

Comparison

- **A containers**

`==` and `!=`

- **Sequence and ordered associative containers**

`<`, `<=`, `>`, and `>=`

- **Rules**

- The containers must have the same type.
- Two containers are equal, if they have the same elements in the same sequence (only sequence and ordered associative containers).
- The containers are compared lexicographically.

`stlContainersComparison.cpp`