

# STL teaser

Tiziana Ligorio  
[tligorio@hunter.cuny.edu](mailto:tligorio@hunter.cuny.edu)

Beyond the scope of this course

Get to know it!!!

C++ Interlude 8 in your textbook

<https://en.cppreference.com/w/cpp/container>

# Main Components

Containers

Algorithms

Functions

Iterators

# Main Components

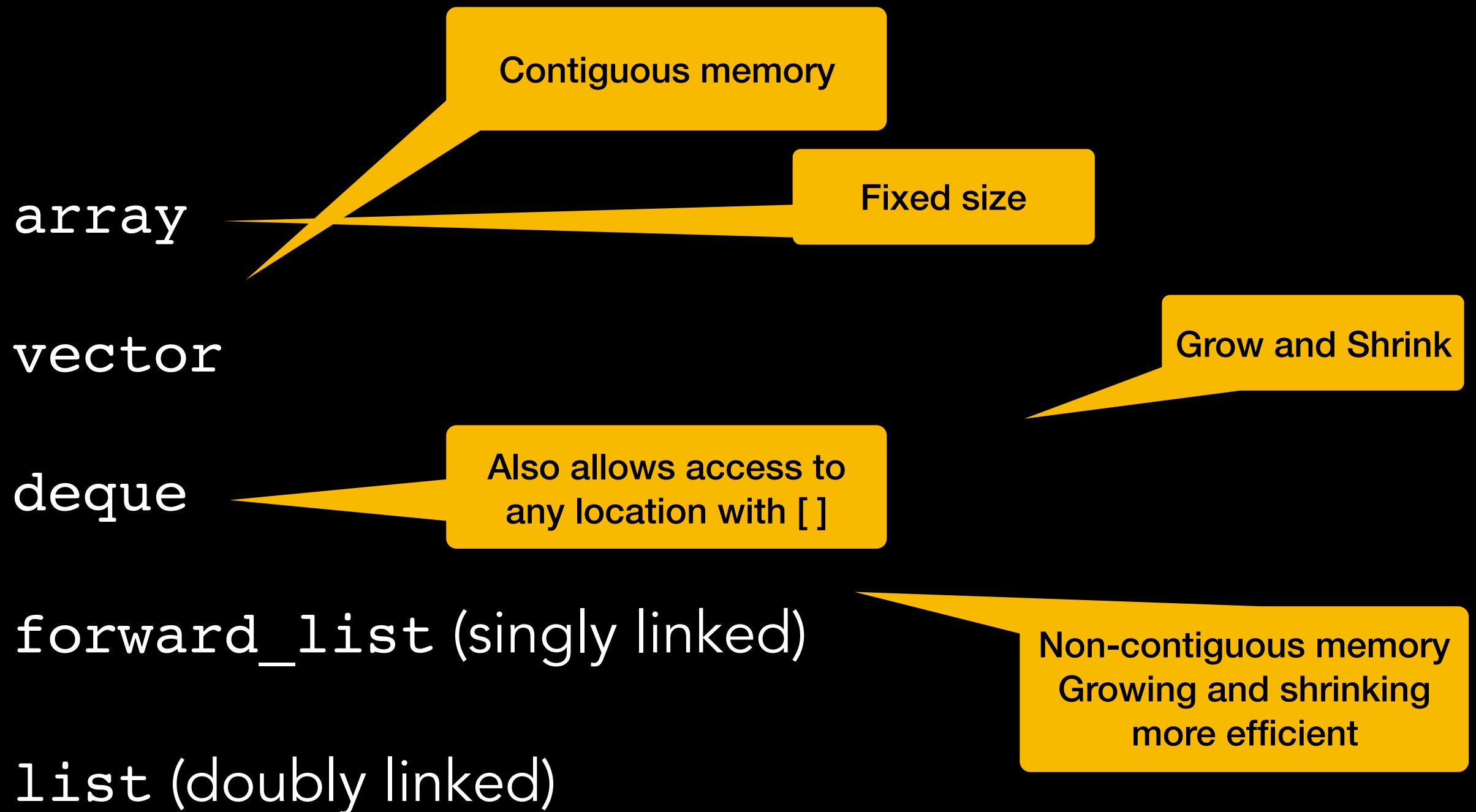
Containers

Algorithms

Functions

Iterators

# Sequence Containers



# Container Adapters

Impose a different interface for the underlying container

`stack`

`queue`

`priority_queue`

# For Project 6

```
vector<string> my_vector;  
my_vector.push_back("some string");
```

```
queue<vector<string>> my_queue;  
my_queue.push(my_vector);
```

```
vector<string> another_vector;  
another_vector = my_queue.front();
```

```
my_queue.push(another_vector); //now my_queue holds  
                               // 2 identical vectors  
my_queue.pop(); //always removes from the front  
                // does not return the popped item
```

```
my_vector = my_queue.back(); //you can look at the back  
                             //but not remove from back
```

# Algorithms

```
#include <algorithm>
```

Search and Compare Algorithms examples

```
for_each() // applies a function to a range in container  
count() // counts the occurrences of an item within a range  
max_element() // returns the max value within a range
```

Sequence Modification Algorithms examples

```
copy() //copies items within a range starting at given position  
       within same or different container  
fill() // sets all entries within a range to give value
```

Sorting and Searching Algorithms examples

```
sort() // sorts entries within a range in ascending order –  
       typically some variation of QuickSort  
stable_sort() // "" – typically MergeSort may vary  
binary_search() // determines if an item exist in a given range  
                  in a sorted container
```

... much more!!!



# For Project 6

```
#include <algorithm>
```

```
...
```

```
bool found = binary_search(my_vector.begin(),  
                           my_vector.end(), my_string);
```