Algorithms

- ## Partition
  - `is_partitioned, partition, stable_partition, partition_copy`

- ## Sort
  - `sort, stable_sort, partial_sort, partial_sort_copy, is_sorted, is_sorted_until, nth_element`

- ## Binary search (range has to be sorted)
  - `binary_search, lower_bound, upper_bound, equal_range`

- ## Merge operations (range has to be sorted)
  - `inplace_merge, merge, includes, set_difference, set_intersection, set_symmetric_difference, set_union`

Algorithms

- ## Heap
  - `make_heap, is_heap, is_heap_until, sort_heap, push_heap, pop_heap`

- ## Minimum and maximum
  - `min_element, max_element, minmax_element`

- ## Permutation
  - `next_permutation, prev_permutation`