

# Beautiful C++: STL Algorithms

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STANDARD LIBRARY PHILOSOPHY AND APPROACH



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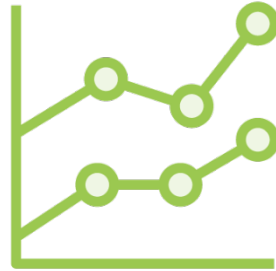
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# C++ and Libraries



C++ Standard  
Library is not  
the biggest



It is growing



Smaller isn't non  
existent



Don't ignore  
what is there



# Discoverability

```
std::vector<int> v{ 1,2,3,4,5,6 };
```

v.

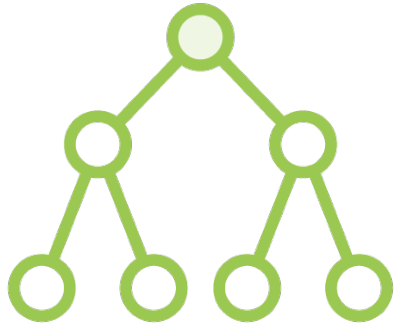
- ⊗ `emplace_back`
- ⊗ `empty`
- ⊗ `end`
- ⊗ `erase`
- ⊗ `front`
- ⊗ `get_allocator`
- ⊗ `insert`
- ⊗ `max_size`

**Not everything is a member function**

**Just because you don't see `find` in the list, doesn't mean you need to code it yourself**



# Collections, Algorithms, Iterators



Collections



Algorithms



Iterators

# Algorithms

Work on any  
container

No matter what it  
contains

Work on ranges

Typically work  
through iterators

Iterators provide  
significant  
functionality

Live in their own  
header file,  
`<algorithm>`



# Headers You Should Know



`<algorithm>`

`<vector>` `<array>` `<list>` `<stack>` `<map>` `<queue>`

`<string>`

`<iterator>`

`<utility>` `<tuple>`

`<numeric>`

`<complex>` `<cmath>`

`<regex>` `<chrono>`

# Do Not Write Raw Loops!







Learn to recognize standard algorithms

- Usually a giant hint in the name

You want to loop through a collection and **count** how many meet a criteria?

- `count` or `count_if`

You want to **find** the first element in a collection with a particular value?

- `find` or `find_if`

You want to create a **copy** of a collection that only has particular elements?

- `copy_if`



# Algorithms

**Counting and Finding**

**Sorting**

**Comparing and Accumulating**

**Generating and Manipulating Collections**

**Using the Power of Iterators**

**Unexpectedly Useful Operations**

**Conventions**



# Summary



C++ has a smaller library than some languages

It does have a library, though

The `<algorithm>` header is packed with great code you can use

You may never write a raw loop again

