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ZOne Fundamental Aspect Of The STL Is That All Components Work With Arbitrary Types. ZAs The Name "standard Template Library" Indicates, All Components Are Templates For Any Type (provided The Type Is Able To Perform The Required Operations). ZSTL Is A Good Exampl May 9th, 2024

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See Also: Chapter 14, Chapter 22 I/O And STL Algorithms

Manipulators Are Objects That Can Change I/O Behavior Mid-stream. For Example, Endl Is Really A Manipulator. #include #include Bool B = True; Cout