

C++ Library Reference

#include <algorithm>

- *int* count (start, end, value)
- *iterator* find (start, end, value)
- *void* fill (start, end, value)
- *void* generate (start, end, func)
- *iterator* remove (start, end, value)
- *void* replace (start, end, old, new)
- *void* swap (item1, item2)
- *void* reverse (start, end)
- *void* sort (start, end)
- *bool* includes (start1, end1, start2, end2)
- *object* max (obj1, obj2)
- *object* max_element (start, end)
- *object* min (obj1, obj2)
- *object* min_element (start, end)
- *bool* next_permutation (start, end)
- *bool* prev_permutation (start, end)

#include <numeric>

- *object* accumulate (start, end, initial)

#include <cstdlib>

- *void* sort (start, count, size, func)
- *void** bsearch (item, start, count, size, func)
- *int* atoi (str)
- *int, long* abs (number)

#include <cmath>

- *float, double* ceil (number)
- *float, double* floor (number)
- *float, double* pow (base, power)
- *float, double* sqrt (number)
- *float, double* log10 (number)

#include <cstdio>

- *int* printf (format[, ...])
- *int* scanf (format[, ...])
- *char** fgets (dest, max, stream)

#include <string>

- *iterator* begin ()
- *iterator* end ()
- *int* length ()
- *void* clear ()
- *bool* empty ()
- *void* resize (size[, char])
- *char** c_str ()
- *void* append (str)
- *void* append (count, char)
- *void* append (str, len)
- *void* push_back (char)
- *void* insert (index, str)
- *void* erase (start, end)
- *void* erase (start_index, end_index)
- *void* swap (str)
- *size_t* copy (dest, len[, start])
- *size_t* find (str[, start])
- *size_t* rfind (str[, rstart])
- *string* substr (start_index, end_index)
- *int* compare (str)
- *void* getline (stream, str[, delim])

#include <map>

- *iterator* begin ()
- *iterator* end ()
- *bool* empty ()
- *int* size ()
- *void* clear ()
- *void* insert (pos, pair)
- *iterator* erase (pos)
- *iterator* erase (start, end)
- *int* count (key)
- *iterator* find (key)

#include <vector>

- *object* front ()
- *object* back ()
- *iterator* begin ()
- *iterator* end ()
- *bool* empty ()
- *int* size ()
- *void* clear ()
- *void* insert (pos, value)
- *iterator* erase (pos)
- *iterator* erase (start, end)
- *void* push_back (value)
- *void* pop_back ()

#include <cstring>

- *void** memcpy (dest, src, len)
- *int* memcmp (ptr1, ptr2, len)
- *void** memchr (ptr, needle, len)
- *void** memset (ptr, value, len)
- *int* strcmp (str1, str2)
- *int* strncmp (str1, str2, len)
- *char** strcpy (str1, str2)
- *char** strncpy (str1, str2, len)
- *char** strstr (haystack, needle)
- *char** strchr (str, char)
- *char** strrchr (str, char)
- *size_t* strlen (str)

Formatted Strings

%[flags][width][.precision][length]type

Types:	Flags:
c char	- left justified
d int	+ force sign
s string	0 zero padded
x hex	# 0x prepended to hex, et. al
e sci. note	(space) space padded

● = function ○ = non-static method