Modern C++ Programming

14. Containers, Iterators, and Algorithms

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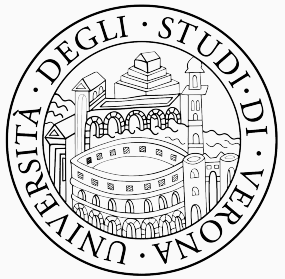

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Containers and Iterators

Containers and Iterators

Container

A **container** is a class, a data structure, or an abstract data type, whose instances are collections of other objects

- *Containers* store objects following specific access rules

Iterator

An **iterator** is an object allowing to traverse a container

- *Iterators* are a generalization of pointers
- A pointer is the simplest *iterator* and it supports all its operations

C++ Standard Template Library (STL) is strongly based on *containers* and *iterators*

Reasons to use Standard Containers

- STL containers eliminate redundancy, and save time avoiding to write your own code (productivity)
- STL containers are implemented correctly, and they do not need to spend time to debug (reliability)
- STL containers are well-implemented and fast
- STL containers do not require external libraries
- STL containers share common interfaces, making it simple to utilize different containers without looking up member function definitions
- STL containers are well-documented and easily understood by other developers, improving the understandability and maintainability
- STL containers are thread safe. Sharing objects across threads preserve the consistency of the container

Container Properties

C++ Standard Template Library (STL) Containers have the following properties:

- Default constructor
- Destructor
- Copy constructor and assignment (deep copy)
- Iterator methods `begin()`, `end()`
- Support `std::swap`
- Content-based and order equality (`==`, `!=`)
- Lexicographic order comparison (`>`, `>=`, `<`, `<=`)
- `size()`*, `empty()`, and `max_size()` methods

* except for `std::forward_list`

Iterator Concept

STL containers provide the following methods to get iterator objects:

- `begin()` returns an iterator pointing to the first element
- `end()` returns an iterator pointing to the end of the container (i.e. the element after the last element)

Iterator support a subset of the following operations:

Operation	Example
Read	`*it`
Write	`*it =`
Increment	`it++`
Decrement	`it--`
Comparison	`it1 < it2`
Random access	`it + 4`, `it[2]`

Sequence Containers

Overview

Sequence containers are data structures storing objects of the same data type in a linear mean manner

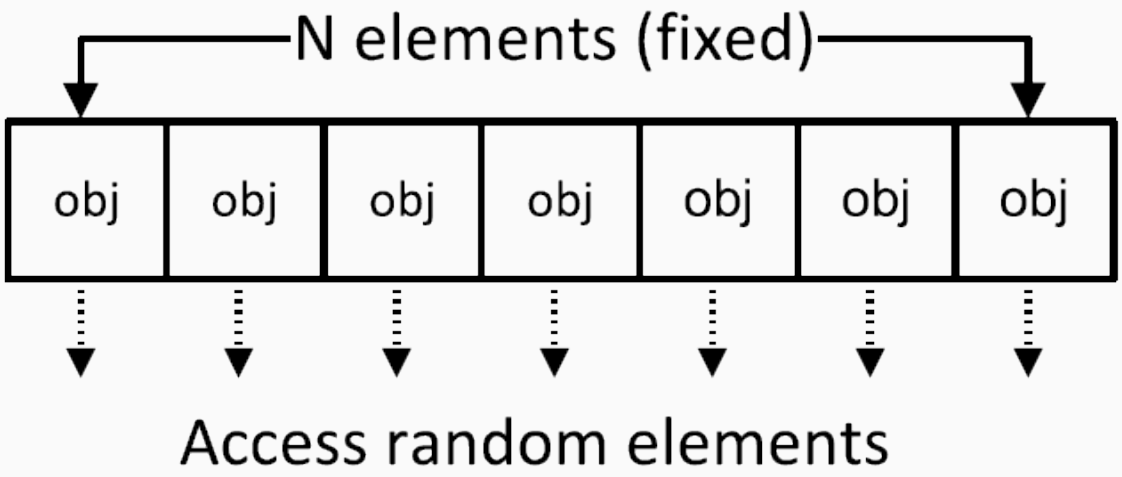
The *STL Sequence Container* types are:

- `std::array` provides a *fixed-size* contiguous array (on stack)
- `std::vector` provides a *dynamic* contiguous array
- `std::list` provides a *double-linked list*
- `std::deque` provides a *double-ended queue* (implemented as array-of-array)
- `std::forward_list` provides a *single-linked list*

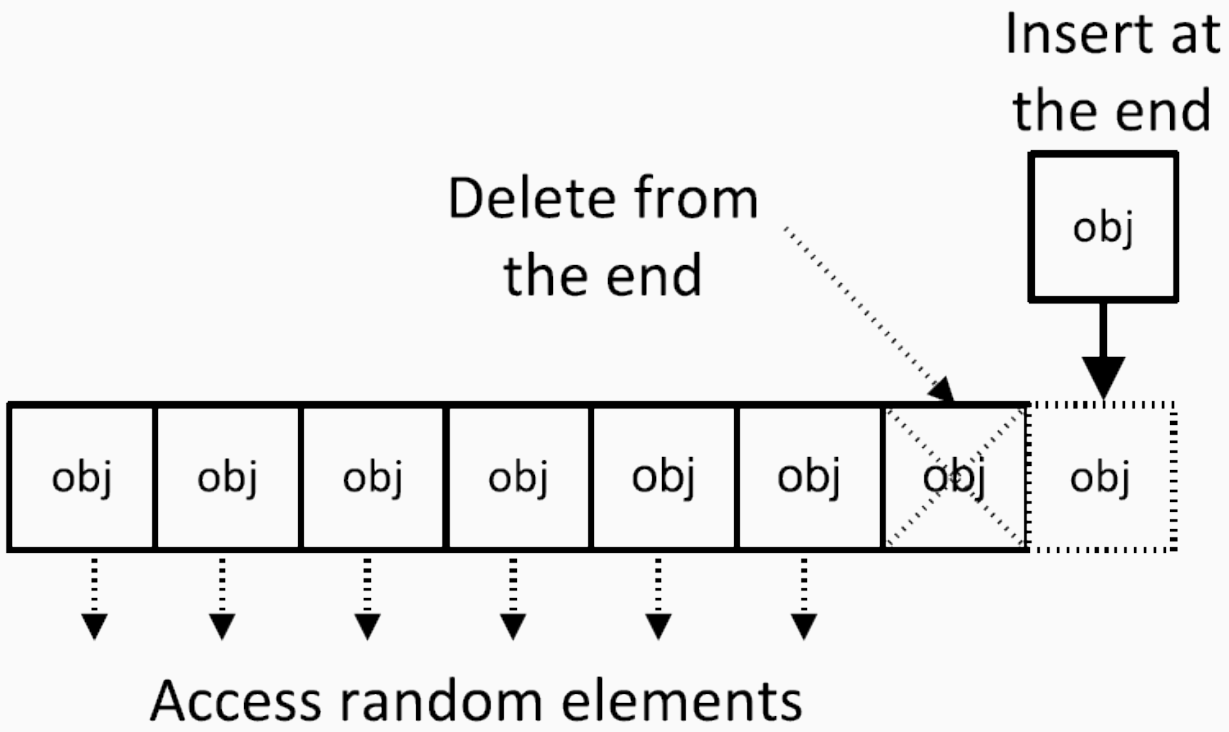
While `std::string` is not included in most container lists, it actually meets the requirements of a Sequence Container

Full Story: embeddedartistry.com

std::array


N elements (fixed)
obj
obj
obj
obj
obj
obj
obj
Access random elements

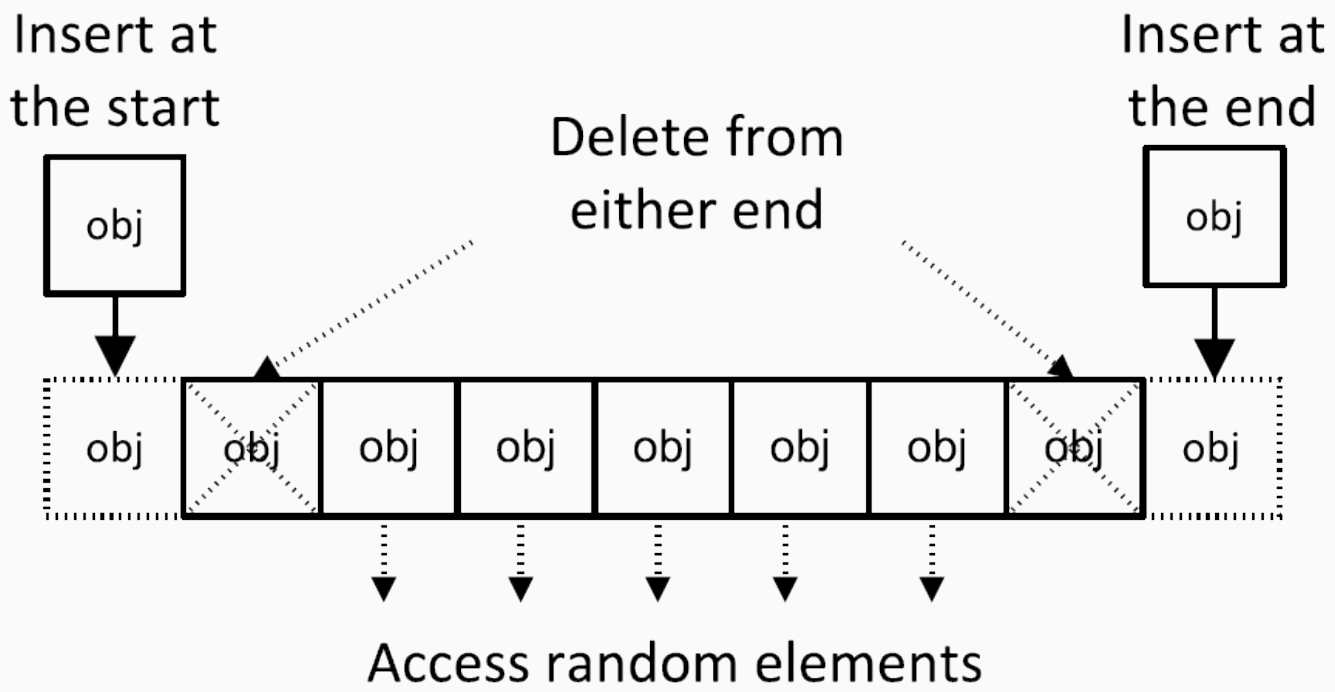
std::vector



Other methods:

- `resize()` resizes the allocated elements of the container
- `capacity()` number of allocated elements
- `reserve()` resizes the allocated memory of the container (not size)
- `shrink_to_fit()` reallocate to remove unused capacity
- `clear()` removes all elements from the container (no reallocation)

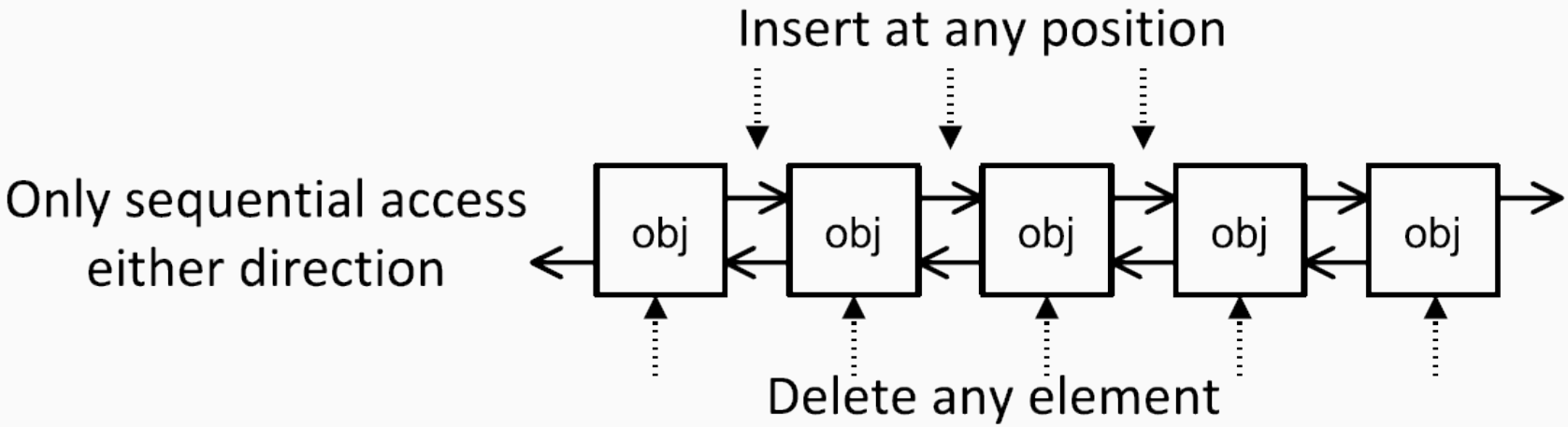
std::deque



Other methods:

- `resize()` resizes the allocated elements of the container
- `shrink_to_fit()` reallocate to remove unused capacity
- `clear()` removes all elements from the container (no reallocation)

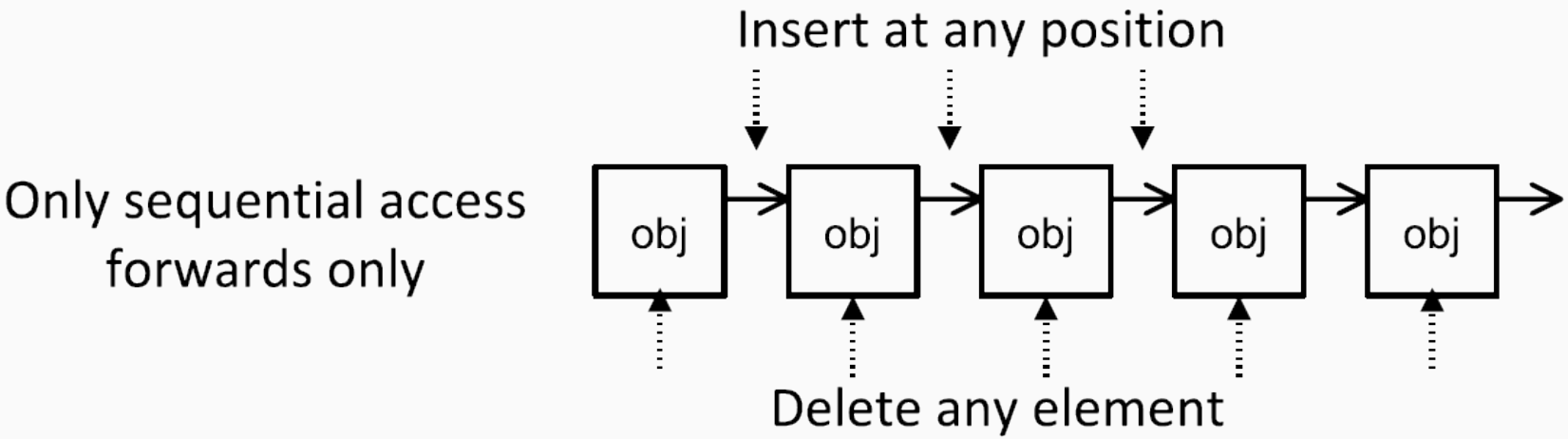
std::list



Other methods:

- `resize()` resizes the allocated elements of the container
- `shrink_to_fit()` reallocate to remove unused capacity
- `clear()` removes all elements from the container (no reallocation)
- `remove()` removes all elements satisfying specific criteria
- `reverse()` reverses the order of the elements
- `unique()` removes all consecutive duplicate elements
- `sort()` sorts the container elements

std::forward_list



Other methods:

- `resize()` resizes the allocated elements of the container
- `shrink_to_fit()` reallocate to remove unused capacity
- `clear()` removes all elements from the container (no reallocation)
- `remove()` removes all elements satisfying specific criteria
- `reverse()` reverses the order of the elements
- `unique()` removes all consecutive duplicate elements
- `sort()` sorts the container elements

Supported Operations and Complexity

CONTAINERS	operator[]/at	front	back
std::array	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$
std::vector	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$
std::list		$\mathcal{O}(1)$	$\mathcal{O}(1)$
std::deque	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$
std::forward_list		$\mathcal{O}(1)$	

CONTAINERS	push_front	pop_front	push_back	pop_back	insert$^{(it)}$	erase$^{(it)}$
std::array						
std::vector			$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	$\mathcal{O}(n)$	$\mathcal{O}(n)$
std::list	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$
std::deque	$\mathcal{O}(1)^*$	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)$	$\mathcal{O}(1)^*/\mathcal{O}(n)^\dagger$	$\mathcal{O}(1)$
std::forward_list	$\mathcal{O}(1)$	$\mathcal{O}(1)$			$\mathcal{O}(1)$	$\mathcal{O}(1)$

*Amortized time †Worst case (middle insertion)

Full Story: https://en.cppreference.com/w/cpp/container

std::array example

```cpp
#include <array>     // <--
#include <iostream>  // std::array supports initialization
int main() {         // only throw initialization list
    std::array<int, 3> arr1 = { 5, 2, 3 };
    std::array<int, 4> arr2 = { 1, 2 };       // [3]: 0, [4]: 0
//  std::array<int, 3> arr3 = { 1, 2, 3, 4 }; // run-time error
    std::array<int, 3> arr4(arr1);            // copy constructor
    std::array<int, 3> arr5 = arr1;           // assign operator

    arr5.fill(3);                             // equal to { 3, 3, 3 }
    std::sort(arr1.begin(), arr1.end()); // arr1: 2, 3, 5
    std::cout << (arr1 > arr2);          // true

    std::cout << sizeof(arr1);           // 12
    std::cout << arr1.size();            // 3
    for (const auto& it : arr1)
        std::cout << it << ", ";         // 2, 3, 5

    std::cout << arr1[0];                // 2
    std::cout << arr1.at(0);             // 2 (safe)
    std::cout << arr1.data()[0]          // 2 (raw array)
}
```

std::vector example

```cpp
#include <vector>     // <--
#include <iostream>

int main() {
    std::vector<int>          vec1   { 2, 3, 4 };
    std::vector<std::string> vec2 = { "abc", "efg" };
    std::vector<int>          vec3(2);      // [0, 0]
    std::vector<int>          vec4{2};      // [2]
    std::vector<int>          vec5(5, -1); // [-1, -1, -1, -1, -1]

    vec5.fill(3);                          // equal to { 3, 3, 3 }
    std::cout << sizeof(vec1);             // 24
    std::cout << vec1.size();              // 3
    for (const auto& it : vec1)
        std::cout << it << ", ";           // 2, 3, 5

    std::cout << vec1[0];                  // 2
    std::cout << vec1.at(0);               // 2 (safe)
    std::cout << vec1.data()[0]            // 2 (raw array)
    vec1.push_back(5);                     // [2, 3, 4, 5]
}
```

std::list example

```cpp
#include <list>       // <--
#include <iostream>

int main() {
    std::list<int>          list1   { 2, 3, 2 };
    std::list<std::string> list2 = { "abc", "efg" };
    std::list<int>          list3(2);     // [0, 0]
    std::list<int>          list4{2};     // [2]
    std::list<int>          list5(2, -1); // [-1, -1]
    list5.fill(3);                        // [3, 3]

    list1.push_back(5);                   // [2, 3, 2, 5]
    list1.merge(arr5);                    // [2, 3, 2, 5, 3, 3]
    list1.remove(2);                      // [3, 5, 3, 3]
    list1.unique();                       // [3, 5, 3]
    list1.sort();                         // [3, 3, 5]
    list1.reverse();                      // [5, 3, 3]
}
```

std::deque example

```cpp
#include <deque>        // <--
#include <iostream>

int main() {
    std::deque<int>          queue1   { 2, 3, 2 };
    std::deque<std::string> queue2 = { "abc", "efg" };
    std::deque<int>          queue3(2);      // [0, 0]
    std::deque<int>          queue4{2};      // [2]
    std::deque<int>          queue5(2, -1); // [-1, -1]
    queue5.fill(3);                          // [3, 3]

    queue1.push_front(5);                    // [5, 2, 3, 2]
    queue1[0];                               // retuns 5
}
```

std::forward_list example

```cpp
#include <forward_list>       // <--
#include <iostream>

int main() {
    std::forward_list<int>          flist1   { 2, 3, 2 };
    std::forward_list<std::string> flist2 = { "abc", "efg" };
    std::forward_list<int>          flist3(2);      // [0, 0]
    std::forward_list<int>          flist4{2};      // [2]
    std::forward_list<int>          flist5(2, -1); // [-1, -1]
    flist5.fill(4);                                 // [4, 4]

    flist1.push_front(5);                       // [5, 2, 3, 2]
    flist1.insert_after(flist1.begin(), 0); // [5, 0, 2, 3, 2]
    flist1.erase_after(flist1.begin(), 0);  // [5, 2, 3, 2]
    flist1.remove(2);                           // [3, 5, 3, 3]
    flist1.unique();                            // [3, 5, 3]
    flist1.sort();                              // [3, 3, 5]
    flist1.reverse();                           // [5, 3, 3]
    flist1.merge(flist5);                       // [5, 3, 3, 4, 4]
}
```

Associative Containers

Overview

An **associative container** is a collection of elements not necessarily indexed with sequential integers and that supports efficient retrieval of the stored elements through keys

Keys are unique

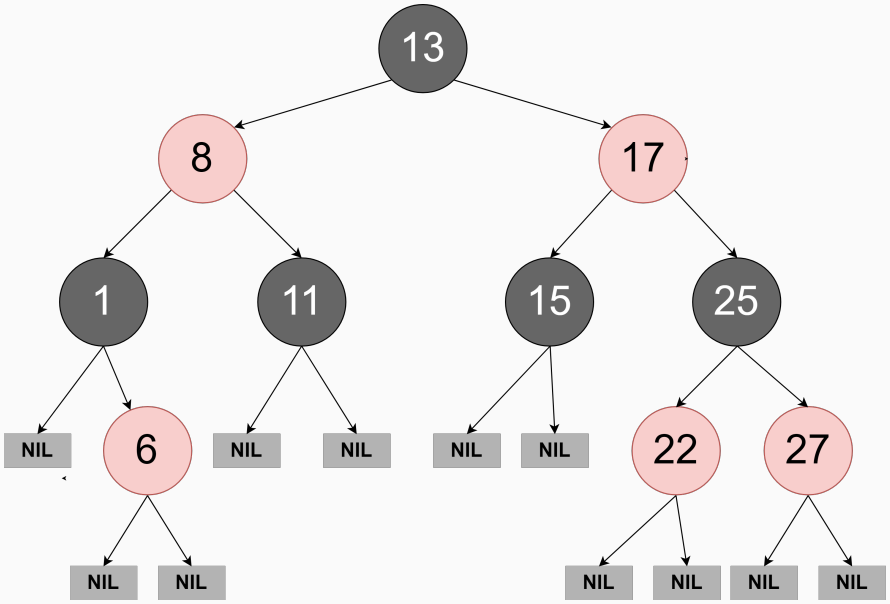
- `std::set` is a collection of sorted unique elements (`operator<`)
- `std::unsorted_set` is a collection of unsorted unique keys
- `std::map` is a collection of unique <key, value> pairs, sorted by keys
- `std::unsorted_map` is a collection of unique <key, value> pairs, unsorted

Multiple entries for the same key are permitted

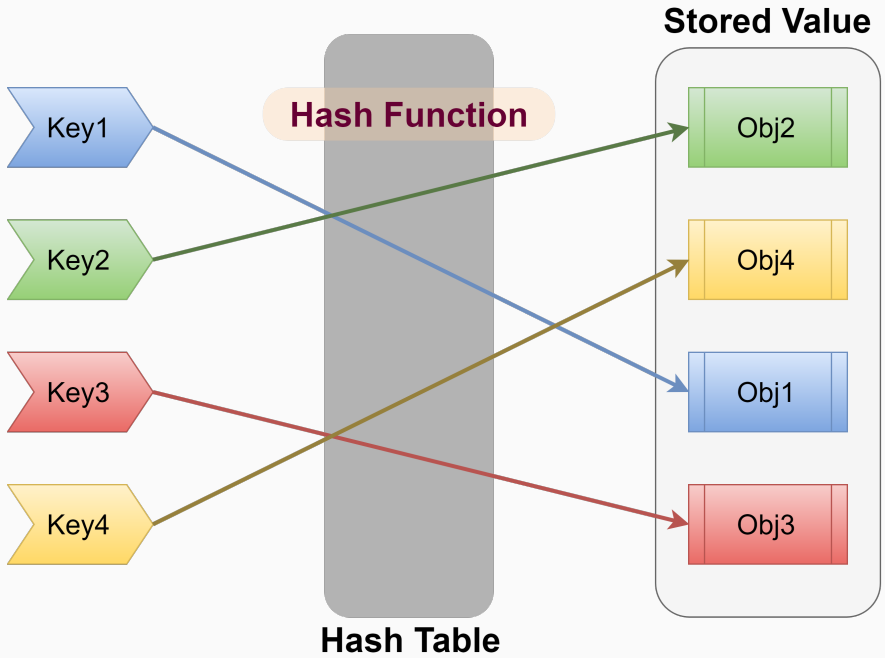
- `std::multiset` is a collection of sorted elements (`operator<`)
- `std::unsorted_multiset` is a collection of unsorted elements
- `std::multimap` is a collection of <key, value> pairs, sorted by keys
- `std::unsorted_multimap` is a collection of <key, value> pairs

Internal Representation

Note: sorted associative containers are typically implemented using *red-black trees*, while unsorted associative containers (C++11) are implemented using *hash tables*



Red-Black Tree



Hash Table

Supported Operations and Complexity

CONTAINERS	insert	erase	count	find	lower_bound upper_bound
Sorted Containers	$\mathcal{O}(\log(n))$	$\mathcal{O}(\log(n))$	$\mathcal{O}(\log(n))$	$\mathcal{O}(\log(n))$	
Unsorted Containers	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	$\mathcal{O}(1)^*$	$\mathcal{O}(\log(n))$

* $\mathcal{O}(n)$ worst case

- `count()` returns the number of elements with `key` equal to a specified argument
- `find()` returns the element with `key` equal to a specified argument
- `lower_bound()` returns an iterator pointing to the first element that is *not less* than `key`
- `upper_bound()` returns an iterator pointing to the first element that is *greater* than `key`

Other Methods

Sorted/Unsorted containers:

- `equal_range()` returns a range containing all elements with the given `key`

std::map, std::unsorted_map

- `operator[]/at()` returns a reference to the element having the specified key in the container. A new element is generated in the set unless the key is found

Unsorted containers:

- `bucket_count()` returns the number of buckets in the container
- `reserve()` sets the number of buckets to the number needed to accommodate at least count elements without exceeding maximum load factor and rehashes the container

std::set example

```cpp
#include <set>       // <--
#include <iostream>

int main() {
    std::set<int>          set1  { 5, 2, 3, 2, 7 };
    std::set<int>          set2 = { 2, 3, 2 };
    std::set<std::string> set3 = { "abc", "efg" };
    std::set<int>          set4;         // empty set

    set2.erase(2);                       // [ 3 ]
    set3.insert("hij");                  // [ "abc", "efg", "hij" ]
    for (const auto& it : set1)
        std::cout << it << " ";          // 2, 3, 5, 7  (sorted)

    auto search = set1.find(2);          // iterator
    std::cout << search != set1.end(); // true
    auto it     = set1.lower_bound(4);
    std::cout << *it;                    // 5

    set1.count(2);                       // 1, note: it can only be 0 or 1
    auto it_pair = set1.equal_range(2); // iterator between [2, 3)
}
```

std::map example

```cpp
#include <map>        // <--
#include <iostream>

int main() {
    std::map<std::string, int> map1 { {"bb", 5}, {"aa", 3} };
    std::map<double, int> map2;          // empty map

    std::cout << map1["aa"];             // prints 3
    map1["dd"] = 3;                      // insert <"dd", 3>
    map1["dd"] = 7;                      // change <"dd", 7>
    std::cout << map1["cc"];             // insert <"cc", 0>
    for (const auto& it : map1)
        std::cout << it.second << " "; // 3, 5, 0, 7

    map1.insert( {"jj", 1} );            // insert pair
    auto search = set1.find("jj");       // iterator
    std::cout << search != set1.end(); // true
    auto it     = set1.lower_bound("bb");
    std::cout << *it.second;             // 5
}
```

std::multiset example

```cpp
#include <multiset>       // <--
#include <iostream>

int main() {
    std::multiset<int>    mset1 {1, 2, 5, 2, 2};
    std::multiset<double> mset2;   // empty map

    mset1.insert(5);
    for (const auto& it : mset1)
        std::cout << it << " ";    // 1, 2, 2, 2, 5, 5
    std::cout << mset1.count(2);   // prints 3

    auto it = mset1.find(3);       // iterator
    std::cout << *it << " " << *(it + 1); // prints 5, 5

    it      = mset1.lower_bound(4);
    std::cout << *it;               // 5
}
```

Container Adaptors

Overview

Container adapters are interfaces for reducing the number of functionalities normally available in a container

The underlying container of a container adapters can be optionally specified in the declaration

The *STL Container Adapters* are:

- `std::stack` LIFO data structure
  default underlying container: **`std::deque`**
- `std::queue` FIFO data structure
  default underlying container: **`std::deque`**
- `std::priority_queue` (max) priority queue
  default underlying container: **`std::vector`**

Container Adapters Methods

`std::stack` interface for a FILO (first-in, last-out) data structure

- `top()` accesses the top element
- `push()` inserts element at the top
- `pop()` removes the top element

`std::queue` interface for a FIFO (first-in, first-out) data structure

- `front()` access the first element
- `back()` access the last element
- `push()` inserts element at the end
- `pop()` removes the first element

`std::priority_queue` interface for a priority queue data structure (lookup to largest element by default)

- `top()` accesses the top element
- `push()` inserts element at the end
- `pop()` removes the first element

Container Adaptor Examples

```cpp
#include <stack>          // <--
#include <queue>          // <--
#include <priority_queue> // <--
#include <iostream>

int main() {
    std::stack<int> stack1;
    stack1.push(1); stack1.push(4);   // [1, 4]
    stack1.top();     // 4
    stack1.pop();     // [1]

    std::queue<int> queue1;
    queue1.push(1); queue1.push(4);   // [1, 4]
    queue1.front();   // 1
    queue1.pop();     // [4]

    std::priority_queue<int> pqueue1;
    pqueue1.push(1); queue1.push(5); queue1.push(4);   // [5, 4, 1]
    pqueue1.top();    // 5
    pqueue1.pop();    // [4, 1]
}
```

View

C++20 introduces `std::span` which is a non-owning view of an underlying sequence or array

A `std::span` can either have a *static* extent, in which case the number of elements in the sequence is known at compile-time, or a *dynamic* extent

```
template<
    class       T,
    std::size_t Extent = std::dynamic_extent
> class span;
```

```cpp
#include <span>

int array1[] = {1, 2, 3};
std::span s1{array1}; // static extent

std::array2<int, 3> array2 = {1, 2, 3};
std::span s2{array2}; // static extent

auto array3 = new int[3];
std::span s3{array3}; // dynamic extent

std::vector<int> v{1, 2, 3};
std::span s4{v.data(), v.size()}; // dynamic extent
```

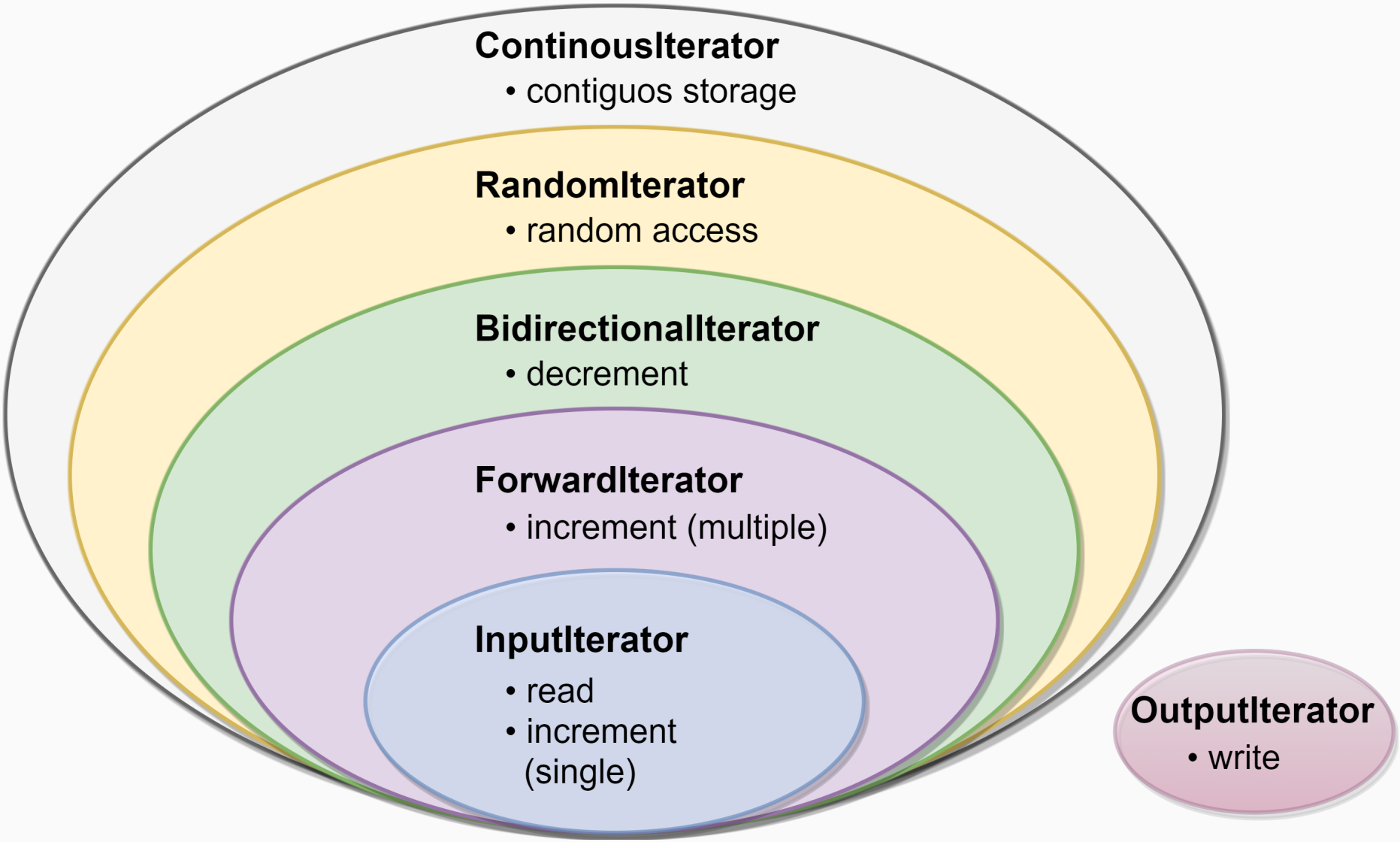
```cpp
void f(std::span<int> span) {
    for (auto x : span) // range-based loop (safe)
        cout << x;
    std::fill(span.begin(), span.end(), 3); // std algorithms
}

int array1[] = {1, 2, 3};
f(array1);

auto array2 = new int[3];
f({array2, 3});
```

Implement a Custom Iterator

Iterator Categories/Tags



Iterator

- CopyConstructible `It(const It&)`
- CopyAssignable `It operator=(const It&)`
- Destructible `~X()`
- Dereferenceable `It_value& operator*()`
- Pre-incrementable `It& operator++()`

Input/Output Iterator

- Satisfy `Iterator`
- Equality `bool operator==(const It&)`
- Inequality `bool operator!=(const It&)`
- Post-incrementable `It operator++(int)`

Forward Iterator

- Satisfy `Input/Output Iterator`
- Default constructible `It()`

Bidirectional Iterator

- Satisfy `Forward Iterator`
- Pre/post-decrementable `It& operator--(), It operator--(int)`

Random Access Iterator

- Satisfy `Bidirectional Iterator`
- Addition/Subtraction
  `void operator+(const It& it)`, `void operator+=(const It& it)`,
  `void operator-(const It& it)`, `void operator-=(const It& it)`
- Comparison
  `bool operator<(const It& it)`, `bool operator>(const It& it)`,
  `bool operator<=(const It& it)`, `bool operator>=(const It& it)`
- Subscripting `It_value& operator[](int index)`

Reference: `anderberg.me/2016/07/04/c-custom-iterators/`

Implement a Simple Iterator

Goal: implement a simple iterator to iterate over a `List` elements:

```cpp
#include <iostream>

// !! List implementation here

int main() {
    List list;
    list.push_back(2);
    list.push_back(4);
    list.push_back(7);

    std::cout << *std::find(list.begin(), list.end(), 4); // print 4

    for (const auto& it : list)  // range-based loop
        std::cout << it << " ";  // 2, 4, 7
}
```

Range-based loops require: `begin()`, `end()`, pre-increment `++it`, not equal comparison `it != end()`, deferencing `*it`

```
using value_t = int;

struct List {
    struct Node {        // Internal Node Structure
        value_t _value; // Node value
        Node*   _next;  // Pointer to next node
    };
    Node* _head { nullptr }; // head of the list
    Node* _tail { nullptr }; // tail of the list

    void push_back(const value_t& value); // insert a value
                                          // at the end

    // !! here we have to define the List iterator "It"

    It begin() { return It{head};    } // begin of the list
    It end()   { return It{nullptr}; } // end of the list
};
```

```
void List::push_back(int value) {
    if (head == nullptr) {  // empty list
        head = new Node();  // head is updated
        tail = head;
    }
    else {
        tail->_next = new Node();
        tail        = tail->_next; // tail is updated
    }
    tail->_data = data;
    tail->_next = nullptr; // very important to match end() method!!
}
```

```cpp
#include <iterator> // for "std::iterator", outside List declaration

struct It : public std::iterator<std::input_iterator_tag,
                                 value_t> {  // dereferencing type
    Node* _ptr;         // internal pointer

    It(Node* ptr);      // Constructor

    int& operator*(); // Deferencing

    friend bool operator!=(const It& itA, const It& itA); // Not equal

    It& operator++();     // Pre-increment

    It operator++(int);  // Post-increment
};
```

Implement a Simple Iterator (`Iterator` definition) 5/6

```
void It::It(Node* ptr) : _ptr(ptr) {}

int& It::operator*() {
    return _ptr->_data;
}

bool operator!=(const It& itA, const It& itB) {
    return itA._ptr != itB._ptr;
}

It& It::operator++() {
    _ptr = _ptr->_next;
    return *this;
}

It& It::operator++(int) {
    auto tmp = *this;
    ++(*this);
    return tmp;
}
```

Without extending `std::iterator`. Needed by `std` algorithms

```cpp
#include <iterator>

struct It {
    using iterator_category = std::forward_iterator_tag;
    using difference_type   = std::ptrdiff_t;
    using value_type        = value_t;
    using pointer           = value_t*;
    using reference         = value_t&;

    ...
};
```

Iterator Utility Methods

- `std::advance(InputIt& it, Distance n)`

  Increments a given iterator it by `n` elements

  - `InputIt` must support `input` iterator requirements
  - Modifies the iterator
  - Returns `void`
  - More general than adding a value `it + 4`
  - No performance loss if `it` satisfies `random access` iterator requirements

- `std::next(ForwardIt it, Distance n)` C++11

  Returns the `n`-th successor of the iterator

  - `ForwardIt` must support `forward` iterator requirements
  - Does not modify the iterator
  - More general than adding a value `it + 4`
  - The compiler should optimize the computation if `it` satisfies `random access` iterator requirements
  - Supports negative values if `it` satisfies `bidirectional` iterator requirements

- `std::prev(BidirectionalIt it, Distance n)` C++11

  Returns the `n`-th predecessor of the iterator
  - `InputIt` must support `bidirectional` iterator requirements
  - Does not modify the iterator
  - More general than adding a value `it + 4`
  - The compiler should optimize the computation if `it` satisfies `random access` iterator requirements

- `std::distance(InputIt start, InputIt end)`

  Returns the number of elements from `start` to `last`
  - `InputIt` must support `input` iterator requirements
  - Does not modify the iterator
  - More general than adding iterator difference `it2 - it1`
  - The compiler should optimize the computation if `it` satisfies `random access` iterator requirements
  - C++11 Supports negative values if `it` satisfies `random` iterator requirements

Examples

```cpp
#include <iterator>
#include <iostream>
#include <vector>
#include <forward_list>

int main() {
    std::vector<int> vector { 1, 2, 3 }; // random access iterator

    auto it1 = std::next(vector.begin(), 2);
    auto it2 = std::prev(vector.end(), 2);
    std::cout << *it1;   // 3
    std::cout << *it2;   // 2
    std::cout << std::distance(it2, it1); // 1

    std::advance(it2, 1);
    std::cout << *it2;   // 3

    //-------------------------------------
    std::forward_list<int> list { 1, 2, 3 }; // forward iterator
//  std::prev(list.end(), 1);                // compile error
}
```

Range Access Methods

C++11 provides a generic interface for containers, plain arrays, and `std::initializer_list` to access to the corresponding iterator. Standard method `.begin()`, `.end()` etc., are not supported by plain array and initializer list

- `std::begin` begin iterator
- `std::cbegin` begin const iterator
- `std::rbegin` begin reverse iterator
- `std::crbegin` begin const reverse iterator
- `std::end` end iterator
- `std::cend` end const iterator
- `std::rend` end reverse iterator
- `std::crend` end const reverse iterator

```cpp
#include <iterator>
#include <iostream>

int main() {
    int array[] = { 1, 2, 3 };

    for (auto it = std::crbegin(array); it != std::crend(array); it++)
        std::cout << *it << ", ";   // 3, 2, 1
}
```

`std::iterator_traits` allows retrieving iterator properties

- `difference_type` a type that can be used to identify distance between iterators
- `value_type` the type of the values that can be obtained by dereferencing the iterator. This type is void for output iterators
- `pointer` defines a pointer to the type iterated over `value_type`
- `reference` defines a reference to the type iterated over `value_type`
- `iterator_category` the category of the iterator. Must be one of iterator category tags

```cpp
#include <iterator>

template<typename T>
void f(const T& list) {
    using D = std::iterator_traits<T>::difference_type;   // D is std::ptrdiff_t
                                                          // (pointer difference)
                                                          // (signed size_t)
    using V = std::iterator_traits<T>::value_type;        // V is double
    using P = std::iterator_traits<T>::pointer;           // P is double*
    using R = std::iterator_traits<T>::reference;         // R is double&

    // C is BidirectionalIterator
    using C = std::iterator_traits<T>::iterator_category;
}

int main() {
    std::list<double> list;
    f(list);
}
```

Algorithms Library

C++ STL Algorithms library

The algorithms library provides functions for a variety of purposes (e.g. searching, sorting, counting, manipulating) that operate on ranges of elements

- STL Algorithm library allow great flexibility which makes included functions suitable for solving real-world problem
- The user can adapt and customize the STL through the use of function objects
- Library functions work independently on containers and plain array

Examples


```cpp
#include <algorithm>
#include <vector>

struct Unary {
    bool operator()(int value) {
        return value <= 6 && value >= 3;
    }
};
struct Descending {
    bool operator()(int a, int b) {
         return a > b;
    }
};

int main() {
    std::vector<int> vector { 7, 2, 9, 4 };
    // returns an iterator pointing to the first element in the range[3, 6]
    std::find_if(vector.begin(), vector.end(), Unary());
    // sort in descending order :  { 9, 7, 4, 2 };
    std::sort(vector.begin(), vector.end(), Descending());
}
```

Examples


```cpp
#include <algorithm> // it includes also std::multiplies
#include <vector>
#include <cstdlib> // std::rand

struct Unary {
    bool operator()(int value) {
        return value > 100;
    }
};

int main() {
    std::vector<int> vector { 7, 2, 9, 4 };

    int product = std::accumulate(vector.begin(), vector.end(), // product = 504
                                  1, std::multiplies<int>());
    std::srand(0);
    std::generate(vector.begin(), vector.end(), std::rand);
    // now vector has 4 random values

    std::remove_if(vector.begin(), vector.end(), Unary());
}    // remove all values > 100
```

STL Algorithms Library (Possible Implementations)

std::find

```
template<class InputIt, class T>
InputIt find(InputIt first, InputIt last, const T& value) {
    for (; first != last; ++first) {
        if (*first == value)
            return first;
    }
    return last;
}
```

std::generate

```
template<class ForwardIt, class Generator>
void generate(ForwardIt first, ForwardIt last, Generator g) {
    while (first != last)
        *first++ = g();
}
```

- `swap(v1, v2)` Swaps the values of two objects
- `min(x, y)` Finds the minimum value between `x` and `y`
- `max(x, y)` Finds the maximum value between `x` and `y`
- `min_element(begin, end)` (returns a pointer)
  Finds the minimum element in the range [`begin, end`)
- `max_element(begin, end)` (returns a pointer)
  Finds the maximum element in the range [`begin, end`)
- `minmax_element(begin, end)` C++11 (returns pointers <min,max>)
  Finds the minimum and the maximum element in the range [`begin, end`)

Full list: `en.cppreference.com/w/cpp/algorithm`

- `equal(begin1, end1, begin2)`
  Determines if two sets of elements are the same in [begin1, end1), [begin2, begin2 + end1 - begin1)

- `mismatch(begin1, end1, begin2)` (returns pointers <pos1,pos2>)
  Finds the first position where two ranges differ in [begin1, end1), [begin2, begin2 + end1 - begin1)

- `find(begin, end, value)` (returns a pointer)
  Finds the first element in the range [begin, end) equal to value

- `count(begin, end, value)`
  Counts the number of elements in the range [begin, end) equal to value

- `sort(begin, end)` (in-place)
  Sorts the elements in the range [`begin`, `end`) in ascending order
- `merge(begin1, end1, begin2, end2, output)`
  Merges two sorted ranges [`begin1`, `end1`), [`begin2`, `end2`), and store the results in [`output`, `output` + `end1` - `start1`)
- `unique(begin, end)` (in-place)
  Removes consecutive duplicate elements in the range [`begin`, `end`)
- `binary search(begin, end, value)`
  Determines if an element `value` exists in the (sorted) range [`begin`, `end`)
- `accumulate(begin, end, value)`
  Sums up the range [`begin`, `end`) of elements with initial `value` (common case equal to zero)
- `partial_sum(begin, end)` (in-place)
  Computes the inclusive prefix-sum of the range [`begin`, `end`)

- `fill(begin, end, value)`
  Fills a range of elements [`begin`, `end`) with `value`
- `iota(begin, end, value)` C++11
  Fills the range [`begin`, `end`) with successive increments of the starting `value`
- `copy(begin1, end1, begin2)`
  Copies the range of elements [`begin1`, `end1`) to the new location [`begin2`, `begin2 + end1 - begin1`)
- `swap_ranges(begin1, end1, begin2)`
  Swaps two ranges of elements
  [`begin1`, `end1`), [`begin2`, `begin2 + end1 - begin1`)
- `remove(begin, end, value)` (in-place)
  Removes elements equal to `value` in the range [`begin`, `end`)

- `includes(begin1, end1, begin2, end2)`
  Checks if the (sorted) set [begin1, end1) is a subset of [begin2, end2)
- `set_difference(begin1, end1, begin2, end2, output)`
  Computes the difference between two (sorted) sets
- `set_intersection(begin1, end1, begin2, end2, output)`
  Computes the intersection of two (sorted) sets
- `set_symmetric_difference(begin1, end1, begin2, end2, output)`
  Computes the symmetric difference between two (sorted) sets
- `set_union(begin1, end1, begin2, end2, output)`
  Computes the union of two (sorted) sets
- `make_heap(begin, end)` Creates a max heap out of the range of elements
- `push_heap(begin, end)` Adds an element to a max heap
- `pop_heap(begin, end)` Remove an element (top) to a max heap

Algorithm Library - Other Examples

```cpp
#include <algorithm>

int a        = std::max(2, 5); // a = 5
int array1[] = {7, 6, -1, 6, 3};
int array2[] = {8, 2, 0, 3, 7};

int  b = *std::max_element(array1, array1 + 5);   // b = 7
auto c = std::minmax_element(array1, array1 + 5);
//c.first = -1, c.second = 7
bool d = std::equal(array1, array1 + 5, array2); // d = false

std::sort(array1, array1 + 5);              // [-1, 3, 6, 6, 7]
std::unique(array1, array1 + 5);            // [-1, 3, 6, 7]
int e = accumulate(array1, array1 + 5, 0); // 15
std::partial_sum(array1, array1 + 5);       // [-1, 2, 8, 15]
std::iota(array1, array1 + 5, 2);           // [2, 3, 4, 5, 6]
std::make_heap(array2, array2 + 5);         // [8, 7, 0, 3, 2]
```