1 Notations

- The symbol const for `const`.
- The symbol ↶ for *function returned value*.
- Template class parameters lead by outlined character. For example: $\mathbb{T}$, $\mathbb{K}$ey, $\mathbb{C}$ompare. Interpreted in `template` definition context.
- Sometimes `class`, `typename` dropped.
- Template class parameters dropped, thus C sometimes used instead of C⟨$\mathbb{T}$⟩.
- "See example" by ☞, its output by ✉➠.

2 Containers

2.1 Pair

#include <utility>

```
template⟨class 𝕋1, class 𝕋2⟩
struct pair {
    𝕋1 first;   𝕋2 second;
    pair() {}
    pair(const 𝕋1& a, const 𝕋2& b):
        first(a), second(b) {}   };
```

2.1.1 Types

pair::**first_type**
pair::**second_type**

2.1.2 Functions & Operators

See also 2.2.3.

pair⟨$\mathbb{T}$1,$\mathbb{T}$2⟩
make_pair(const $\mathbb{T}$1&, const $\mathbb{T}$2&);

2.2 Containers — Common

Here X is any of
{**vector**, **deque**, **list**,
set, **multiset**, **map**, **multimap**}

2.2.1 Types

X::**value_type**
X::**reference**
X::**const_reference**
X::**iterator**
X::**const_iterator**
X::**reverse_iterator**
X::**const_reverse_iterator**
X::**difference_type**
X::**size_type**

Iterators reference value_type (See 6).

2.2.2 Members & Operators

X::X();
X::X(const X&);
X::~X();
X& X::**operator=**(const X&);

X::iterator X::**begin**();
X::const_iterator X::**begin**() const;
X::iterator X::**end**();
X::const_iterator X::**end**() const;
X::reverse_iterator X::**rbegin**();
X::const_reverse_iterator X::**rbegin**() const;
X::reverse_iterator X::**rend**();
X::const_reverse_iterator X::**rend**() const;

X::size_type X::**size**() const;
X::size_type X::**max_size**() const;
bool X::**empty**() const;
void X::**swap**(X& x);

void X::**clear**();

2.2.3 Comparison Operators

Let, X v, w. X may also be **pair** (2.1).

v	==	w	v	!=	w
v	<	w	v	>	w
v	<=	w	v	>=	w

All done lexicographically and ↶`bool`.

2.3 Sequence Containers

S is any of {**vector**, **deque**, **list**}

2.3.1 Constructors

S::S(S::size_type *n*,
const S::value_type& *t*);
S::S(S::const_iterator *first*,
S::const_iterator *last*); ☞*7.2, 7.3*

2.3.2 Members

S::iterator // *inserted copy*
S::**insert**(S::iterator *before*,
const S::value_type& *val*);

S::iterator // *inserted copy*
S::**insert**(S::iterator *before*,
S::size_type *nVal*,
const S::value_type& *val*);

S::iterator // *inserted copy*
S::**insert**(S::iterator *before*,
S::const_iterator *first*,
S::const_iterator *last*);

S:iterator S::**erase**(S::iterator *position*);
S:iterator S::**erase**(S::const_iterator *first*,
↶ *post erased* S::const_iterator *last*);

void S::**push_back**(const S::value_type& *x*);

void S::**pop_back**();

S::reference S::**front**();

S::const_reference S::**front**() const;

S::reference S::**back**();

S::const_reference S::**back**() const;

2.4 Vector

#include <vector>

```
template⟨class 𝕋,
          class 𝔸lloc=allocator⟩
class vector;
```

See also 2.2 and 2.3.

size_type vector::**capacity**() const;

void vector::**reserve**(size_type *n*);

vector::reference
vector::**operator[]**(size_type *i*);

vector::const_reference
vector::**operator[]**(size_type *i*) const;

☞ 7.1.

2.5 Deque

#include <deque>

```
template⟨class 𝕋,
          class 𝔸lloc=allocator⟩
class deque;
```

Has all of **vector** functionality (see 2.4).

void deque::**push_front**(const $\mathbb{T}$& *x*);

void deque::**pop_front**();

2.6 List

#include <list>

```
template⟨class 𝕋,
          class 𝔸lloc=allocator⟩
class list;
```

See also 2.2 and 2.3.

void list::**pop_front**();

void list::**push_front**(const $\mathbb{T}$& *x*);

void // *move all x (&x ≠ this) before pos*
list::**splice**(iterator *pos*, list⟨$\mathbb{T}$⟩& *x*); ☞7.2

void // *move x's xElemPos before pos*
list::**splice** (iterator *pos*,
list⟨$\mathbb{T}$⟩& *x*,
iterator *xElemPos*); ☞*7.2*

void // *move x's [xFirst,xLast) before pos*
list::**splice** (iterator *pos*,
list⟨$\mathbb{T}$⟩& *x*,
iterator *xFirst*,
iterator *xLast*); ☞*7.2*

void list::**remove**(const $\mathbb{T}$& *value*);

void list::**remove_if**($\mathbb{P}$redicate *pred*);
// *after call:* ∀ `this` *iterator* $p, *p \neq *(p+1)$
void list::**unique**(); // *remove repeats*
void // *as before but,* $\neg$*binPred*$(*p, *(p+1))$
list::**unique**($\mathbb{B}$inaryPredicate *binPred*);
// *Assuming both* `this` *and* `x` *sorted*
void list::**merge**(list⟨$\mathbb{T}$⟩& *x*);
// *merge and assume sorted by cmp*
void list::**merge**(list⟨$\mathbb{T}$⟩& *x*, $\mathbb{C}$ompare *cmp*);
void list::**reverse**();
void list::**sort**();
void list::**sort**($\mathbb{C}$ompare *cmp*);

2.7 Sorted Associative

Here A any of
{**set**, **multiset**, **map**, **multimap**}.

2.7.1 Types

For A=[multi]set, columns are the same

A::**key_type** A::**value_type**
A::**keycompare** A::**value_compare**

2.7.2 Constructors

A::A($\mathbb{C}$ompare *c*=$\mathbb{C}$ompare())

A::A(A::const_iterator *first*,
A::const_iterator *last*,
$\mathbb{C}$ompare *c*=$\mathbb{C}$ompare());

2.7.3 Members

A::keycompare A::**key_comp**() const;
A::value_compare A::**value_comp**() const;

A::iterator
A::**insert**(A::iterator *hint*,
const A::value_type& *val*);

void A::**insert**(A::iterator *first*,
A::iterator *last*);

A::size_type // *# erased*
A::**erase**(const A::key_type& *k*);

void A::**erase**(A::iterator *p*);
void A::**erase**(A::iterator *first*,
A::iterator *last*);

A::size_type
A::**count**(const A::key_type& *k*) const;

A::iterator A::**find**(const A::key_type& *k*) const;

A::iterator
A::**lower_bound**(const A::key_type& *k*) const;

A::iterator
A::**upper_bound**(const A::key_type& *k*) const;

pair⟨A::iterator, A::iterator⟩ // *see 4.3.1*
A::**equal_range**(const A::key_type& *k*) const;

2.8 Set

#include <set>

```
template⟨class Key,
         class Compare=less⟨Key⟩,
         class Alloc=allocator⟩
class set;
```

See also 2.2 and 2.7.

set::**set**(const Compare& *cmp*=Compare());

pair⟨set::iterator, bool⟩ // *bool = if new*
set::**insert**(const set::value_type& *x*);

2.9 Multiset

#include <multiset.h>

```
template⟨class Key,
         class Compare=less⟨Key⟩,
         class Alloc=allocator⟩
class multiset;
```

See also 2.2 and 2.7.

multiset::**multiset**(
const Compare& *cmp*=Compare());

multiset::**multiset**(
InputIterator *first*,
InputIterator *last*,
const Compare& *cmp*=Compare());

multiset::iterator // *inserted copy*
multiset::**insert**(const multiset::value_type& *x*);

2.10 Map

#include <map>

```
template⟨class Key, class T,
         class Compare=less⟨Key⟩,
         class Alloc=allocator⟩
class map;
```

See also 2.2 and 2.7.

2.10.1 Types

map::**value_type** // pair⟨const Key,T⟩

2.10.2 Members

map::**map**(
const Compare& *cmp*=Compare());

pair⟨map::iterator, bool⟩ // *bool = if new*
map::**insert**(const map::value_type& *x*);

T& map:**operator[]**(const map::key_type&);

map::const_iterator
map::**lower_bound**(
const map::key_type& *k*) const;

map::const_iterator
map::**upper_bound**(
const map::key_type& *k*) const;

pair⟨map::const_iterator, map::const_iterator⟩
map::**equal_range**(

const map::key_type& *k*) const;

Example

```
typedef map<string, int> MSI;
MSI  nam2num;
nam2num.insert(MSI::value_type("one", 1));
nam2num.insert(MSI::value_type("two", 2));
nam2num.insert(MSI::value_type("three", 3));
int n3 = nam2num["one"] + nam2num["two"];
cout << n3 << " called ";
for (MSI::const_iterator i = nam2num.begin();
     i != nam2num.end();   ++i)
  if ((*i).second == n3)
    {cout << (*i).first << endl;}
```

➪ `3 called three`

2.11 Multimap

#include <multimap.h>

```
template⟨class Key, class T,
         class Compare=less⟨Key⟩,
         class Alloc=allocator⟩
class multimap;
```

See also 2.2 and 2.7.

2.11.1 Types

multimap::**value_type** // pair⟨const Key,T⟩

2.11.2 Members

multimap::**multimap**(
const Compare& *cmp*=Compare());

multimap::**multimap**(
InputIterator *first*,
InputIterator *last*,
const Compare& *cmp*=Compare());

multimap::const_iterator
multimap::**lower_bound**(
const multimap::key_type& *k*) const;

multimap::const_iterator
multimap::**upper_bound**(
const multimap::key_type& *k*) const;

pair⟨multimap::const_iterator,
multimap::const_iterator⟩
multimap::**equal_range**(
const multimap::key_type& *k*) const;

3 Container Adaptors

3.1 Stack Adaptor

#include <stack>

```
template⟨class T,
         class Container=deque⟨T⟩ ⟩
class stack;
```

Default constructor. Container must have `back()`, `push_back()`, `pop_back()`. So **vector**, **list** and **deque** can be used.

bool stack::**empty**() const;

Container::size_type stack::**size**() const;

void
stack::**push**(const Container::value_type& x);

void stack::**pop**();

const Container::value_type&
stack::**top**() const;

void Container::value_type& stack::**top**();

Comparision Operators

bool **operator==**(const stack& *s0*,
const stack& *s1*);

bool **operator<**(const stack& *s0*,
const stack& *s1*);

3.2 Queue Adaptor

#include <queue>

```
template⟨class T,
         class Container=deque⟨T⟩ ⟩
class queue;
```

Default constructor. Container must have `empty()`, `size()`, `back()`, `front()`, `push_back()` and `pop_front()`. So **list** and **deque** can be used.

bool queue::**empty**() const;

Container::size_type queue::**size**() const;

void
queue::**push**(const Container::value_type& x);

void queue::**pop**();

const Container::value_type&
queue::**front**() const;

Container::value_type& queue::**front**();

const Container::value_type&
queue::**back**() const;

Container::value_type& queue::**back**();

Comparision Operators

bool **operator==**(const queue& *q0*,
const queue& *q1*);

bool **operator<**(const queue& *q0*,
const queue& *q1*);

3.3 Priority Queue

#include <queue>

```
template⟨class T,
         class Container=vector⟨T⟩,
         class Compare=less⟨T⟩ ⟩
class priority_queue;
```

Container must provide random access iterator and have `empty()`, `size()`, `front()`, `push_back()` and `pop_back()`. So **vector** and **deque** can be used.

Mostly implemented as *heap*.

3.3.1 Constructors

explicit **priority_queue**::**priority_queue**(
const Compare& comp=Compare());

priority_queue::**priority_queue**(
InputIterator *first*,
InputIterator *last*,
const Compare& *comp*=Compare);

3.3.2 Members

bool priority_queue::**empty**() const;

Container::size_type
priority_queue::**size**() const;

const Container::value_type&
priority_queue::**top**() const;

Container::value_type& priority_queue::**top**();

void priority_queue::**push**(
const Container::value_type& x);

void priority_queue::**pop**();

No comparision operators.

4 Algorithms

#include <algorithm>

STL algorithms use iterator type parameters. Their *names* suggest their category (See 6.1).

For abbreviation, the clause —

`template ⟨class Foo, ...⟩` is dropped. The outlined leading character can suggest the `template` context.

Note: When looking at two sequences: $S_1 = [first_1, last_1)$ and $S_2 = [first_2, ?)$ or $S_2 = [?, last_2)$ — caller is responsible that function will not overflow S_2.

4.1 Query Algorithms

```
Function // f not changing [first, last)
for_each(InputIterator  first,
         InputIterator  last,
         Function       f);   ☞7.4

InputIterator // first i so i==last or *i==val
find(InputIterator  first,
     InputIterator  last,
     const T        val);   ☞7.2

InputIterator // first i so i==last or pred(i)
find_if(InputIterator  first,
        InputIterator  last,
        Predicate      pred);   ☞7.7

ForwardIterator // first duplicate
adjacent_find(ForwardIterator  first,
              ForwardIterator  last);

ForwardIterator // first binPred-duplicate
adjacent_find(ForwardIterator  first,
              ForwardIterator  last,
              BinaryPredicate  binPred);

void // n = # equal val
count(ForwardIterator  first,
      ForwardIterator  last,
      const T          val,
      Size&            n);

void // n = # satisfying pred
count_if(ForwardIterator  first,
         ForwardIterator  last,
         Predicate        pred,
         Size&            n);

// ↶ bi-pointing to first != 
pair⟨InputIterator1, InputIterator2⟩
mismatch(InputIterator1  first1,
         InputIterator1  last1,
         InputIterator2  first2);

// ↶ bi-pointing to first binPred-mismatch
pair⟨InputIterator1, InputIterator2⟩
mismatch(InputIterator1  first1,
         InputIterator1  last1,
         InputIterator2  first2,
         BinaryPredicate binPred);

bool
equal(InputIterator1  first1,
      InputIterator1  last1,
      InputIterator2  first2);

bool
equal(InputIterator1  first1,
      InputIterator1  last1,
      InputIterator2  first2,
      BinaryPredicate binPred);

// [first2, last2) ⊑ [first1, last1)
ForwardIterator1
search(ForwardIterator1  first1,
       ForwardIterator1  last1,
       ForwardIterator2  first2,
       ForwardIterator2  last2);

// [first2, last2) ⊑binPred [first1, last1)
ForwardIterator1
search(ForwardIterator1  first1,
       ForwardIterator1  last1,
       ForwardIterator2  first2,
       ForwardIterator2  last2,
       BinaryPredicate   binPred);
```

4.2 Mutating Algorithms

```
OutputIterator // ↶ first2 + (last1 − first1)
copy(InputIterator  first1,
     InputIterator  last1,
     OutputIterator first2);

// ↶ last2 − (last1 − first1)
BidirectionalIterator2
copy_backward(
     BidirectionalIterator1  first1,
     BidirectionalIterator1  last1,
     BidirectionalIterator2  last2);

void swap(T& x, T& y);

ForwardIterator2 // ↶ first2 + #[first1, last1)
swap_ranges(ForwardIterator1  first1,
            ForwardIterator1  last1,
            ForwardIterator2  first2);

OutputIterator // ↶ result + (last1 − first1)
transform(InputIterator  first,
          InputIterator  last,
          OutputIterator result,
          UnaryOperation op);   ☞7.6

OutputIterator // ∀s_i^k ∈ S_k  r_i = bop(s_i^1, s_i^2)
transform(InputIterator1  first1,
          InputIterator1  last1,
          InputIterator2  first2,
          OutputIterator  result,
          BinaryOperation bop);

void replace(ForwardIterator  first,
             ForwardIterator  last,
             const T&         oldVal,
             const T&         newVal);

void
replace_if(ForwardIterator  first,
           ForwardIterator  last,
           Predicate&       pred,
           const T&         newVal);

OutputIterator // ↶ result2 + #[first, last)
replace_copy(InputIterator  first,
             InputIterator  last,
             OutputIterator result,
             const T&       oldVal,
             const T&       newVal);

OutputIterator // as above but using pred
replace_copy_if(InputIterator  first,
                InputIterator  last,
                OutputIterator result,
                Predicate&     pred,
                const T&       newVal);

void fill(ForwardIterator  first,
          ForwardIterator  last,
          const T&         value);

void fill_n(ForwardIterator  first,
            Size             n,
            const T&         value);

void // by calling gen()
generate(ForwardIterator  first,
         ForwardIterator  last,
         Generator        gen);

void // n calls to gen()
generate_n(ForwardIterator  first,
           Size             n,
           Generator        gen);
```

All variants of **remove** and **unique** return iterator to *new end* or *past last copied*.

```
ForwardIterator // [↶,last) is all value
remove(ForwardIterator  first,
       ForwardIterator  last,
       const T&         value);

ForwardIterator // as above but using pred
remove_if(ForwardIterator  first,
          ForwardIterator  last,
          Predicate        pred);

OutputIterator // ↶ past last copied
remove_copy(InputIterator  first,
            InputIterator  last,
            OutputIterator result,
            const T&       value);

OutputIterator // as above but using pred
remove_copy_if(InputIterator  first,
               InputIterator  last,
               OutputIterator result,
               Predicate      pred);
```

All variants of **unique** template functions remove *consecutive* (*binPred*-) duplicates. Thus usefull after sort (See 4.3).

```
ForwardIterator // [↶,last) gets repetitions
unique(ForwardIterator  first,
       ForwardIterator  last);

ForwardIterator // as above but using binPred
unique(ForwardIterator  first,
       ForwardIterator  last,
       BinaryPredicate  binPred);

OutputIterator // ↶ past last copied
unique_copy(InputIterator  first,
            InputIterator  last,
            OutputIterator result,
            const T&       result);

OutputIterator // as above but using binPred
unique_copy(InputIterator  first,
            InputIterator  last,
            OutputIterator result,
            BinaryPredicate binPred);

void
reverse(BidirectionalIterator  first,
        BidirectionalIterator  last);

OutputIterator // ↶ past last copied
reverse_copy(BidirectionalIterator  first,
             BidirectionalIterator  last,
             OutputIterator         result);

void // with first moved to middle
rotate(ForwardIterator  first,
       ForwardIterator  middle,
       ForwardIterator  last);

OutputIterator // first to middle position
rotate_copy(ForwardIterator  first,
            ForwardIterator  middle,
            ForwardIterator  last,
            OutputIterator   result);
```

void
random_shuffle(
  RandomAccessIterator *first*,
  RandomAccessIterator *last*);

void // *rand() returns* `double` *in* $[0, 1)$
random_shuffle(
  RandomAccessIterator *first*,
  RandomAccessIterator *last*,
  RandomGenerator *rand*);

BidirectionalIterator // *begin with* `true`
partition(BidirectionalIterator *first*,
  BidirectionalIterator *last*,
  Predicate *pred*);

BidirectionalIterator // *begin with* `true`
stable_partition(
  BidirectionalIterator *first*,
  BidirectionalIterator *last*,
  Predicate *pred*);

4.3 Sort and Application

void **sort**(RandomAccessIterator *first*,
  RandomAccessIterator *last*);

void **sort**(RandomAccessIterator *first*,
  RandomAccessIterator *last*,
☞7.3 Compare *comp*);

void
stable_sort(RandomAccessIterator *first*,
  RandomAccessIterator *last*);

void
stable_sort(RandomAccessIterator *first*,
  RandomAccessIterator *last*,
  Compare *comp*);

void // *[first,middle) sorted,*
partial_sort(// *[middle,last) eq-greater*
  RandomAccessIterator *first*,
  RandomAccessIterator *middle*,
  RandomAccessIterator *last*);

void // *as above but using comp*(e_i, e_j)
partial_sort(
  RandomAccessIterator *first*,
  RandomAccessIterator *middle*,
  RandomAccessIterator *last*,
  Compare *comp*);

RandomAccessIterator // *post last sorted*
partial_sort_copy(
  InputIterator *first*,
  InputIterator *last*,
  RandomAccessIterator *resultFirst*,
  RandomAccessIterator *resultLast*);

RandomAccessIterator
partial_sort_copy(
  InputIterator *first*,
  InputIterator *last*,
  RandomAccessIterator *resultFirst*,
  RandomAccessIterator *resultLast*,
  Compare *comp*);

Let $n = position - first$, **nth_element** partitions $[first, last)$ into: $L = [first, position)$, e_n, $R = [position + 1, last)$ such that $\forall l \in L, \forall r \in R \quad l \not> e_n \leq r$.

void
nth_element(
  RandomAccessIterator *first*,
  RandomAccessIterator *position*,
  RandomAccessIterator *last*);

void // *as above but using comp*(e_i, e_j)
nth_element(
  RandomAccessIterator *first*,
  RandomAccessIterator *position*,
  RandomAccessIterator *last*,
  Compare *comp*);

4.3.1 Binary Search

bool
binary_search(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*);

bool
binary_search(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*,
  Compare *comp*);

ForwardIterator
lower_bound(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*);

ForwardIterator
lower_bound(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*,
  Compare *comp*);

ForwardIterator
upper_bound(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*);

ForwardIterator
upper_bound(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*,
  Compare *comp*);

equal_range returns iterators pair that lower_bound and upper_bound return.

pair⟨ForwardIterator,ForwardIterator⟩
equal_range(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*);

pair⟨ForwardIterator,ForwardIterator⟩
equal_range(ForwardIterator *first*,
  ForwardIterator *last*,
  const T& *value*,
  Compare *comp*);

☞ 7.5

4.3.2 Merge

Assuming $S_1 = [first_1, last_1)$ and $S_2 = [first_2, last_2)$ are sorted, stably merge them into $[result, result + N)$ where $N = |S_1| + |S_2|$.

OutputIterator
merge(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*);

OutputIterator
merge(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*,
  Compare *comp*);

void // *ranges [first,middle) [middle,last)*
inplace_merge(// *into [first,last)*
  BidirectionalIterator *first*,
  BidirectionalIterator *middle*,
  BidirectionalIterator *last*);

void // *as above but using comp*
inplace_merge(
  BidirectionalIterator *first*,
  BidirectionalIterator *middle*,
  BidirectionalIterator *last*,
  Compare *comp*);

4.3.3 Functions on Sets

Can work on *sorted associative* containers (see 2.7). For **multiset** the interpretation of — *union*, *intersection* and *difference* is by: *maximum*, *minimum* and *substraction* of occurrences respectably.

Let $S_i = [first_i, last_i)$ for $i = 1, 2$.

bool // $S_1 \supseteq S_2$
includes(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*);

bool // *as above but using comp*
includes(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  Compare *comp*);

OutputIterator // $S_1 \cup S_2$, ↶*past end*
set_union(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*);

OutputIterator // *as above but using comp*
set_union(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*,
  Compare *comp*);

OutputIterator // $S_1 \cap S_2$, ↶*past end*
set_intersection(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*);

OutputIterator // *as above but using comp*
set_intersection(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*,
  Compare *comp*);

OutputIterator // $S_1 \setminus S_2$, ↶*past end*
set_difference(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*);

OutputIterator // *as above but using comp*
set_difference(InputIterator1 *first1*,
  InputIterator1 *last1*,
  InputIterator2 *first2*,
  InputIterator2 *last2*,
  OutputIterator *result*,
  Compare *comp*);

```
𝕆utputIterator // S1△S2, ↶past end
set_symmetric_difference(
    𝕀nputIterator1   first1,
    𝕀nputIterator1   last1,
    𝕀nputIterator2   first2,
    𝕀nputIterator2   last2,
    𝕆utputIterator   result);

𝕆utputIterator // as above but using comp
set_symmetric_difference(
    𝕀nputIterator1   first1,
    𝕀nputIterator1   last1,
    𝕀nputIterator2   first2,
    𝕀nputIterator2   last2,
    𝕆utputIterator   result,
    ℂompare          comp);
```

4.3.4 Heap

```
void // (last − 1) is pushed
push_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last);

void // as above but using comp
push_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last,
          ℂompare                comp);

void // first is popped
pop_heap(ℝandomAccessIterator   first,
         ℝandomAccessIterator   last);

void // as above but using comp
pop_heap(ℝandomAccessIterator   first,
         ℝandomAccessIterator   last,
         ℂompare                comp);

void // [first,last) arbitrary ordered
make_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last);

void // as above but using comp
make_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last,
          ℂompare                comp);

void // sort the [first,last) heap
sort_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last);

void // as above but using comp
sort_heap(ℝandomAccessIterator   first,
          ℝandomAccessIterator   last,
          ℂompare                comp);
```

4.3.5 Min and Max

```
const ℂ& min(const ℂ& x0, const ℂ& x1);

const ℂ& min(const ℂ&   x0,
             const ℂ&   x1,
             ℂompare    comp);

const ℂ& max(const ℂ& x0, const ℂ& x1);

const ℂ& max(const ℂ&   x0,
             const ℂ&   x1,
             ℂompare    comp);

𝔽orwardIterator
min_element(𝔽orwardIterator   first,
            𝔽orwardIterator   last);

𝔽orwardIterator
min_element(𝔽orwardIterator   first,
            𝔽orwardIterator   last,
            ℂompare           comp);

𝔽orwardIterator
max_element(𝔽orwardIterator   first,
            𝔽orwardIterator   last);

𝔽orwardIterator
max_element(𝔽orwardIterator   first,
            𝔽orwardIterator   last,
            ℂompare           comp);
```

4.3.6 Permutations

To get all permutations, start with ascending sequence end with descending.

```
bool // ↶ iff available
next_permutation(
    𝔹idirectionalIterator   first,
    𝔹idirectionalIterator   last);

bool // as above but using comp
next_permutation(
    𝔹idirectionalIterator   first,
    𝔹idirectionalIterator   last,
    ℂompare                 comp);

bool // ↶ iff available
prev_permutation(
    𝔹idirectionalIterator   first,
    𝔹idirectionalIterator   last);

bool // as above but using comp
prev_permutation(
    𝔹idirectionalIterator   first,
    𝔹idirectionalIterator   last,
    ℂompare                 comp);
```

4.3.7 Lexicographic Order

```
bool lexicographical_compare(
    𝕀nputIterator1   first1,
    𝕀nputIterator1   last1,
    𝕀nputIterator2   first2,
    𝕀nputIterator2   last2);

bool lexicographical_compare(
    𝕀nputIterator1   first1,
    𝕀nputIterator1   last1,
    𝕀nputIterator2   first2,
    𝕀nputIterator2   last2,
    ℂompare          comp);
```

4.4 Computational

#include <numeric>

```
𝕋 // ∑_[first,last)   ☞7.6
accumulate(𝕀nputIterator   first,
           𝕀nputIterator   last,
           𝕋               initVal);

𝕋 // as above but using binop
accumulate(𝕀nputIterator       first,
           𝕀nputIterator       last,
           𝕋                   initVal,
           𝔹inaryOperation     binop);

𝕋 // ∑_i e_i^1 × e_i^2  for e_i^k ∈ S_k, (k = 1, 2)
inner_product(𝕀nputIterator1   first1,
              𝕀nputIterator1   last1,
              𝕀nputIterator2   first2,
              𝕋                initVal);

𝕋 // Similar, using ∑^(sum) and ×_mult
inner_product(𝕀nputIterator1   first1,
              𝕀nputIterator1   last1,
              𝕀nputIterator2   first2,
              𝕋                initVal,
              𝔹inaryOperation  sum,
              𝔹inaryOperation  mult);

𝕆utputIterator // r_k = ∑_{i=first}^{first+k} e_i
partial_sum(𝕀nputIterator   first,
            𝕀nputIterator   last,
            𝕆utputIterator  result);

𝕆utputIterator // as above but using binop
partial_sum(
    𝕀nputIterator       first,
    𝕀nputIterator       last,
    𝕆utputIterator      result,
    𝔹inaryOperation     binop);

𝕆utputIterator // r_k = s_k − s_{k−1} for k > 0
adjacent_difference(          // r_0 = s_0
    𝕀nputIterator   first,
    𝕀nputIterator   last,
    𝕆utputIterator  result);

𝕆utputIterator // as above but using binop
adjacent_difference(
    𝕀nputIterator       first,
    𝕀nputIterator       last,
    𝕆utputIterator      result,
    𝔹inaryOperation     binop);
```

5 Function Objects

#include <**functional**>

```
template⟨class 𝔸rg, class ℝesult⟩
struct unary_function {
  typedef 𝔸rg argument_type;
  typedef ℝesult result_type;}
```

Derived unary objects:
struct **negate**⟨𝕋⟩;
struct **logical_not**⟨𝕋⟩;
☞ 7.6

```
template⟨class 𝔸rg1, class 𝔸rg2,
         class ℝesult⟩
struct binary_function {
  typedef 𝔸rg1 first_argument_type;
  typedef 𝔸rg2 second_argument_type;
  typedef ℝesult result_type;}
```

Following derived template objects accept two operands. Result obvious by the name.

struct **plus**⟨𝕋⟩;
struct **minus**⟨𝕋⟩;
struct **multiplies**⟨𝕋⟩;
struct **divides**⟨𝕋⟩;
struct **modulus**⟨𝕋⟩;
struct **equal_to**⟨𝕋⟩;
struct **not_equal_to**⟨𝕋⟩;
struct **greater**⟨𝕋⟩;
struct **less**⟨𝕋⟩;
struct **greater_equal**⟨𝕋⟩;
struct **less_equal**⟨𝕋⟩;
struct **logical_and**⟨𝕋⟩;
struct **logical_or**⟨𝕋⟩;

5.1 Function Adaptors

5.1.1 Negators

```
template⟨class ℙredicate⟩
class unary_negate : public
  unary_function⟨ℙredicate::argument_type,
                 bool⟩;
```

unary_negate::**unary_negate**(
  ℙredicate *pred*);

bool // *negate pred*
unary_negate::**operator()**(
  ℙredicate::argument_type *x*);

unary_negate⟨ℙredicate⟩
not1(const ℙredicate *pred*);

```
template⟨class ℙredicate⟩
class binary_negate : public
  binary_function⟨
    ℙredicate::first_argument_type,
    ℙredicate::second_argument_type⟩;
    bool⟩;
```

binary_negate::**binary_negate**(
  ℙredicate *pred*);

bool // *negate pred*
binary_negate::**operator()**(
  ℙredicate::first_argument_type *x*
  ℙredicate::second_argument_type *y*);

binary_negate⟨ℙredicate⟩
not2(const ℙredicate *pred*);

5.1.2 Binders

```
template⟨class 𝕆peration⟩
class binder1st: public
  unary_function⟨
    𝕆peration::second_argument_type,
    𝕆peration::result_type⟩;
```

binder1st::**binder1st**(
  const 𝕆peration& *op*,
  const 𝕆peration::first_argument_type *y*);

// *argument_type from unary_function*
𝕆peration::result_type
binder1st::**operator()**(
  const binder1st::argument_type *x*);

binder1st⟨𝕆peration⟩
bind1st(const 𝕆peration& *op*, const 𝕋& *x*);

```
template⟨class 𝕆peration⟩
class binder2nd: public
  unary_function⟨
    𝕆peration::first_argument_type,
    𝕆peration::result_type⟩;
```

binder2nd::**binder2nd**(
  const 𝕆peration& *op*,
  const 𝕆peration::second_argument_type *y*);

// *argument_type from unary_function*
𝕆peration::result_type
binder2nd::**operator()**(
  const binder2nd::argument_type *x*);

binder2nd⟨𝕆peration⟩
bind2nd(const 𝕆peration& *op*, const 𝕋& *x*);
☞ 7.7.

5.1.3 Pointers to Functions

```
template⟨class 𝔸rg, class ℝesult⟩
class pointer_to_unary_function :
  public unary_function⟨𝔸rg, ℝesult⟩;
```

pointer_to_unary_function⟨𝔸rg, ℝesult⟩
ptr_fun(ℝesult(*x)(𝔸rg));

```
template<class 𝔸rg1, class 𝔸rg2,
         class ℝesult>
class pointer_to_binary_function :
  public binary_function⟨𝔸rg1, 𝔸rg2,
                         ℝesult⟩;
```

pointer_to_binary_function⟨𝔸rg1, 𝔸rg2,
  ℝesult⟩
ptr_fun(ℝesult(*x)(𝔸rg1, 𝔸rg2));

6 Iterators

#include <**iterator**>

6.1 Iterators Categories

Here, we will use:

- `X` iterator type.
- `a`, `b` iterator values.
- `r` iterator reference (`X& r`).
- `t` a value type `T`.

Imposed by empty `struct` tags.

6.1.1 Input, Output, Forward

struct **input_iterator_tag** {}☞ 7.8
struct **output_iterator_tag** {}
struct **forward_iterator_tag** {}

In table follows requirements check list for **I**nput, **O**utput and **F**orward iterators.

Expression; Requirements		I	O	F
`X()` `X u`	might be singular			•
`X(a)`	⇒`X(a) == a`	•		•
	`*a=t` ⇔ `*X(a)=t`		•	
`X u(a)` `X u=a`	⇒ `u == a`	•		•
	`u` copy of `a`		•	
`a==b`	equivalence relation	•		•
`a!=b`	⇔`!(a==b)`	•		•
`r = a`	⇒ `r == a`			•
`*a`	convertible to `T`. `a==b` ⇔ `*a==*b`	•		•
`*a=t`	(for *forward*, if `X` mutable)		•	•
`++r`	result is dereferenceable or *past-the-end*. `&r == &++r`	•	•	•
	convertible to `const X&`	•	•	
	convertible to `X&` `r==s`⇔ `++r==++s`			•
`r++`	convertible to `X&` ⇔`{X x=r;++r;return x;}`	•	•	•
`*++r` `*r++`	convertible to `T`	•	•	•

☞ 7.7.

6.1.2 Bidirectional Iterators

struct **bidirectional_iterator_tag** {}

The **forward** requirements and:

- `--r` Convertible to const `X&`. If ∃ `r=++s` then `--r` refers same as `s`. `&r==&--r`. `--(++r)==r`. (`--r == --s` ⇒ `r==s`.
- `r--` ⇔ {`X x=r; --r; return x;`}.

6.1.3 Random Access Iterator

struct **random_access_iterator_tag** {}

The **bidirectional** requirements and (`m`,`n` iterator's *distance* (integral) value):

```
r+=n ⇔ {for (m=n; m-->0; ++r);
        for (m=n; m++<0; --r);
        return r;} //but time = O(1).
```

- `a+n` ⇔ `n+a` ⇔ {`X x=a; return a+=n]`}
- `r-=n` ⇔ `r += -n`.
- `a-n` ⇔ `a+(-n)`.
- `b-a` Returns iterator's *distance* value n, such that `a+n == b`.
- `a[n]` ⇔ `*(a+n)`.
- `a<b` Convertible to `bool`, `<` total ordering.
- `a<b` Convertible to `bool`, `>` opposite to `<`.
- `a<=b` ⇔ `!(a>b)`.
- `a>=b` ⇔ `!(a<b)`.

6.2 Stream Iterators

```
template⟨class 𝕋,
          class 𝔻istance=ptrdiff_t⟩
class istream_iterator :
    pubic iterator⟨input_iterator_tag, 𝕋, 𝔻istance⟩;
```

// *end of stream* ☞7.4
istream_iterator::**istream_iterator**();

istream_iterator::**istream_iterator**(
  istream& *s*); ☞7.4

istream_iterator::**istream_iterator**(
  const istream_iterator⟨𝕋, 𝔻istance⟩&);

istream_iterator::~**istream_iterator**();

const 𝕋& istream_iterator::**operator***() const;

istream_iterator& // *Read and store* 𝕋 *value*
istream_iterator::**operator++**() const;

bool // *all end-of-streams are equal*
operator==(const istream_iterator,
  const istream_iterator);

```
template⟨class 𝕋⟩
class ostream_iterator :
    public iterator⟨output_iterator_tag, void, ...⟩;
```

// *If delim ≠ 0 add after each write*
ostream_iterator::**ostream_iterator**(
  ostream& *s*,
  const char* *delim=0*);

ostream_iterator::**ostream_iterator**(
  const ostream_iterator *s*);

ostream_iterator& // *Assign & write (*o=t)*
ostream_iterator::**operator***() const;

ostream_iterator&
ostream_iterator::**operator=**(
  const ostream_iterator *s*);

ostream_iterator& // *No-op*
ostream_iterator::**operator++**();

ostream_iterator& // *No-op*
ostream_iterator::**operator++**(int);

☞ 7.4.

6.3 Typedefs & Adaptors

```
template⟨Category, T,
         Distance=ptrdiff_t,
         Pointer=T*, Reference= T&⟩
class iterator {
    Category   iterator_category;
    T          value_type;
    Distance   difference_type;
    Pointer    pointer;
    Reference  reference;}
```

6.3.1 Traits

```
template⟨I⟩
class iterator_traits {
  I::iterator_category
                 iterator_category;
  I::value_type        value_type;
  I::difference_type   difference_type;
  I::pointer           pointer;
  I::reference         reference;}
```

Pointer specilaizations: ☞ 7.8

```
template⟨T⟩
class iterator_traits⟨T*⟩ {
  random_access_iterator_tag
          iterator_category ;
  T        value_type;
  ptrdiff_t difference_type;
  T*       pointer;
  T&       reference;}
```

```
template⟨T⟩
class iterator_traits⟨const T*⟩ {
  random_access_iterator_tag
          iterator_category ;
  T        value_type;
  ptrdiff_t difference_type;
  const T* pointer;
  const T& reference;}
```

6.3.2 Reverse Iterator

Transform $[i \nearrow j) \mapsto [j-1 \searrow i-1)$.

```
template⟨Iter⟩
class reverse_iterator : public iterator⟨
   iterator_traits⟨Iter⟩::iterator_category,
   iterator_traits⟨Iter⟩::value_type,
   iterator_traits⟨Iter⟩::difference_type,
   iterator_traits⟨Iter⟩::pointer,
   iterator_traits⟨Iter⟩::reference⟩;
```

Denote
RI = **reverse_iterator**
AI = RandomAccessIterator.

Abbreviate:
typedef RI<AI, T,
Reference, Distance⟩ **self**;

// *Default constructor ⇒ singular value*
self::RI();

explicit // *Adaptor Constructor*
self::RI(AI*i*);

AI self::**base**(); // *adpatee's position*

// *so that:* `&*(RI(i)) == &*(i-1)` Reference
self::**operator***();

self // *position to & return base()-1*
RI::**operator++**();

self& // *return old position and move*
RI::**operator++**(int); // *to base()-1*

self // *position to & return base()+1*
RI::**operator--**();

self& // *return old position and move*
RI::**operator--**(int); // *to base()+1*

bool // ⇔ *s0.base() == s1.base()*
operator==(const self& *s0*, const self& *s1*);

reverse_iterator Specific

self // *returned value positioned at base()-n*
reverse_iterator::**operator+**(
Distance *n*) const;

self& // *change & return position to base()-n*
reverse_iterator::**operator+=**(Distance *n*);

self // *returned value positioned at base()+n*
reverse_iterator::**operator-**(
Distance *n*) const;

self& // *change & return position to base()+n*
reverse_iterator::**operator-=**(Distance *n*);

Reference // `*(*this + n)`
reverse_iterator::**operator[]**(Distance *n*);

Distance // *r0.base() - r1.base()*
operator-(const self& *r0*, const self& *r1*);

self // *n + r.base()*
operator-(Distance *n*, const self& *r*);

bool // *r0.base() < r1.base()*
operator<(const self& *r0*, const self& *r1*);

6.3.3 Insert Iterators

```
template⟨class Container⟩
class back_insert_iterator :
      public output_iterator;
```

```
template⟨class Container⟩
class front_insert_iterator :
      public output_iterator;
```

```
template⟨class Container⟩
class insert_iterator :
      public output_iterator;
```

Here T will denote the Container::value_type.

Constructors

explicit // ∃ Container::*push_back*(const T&)
back_insert_iterator::back_insert_iterator(
Container& *x*);

explicit // ∃ Container::*push_front*(const T&)
front_insert_iterator::front_insert_iterator(
Container& *x*);

// ∃ Container::*insert*(const T&)
insert_iterator::insert_iterator(
Container *x*,
Container::iterator *i*);

Denote
InsIter = **back_insert_iterator**
insFunc = **push_back**
iterMaker = **back_inserter** ☞7.4
or
InsIter = **front_insert_iterator**
insFunc = **push_front**
iterMaker = **front_inserter**
or
InsIter = **insert_iterator**
insFunc = **insert**

Member Functions & Operators

InsIter& // *calls x.insFunc(val)*
InsIter::**operator=**(const T& *val*);
InsIter& // *return `*this`*
InsIter::**operator***();
InsIter& // *no-op, just `return *this`*
InsIter::**operator++**();
InsIter& // *no-op, just `return *this`*
InsIter::**operator++**(int);

Template Function

InsIter // *return InsIter⟨Container⟩(x)*
iterMaker(Container& *x*);

// *return insert_iterator⟨Container⟩(x, i)*
insert_iterator⟨Container⟩
inserter(Container& *x*, Iterator *i*);

7 Examples

7.1 Vector

```
// safe get
int  vi(const vector<unsigned>& v, int i)
{ return(i < (int)v.size() ? (int)v[i] : -1);}

// safe set
void vin(vector<int>& v, unsigned i, int n) {
   int  nAdd = i - v.size() + 1;
   if (nAdd>0) v.insert(v.end(), nAdd, n);
   else v[i] = n;
}
```

7.2 List Splice

```
void lShow(ostream& os, const list<int>& l) {
 ostream_iterator<int> osi(os, " ");
 copy(l.begin(), l.end(), osi); os<<endl;}

void lmShow(ostream& os, const char* msg,
            const list<int>& l,
            const list<int>& m) {
 os << msg << (m.size() ? ":\n" : ": ");
 lShow(os, l);
 if (m.size()) lShow(os, m); } // lmShow

list<int>::iterator p(list<int>& l, int val)
{ return find(l.begin(), l.end(), val);}

 static int prim[] = {2, 3, 5, 7};
 static int perf[] = {6, 28, 496};
 const list<int> lPrimes(prim+0, prim+4);
 const list<int> lPerfects(perf+0, perf+3);
 list<int> l(lPrimes), m(lPerfects);
 lmShow(cout, "primes & perfects", l, m);
 l.splice(l.begin(), m);
 lmShow(cout, "splice(l.beg, m)", l, m);
 l = lPrimes; m = lPerfects;
 l.splice(l.begin(), m, p(m, 28));
 lmShow(cout, "splice(l.beg, m, ^28)", l, m);
 m.erase(m.begin(), m.end()); // <=>m.clear()
 l = lPrimes;
 l.splice(p(l, 3), l, p(l, 5));
 lmShow(cout, "5 before 3", l, m);
 l = lPrimes;
 l.splice(l.begin(), l, p(l, 7), l.end());
 lmShow(cout, "tail to head", l, m);
 l = lPrimes;
 l.splice(l.end(), l, l.begin(), p(l, 3));
 lmShow(cout, "head to tail", l, m);
```

☞ ➠

```
primes & perfects:
2 3 5 7
6 28 496
splice(l.beg, m): 6 28 496 2 3 5 7
splice(l.beg, m, ^28):
28 2 3 5 7
6 496
5 before 3: 2 5 3 7
tail to head: 7 2 3 5
head to tail: 3 5 7 2
```

7.3 Compare Object Sort

```
class ModN {
 public:
  ModN(unsigned m): _m(m) {}
  bool operator ()(const unsigned& u0,
                   const unsigned& u1)
       {return ((u0 % _m) < (u1 % _m));}
 private: unsigned _m;
}; // ModN

 ostream_iterator<unsigned> oi(cout, " ");
 unsigned  q[6];
 for (int n=6, i=n-1;  i>=0;  n=i--)
    q[i] = n*n*n*n;
 cout<<"four-powers:   ";
 copy(q + 0, q + 6, oi);
 for (unsigned b=10; b<=1000; b *= 10) {
  vector<unsigned>  sq(q + 0, q + 6);
  sort(sq.begin(), sq.end(), ModN(b));
  cout<<endl<<"sort mod "<<setw(4)<<b<<": ";
  copy(sq.begin(), sq.end(), oi);
 } cout << endl;
```

```
four-powers:   1 16 81 256 625 1296
sort mod   10: 1 81 625 16 256 1296
sort mod  100: 1 16 625 256 81 1296
sort mod 1000: 1 16 81 256 1296 625
```

7.4 Stream Iterators

```
void unitRoots(int n) {
 cout << "unit " << n << "-roots:" << endl;
 vector<complex<float> > roots;
 float  arg = 2.*M_PI/(float)n;
 complex<float> r, r1 = polar((float)1., arg);
 for (r = r1; --n;  r *= r1)
   roots.push_back(r);
 copy(roots.begin(), roots.end(),
      ostream_iterator<complex<float> >(cout,
                                        "\n"));
} // unitRoots

 {ofstream o("primes.txt"); o << "2 3 5";}
 ifstream pream("primes.txt");
 vector<int> p;
 istream_iterator<int>  priter(pream);
 istream_iterator<int>  eosi;
 copy(priter, eosi, back_inserter(p));
 for_each(p.begin(), p.end(), unitRoots);
```

```
unit 2-roots:
(-1.000,-0.000)
unit 3-roots:
(-0.500,0.866)
(-0.500,-0.866)
unit 5-roots:
(0.309,0.951)
(-0.809,0.588)
(-0.809,-0.588)
(0.309,-0.951)
```

7.5 Binary Search

```
 // first 5 Fibonacci
 static int fb5[] = {1, 1, 2, 3, 5};
 for (int n = 0; n <= 6; ++n) {
   pair<int*,int*> p =
      equal_range(fb5, fb5+5, n);
   cout<< n <<":["<< p.first-fb5 <<','
                  << p.second-fb5 <<") ";
   if (n==3 || n==6) cout << endl;
 }
```

```
0:[0,0) 1:[0,2) 2:[2,3) 3:[3,4)
4:[4,4) 5:[4,5) 6:[5,5)
```

7.6 Transform & Numeric

```
template <class T>
class AbsPwr : public unary_function<T, T> {
 public:
    AbsPwr(T p): _p(p) {}
    T operator()(const T& x) const
       { return pow(fabs(x), _p); }
 private: T _p;
}; // AbsPwr

template<typename InpIter> float
normNP(InpIter xb, InpIter xe, float p) {
  vector<float>  vf;
  transform(xb, xe, back_inserter(vf),
            AbsPwr<float>(p > 0. ? p : 1.));
  return( (p > 0.)
  ? pow(accumulate(vf.begin(), vf.end(), 0.),
        1./p)
  : *(max_element(vf.begin(), vf.end())));
} // normNP

float distNP(const float* x, const float* y,
             unsigned n, float p) {
  vector<float>  diff;
  transform(x, x + n, y, back_inserter(diff),
            minus<float>());
  return normNP(diff.begin(), diff.end(), p);
} // distNP

 float  x3y4[] = {3., 4.,  0.};
 float  z12[]  = {0., 0., 12.};
 float  p[] = {1., 2., M_PI, 0.};
 for (int i=0; i<4;  ++i) {
  float d = distNP(x3y4, z12, 3, p[i]);
  cout << "d_{" << p[i] << "}=" << d << endl;
 }
```

```
d_{1}=19
d_{2}=13
d_{3.14159}=12.1676
d_{0}=12
```

7.7 Iterator and Binder

```
// self-refering int
class Interator : public
  iterator<input_iterator_tag, int, size_t> {
  int  _n;
 public:
  Interator(int n=0) : _n(n) {}
  int operator*() const {return _n;}
  Interator& operator++() {
    ++_n;  return *this;  }
  Interator  operator++(int) {
    Interator t(*this);
    ++_n;   return t;}
}; // Interator
bool operator==(const Interator& i0,
                const Interator& i1)
{ return (*i0 == *i1); }
bool operator!=(const Interator& i0,
                const Interator& i1)
{ return !(i0 == i1); }

struct Fermat: public
    binary_function<int, int, bool> {
  Fermat(int p=2) : n(p) {}
  int n;
  int nPower(int t) const { // t^n
    int i=n, tn=1;
    while (i--) tn *= t;
    return tn; } // nPower
  int nRoot(int t) const {
    return (int)pow(t +.1, 1./n); }
  int xNyN(int x, int y) const   {
    return(nPower(x)+nPower(y)); }
  bool operator()(int x, int y) const {
    int zn = xNyN(x, y), z = nRoot(zn);
    return(zn == nPower(z));  }
}; // Fermat

 for (int n=2; n<=Mp; ++n) {
   Fermat fermat(n);
   for (int x=1; x<Mx; ++x) {
     binder1st<Fermat>
       fx = bind1st(fermat, x);
     Interator iy(x), iyEnd(My);
     while ((iy = find_if(++iy, iyEnd, fx))
            != iyEnd) {
       int  y = *iy,
         z = fermat.nRoot(fermat.xNyN(x, y));
       cout << x << '^' << n << " + "
            << y << '^' << n << " = "
            << z << '^' << n << endl;
       if (n>2)
         cout << "Fermat is wrong!" << endl;
     }
   }
 }
```

```
3^2 + 4^2 = 5^2
5^2 + 12^2 = 13^2
6^2 + 8^2 = 10^2
7^2 + 24^2 = 25^2
```

7.8 Iterator Traits

```
template <class Itr>
typename iterator_traits<Itr>::value_type
mid(Itr b, Itr e, input_iterator_tag) {
  cout << "mid(general):\n";
  Itr bm(b);  bool  next = false;
  for ( ;  b != e;  ++b, next = !next) {
    if (next) { ++bm; }
  }
  return *bm;
} // mid<input>

template <class Itr>
typename iterator_traits<Itr>::value_type
mid(Itr b, Itr e,
    random_access_iterator_tag) {
  cout << "mid(random):\n";
  Itr bm = b + (e - b)/2;
  return *bm;
} // mid<random>

template <class Itr>
typename iterator_traits<Itr>::value_type
mid(Itr b, Itr e) {
  typename
  iterator_traits<Itr>::iterator_category t;
  mid(b, e, t);
} // mid

template <class Ctr>
void fillmid(Ctr& ctr) {
  static int perfects[5] =
    {6, 14, 496, 8128, 33550336},
    *pb = &perfects[0];
  ctr.insert(ctr.end(), pb, pb + 5);
  int m = mid(ctr.begin(), ctr.end());
  cout << "mid=" << m << "\n";
} // fillmid

  list<int> l;  vector<int> v;
  fillmid(l);   fillmid(v);
```

```
mid(general):
mid=496
mid(random):
mid=496
```