

## “ Standard Template Library ”

1. `#include<Algorithms>`  
The header `<algorithm >` defined a collection of functions especially designed to be used on ranges of elements.
2. `#include <stdio.h>`  
It is a statement which tells the compiler to insert the contents of `stdio` at that particular place .
3. `using namespace std`  
We use it in order to use the built in `c++` routines that are common like `cout`, `string`, `vector` all without typing the `std::` prefix constantly.
4. `#include<iostream>`  
Used for input and output. For example `'cin>>'` and `'cout<<'` .
5. `#include<vector>`  
Vector works same as the array but in vector we can change the size of it. However, we can't change the size of array.
6. `#include<limits>`  
It is used to check data type. For example when user enter English letters , check `'cin'`, ask user enter a number.

7. `#include<cstdlib>`

This header defines several general purpose functions, including dynamic memory management, random number generation, communication with the environment, integer arithmetics, searching, sorting and converting.

8. `#include<time.h>`

This header file contains definitions of functions to get and manipulate date and time information. That's used to get Game time.