l, iterator j)</code> – move the element at the position referred by the iterator <code>j</code> of the list <code>l</code> to the position referred by the iterator <code>i</code> of a list and remove it from <code>l</code>
	<code>void splice (iterator i, iterator first, iterator last)</code> – move the elements between the position referred by the iterators <code>first</code> and <code>last</code> at the position referred by the iterator <code>i</code> of a list
<code>swap</code>	Swap the contents the contents of two lists
	<code>void swap (list<T>& l)</code> – swap the contents of a list with the list <code>l</code>
<code>unique</code>	Remove duplicate elements of a list
	<code>void unique ()</code> – remove all but the first element from every consecutive group of equal elements in a list
	<code>template <class P> void unique (P pred)</code> – remove the first element of all pairs of two consecutive elements in a list for which the predicate <code>pred</code> returns <code>true</code>