

Modifying Algorithms

- **Copy elements and ranges**
 - `copy`, `copy_n`, `copy_if`, `copy_backward`
- **Replace elements and ranges**
 - `replace`, `replace_if`, `replace_copy`, `replace_copy_if`
- **Remove elements and ranges**
 - `remove`, `remove_if`, `remove_copy`, `remove_copy_if`
- **Fill ranges**
 - `fill`, `fill_n`, `generate`, `generate_n`
- **Move ranges**
 - `move`, `move_backward`

Modifying Algorithms

- **Swap ranges**
 - `swap, swap_ranges`
- **Transform ranges**
 - `transform`
- **Reverse ranges**
 - `reverse, reverse_copy`
- **Rotate ranges**
 - `rotate, rotate_copy`
- **Shuffle ranges**
 - `random_shuffle, shuffle`
- **Remove duplicates**
 - `unique, unique_copy`

`stlAlgorithmsTransform.cpp`