

Program 3

Getting in the STL frame of mind.

Provide an STL-style facility for partitions of objects of arbitrary types.¹ Turn in a nicely formatted 2- or 3-page document describing the API (with some illustrative examples), together with your implementation file **partition.h**.

Due: Tuesday, **October 29**. This is an individual assignment.

¹ Yes, the vast white space above says: “This is a wide open assignment.” The key idea is to write at a level of generality (or rather, *genericity*) consistent with the other containers in STL, and retain efficiency. Do not use any object-oriented code. You will need to think hard about iterators and interoperability with other STL constructs. Be able to justify your decisions carefully if asked to do so. And be prepared to present your code and/or your usage document.