

# Part III

## The Standard Library

This part describes the C++ standard library. It presents the design of the library and key techniques used in its implementation. The aim is to provide understanding of how to use the library, to demonstrate generally useful design and programming techniques, and to show how to extend the library in the ways in which it was intended to be extended.

### Chapters

- 16 Library Organization and Containers
- 17 Standard Containers
- 18 Algorithms and Function Objects
- 19 Iterators and Allocators
- 20 Strings
- 21 Streams
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