

# Applications

## STL Interface

Containers: vector, stack, set, map  
priority\_queue, matrix  
Algorithms: sort, for\_each, merge

## Pipelining

Pipelined sorting,  
zero-I/O scanning

## Block Management

typed block, block manager, buffered streams,  
block prefetcher, buffered block writer

## Asynchronous I/O Primitives

files, I/O requests, disk queues, completion handlers

## Operating System

STXXL