

1 内置容器

1.1 vector

接口	示例
begin()	<code>vector<int>::iterator it = myvector.begin();</code>
end()	<code>vector<int>::iterator it = myvector.end();</code>
size()	<code>myvector.size();</code>
empty()	<code>myvector.empty();</code>
at(i)	<code>myvector.at(i);</code>
front()	<code>myvector.front();</code>
back()	<code>myvector.back();</code>
push_back()	<code>myvector.push_back(num);</code>
pop_back()	<code>myvector.pop_back();</code>
insert()	<code>myvector.insert(myvector.begin(),value);</code>
erase()	<code>myvector.erase(myvector.begin()+3);</code>
clear()	<code>myvector.clear();</code>

1.2 list

begin()	<code>list<int>::iterator it = mylist.begin();</code>
end()	<code>list<int>::iterator it = mylist.end();</code>
empty()	<code>mylist.empty();</code>
size()	<code>mylist.size();</code>
front()	<code>mylist.front();</code>
back()	<code>mylist.back();</code>
push_front()	<code>mylist.push_front();</code>
pop_front()	<code>mylist.pop_front();</code>
push_back()	<code>mylist.push_back();</code>
pop_back()	<code>mylist.pop_back();</code>
insert()	<code>mylist.insert(mylist.begin()+3,value);</code>
erase()	<code>mylist.erase(mylist.begin()+2);</code>
clear()	<code>mylist.clear();</code>
remove()	<code>mylist.remove(value);</code>
sort()	<code>mylist.sort();</code>
unique()	<code>mylist.unique();</code>
merge()	<code>mylist1.merge(mylist2);</code>

1.3 stack

<code>empty()</code>	<code>mystack.empty();</code>
<code>size()</code>	<code>mystack().size();</code>
<code>top()</code>	<code>mystack.top();</code>
<code>push()</code>	<code>mystack.push(value);</code>
<code>pop()</code>	<code>mystack.pop();</code>

1.4 queue

<code>empty()</code>	<code>myqueue.empty();</code>
<code>size()</code>	<code>myqueue.size();</code>
<code>front()</code>	<code>myqueue.front();</code>
<code>back()</code>	<code>myqueue.back();</code>
<code>push()</code>	<code>myqueue.push();</code>
<code>pop()</code>	<code>myqueue.pop();</code>

1.5 set

<code>begin()</code>	<code>myset.begin();</code>
<code>end()</code>	<code>myset.end();</code>
<code>empty()</code>	<code>myset.empty();</code>
<code>size()</code>	<code>myset.size();</code>
<code>insert()</code>	<code>myset.insert(value);</code>
<code>erase()</code>	<code>myset.erase(value);</code>
<code>clear()</code>	<code>myset.clear();</code>
<code>find()</code>	<code>set<int>::iterator it = myset.find(value);</code>

1.6 map

construct	<code>map<char,int> mymap;mymap['a']=1;</code>
begin()	<code>mymap.begin();</code>
end()	<code>mymap.end();</code>
empty()	<code>mymap.empty();</code>
size()	<code>mymap.size();</code>
at()	<code>mymap.at('a');</code>
insert()	<code>mymap.insert(std::pair<char,int>('a',3));</code>
erase()	<code>mymap.erase(key);</code>
clear()	<code>mymap.clear();</code>
find()	<code>mymap.find(key);</code>