

Map Exercises

- What is the main difference between a set and a map?
- What is the function of the "key" and the "value" in a map?

- Which member function is called to add elements to a C++ map?
- What happens if the element we want to add is already present in the map? How can we find out whether this has happened?

- What type of algorithms from the Standard Library can be used with a map?
- Why can we not use other algorithms?
- Write a simple program which creates a map instance and adds some elements to it. Use both the techniques shown in the video

- What is meant by map subscribing? Does it work the same way as for other containers you have used?
- Describe some of the drawbacks of map subscribing

- Give an example of a programming problem where a map would be useful