

# std\_lib\_study

## 1. map

### 1.1 find

```
#include<stdio.h>
#include<map>
using namespace std;

int main() {
    /*
    map.find(key) 返回键为key的映射的迭代器
    */
    map<char, int> mp;
    mp['m'] = 20;
    mp['r'] = 30;
    mp['a'] = 40;
    map<char, int>::iterator it = mp.find('a');
    if (it !=mp.end()){
        printf("%c %d\n", it->first,it->second);
    }
    else {
        printf("没找到\n");
    }

    return 0;
}
```

### 1.2 map用法

<https://blog.csdn.net/jinghuashuiyuedi/article/details/54347844>