

Advanced C++ – STL basics

container eg: vector<int> c; list<int> c; map<string int> c;	array<T,N>	vector<T>	list<T>	deque<T>	set<T> (tree) set<T, comparator> unordered_set<T> multiset<T>	map<K,T> (tree) unordered_map<K,T> multimap<K,T>
Implementation	array	array	double list	array***	RB tree (ordered) Hashtable (unordered)	RB tree (ordered) Hashtable (unordered)
Override operator:	bool operator==(const T& rhs) const;					const bool operator < (const T& rhs) const
Iterators						
	c : constant,		r : reverse			
iter = con.[c][r]begin()	✓	✓	✓	✓	✓	✓
iter = con.end()	✓	✓	✓	✓	✓	✓
Capacity						
int n = con.size()	✓	✓	✓	✓	✓	✓
int n = con.max_size()	✓	✓	✓	✓	✓	✓
con.resize(10);	-	✓	✓	✓	-	-
bool b = con.empty()	✓	✓	✓	✓	✓	✓
con.shrink_to_fit()	-	✓	-	✓	-	-
Element access						
T elem = con[n]	✓	✓	-	✓	-	✓
T elem = con.at(n)	✓	✓	-	✓	-	(con[n] =... inserts pair) ✓
T elem = con.front()	✓	✓	✓	✓	-	-
T elem = con.back()	✓	✓	✓	✓	-	-
T* p_elems = con.data()	✓	✓	-	-	-	-
Modifiers						
con.fill(value)	✓	-	-	-	-	-
con.push_front(value)	-	-	✓	✓	-	-
con.pop_front()	-	-	✓	✓	-	-
con.push_back(value)	-	✓	✓	✓	-	-
con.pop_back()	-	✓	✓	✓	-	-
con.insert(con.begin() + n, value)	-	✓	✓	✓	✓	✓
con.erase(con.begin() + n)	-	✓	✓	✓	✓	✓
con.clear()	-	✓	✓	✓	✓	✓
Operations						
con.remove(val) // removes all	-	-	✓	-	-	-
con.sort()	-	-	✓	-	-	-
con.reverse()	-	-	✓	-	-	-
con.merge(con2)	-	-	✓	-	-	-
iter = con.find(key) hint: con.erase(con.find(key))	-	-	-	-	✓	✓
con.count(key)	-	-	-	-	✓	✓
con.lower_bound(value)	-	-	-	-	✓	✓
con.upper_bound(value)	-	-	-	-	✓	✓

Notes:

In all containers, iterator definition includes automatically overloading of operator * so that it returns the element of the iterator.

In map, iterator points to pair(K, T). The pair provides access to key and value through first and second member functions:

```
map<string,int> data;
data.insert(pair<string,int>("Papaioannou",8));
data["Tsatisis"]=9;

map<string,int>::iterator result = data.find("Tsatisis");
if (result!=data.end())
    cout << result->first << " " << result->second << endl;
}
```