

Removing Algorithms Solutions

remove()

- Describe the remove algorithm function
 - `remove()` takes a value
 - Each element which has that value is moved to the back of the range
 - The elements which were behind it are moved forwards by one
 - `remove()` returns an iterator pointing to the first removed element
- What arguments does `remove()` take?
 - `remove()` takes an iterator range and the value to be removed
- Write a simple program which uses `remove()`

remove()

- Modify your program to display the number of elements before and after calling remove()
- Explain your results
 - The "removed" elements still exist in the container, but with undefined values
 - Accessing them will cause undefined behaviour
 - The size of the container object in memory has not changed, so size() gives the same result

erase()

- How can these elements be physically removed from the container?
 - To physically remove these elements, we call the container's `erase()` member function
 - We pass the returned iterator from `remove()` as the first argument
- Write a simple program that does this