

Heaps

1. `std::make_heap`
2. `std::push_heap`
3. `std::pop_heap`

Sorting

4. `std::sort`
5. `std::partial_sort`
6. `std::nth_order`
7. `std::sort_heap`
8. `std::inplace_merge`

Partitioning

9. `std::partition`
10. `std::partition_point`

Permutations

11. `std::rotate`
12. `std::shuffle`
13. `std::next_permutation`
14. `std::prev_permutation`
15. `std::reverse`

Stable algorithms

16. `std::stable_sort`
17. `std::stable_partition`

is_* algorithms

18. `std::is_sorted`
19. `std::is_partitioned`
20. `std::is_heap`
21. `std::is_sorted_until`
22. `std::is_partitioned_until`
23. `std::is_heap_until`

Numeric algorithms

24. `std::count`
25. `std::accumulate`
26. `std::transform_reduce`
27. `std::partial_sum`
28. `std::transform_inclusive_scan`
29. `std::transform_exclusive_scan`
30. `std::inner_product`
31. `std::adjacent_difference`
32. `std::sample`

Querying

33. `std::all_of`
34. `std::any_of`
35. `std::none_of`
36. `std::equal`
37. `std::is_permutation`
38. `std::lexographic_compare`
39. `std::mismatch`

Value Search

40. `std::find`
41. `std::adjacent_find`
42. `std::equal_range`
43. `std::lower_bound`
44. `std::upper_bound`
45. `std::binary_search`

Range Search

46. `std::search`
47. `std::find_end`
48. `std::find_first_of`
49. `std::max_element`
50. `std::min_element`
51. `std::minmax_element`

Set Algorithms

52. `std::set_difference`
53. `std::set_intersection`
54. `std::set_union`
55. `std::set_symmetric_difference`
56. `std::includes`
57. `std::merge`

Moving algorithms

58. `std::copy`
59. `std::move`
60. `std::swap_ranges`
61. `std::copy_backwards`
62. `std::move_backwards`

Value modifiers

63. `std::fill`
64. `std::generate`
65. `std::iota`
66. `std::replace`

Structure changers

67. `std::remove`
68. `std::unique`
69. `std::erase`
70. `std::remove_copy`
71. `std::unique_copy`
72. `std::reverse_copy`
73. `std::rotate_copy`
74. `std::replace_copy`
75. `std::partition_copy`
76. `std::partial_sort_copy`

***_if algorithms**

77. `std::find_if`
78. `std::find_if_not`
79. `std::remove_if`
80. `std::remove_copy_if`
81. `std::replace_if`
82. `std::replace_copy_if`
83. `std::copy_if`

Unclassified

84. `std::transform`
85. `std::for_each`

Raw memory

86. `std::uninitialized_fill`
87. `std::uninitialized_copy`
88. `std::uninitialized_move`
89. `std::destroy`
90. `std::uninitialized_default_construct`
91. `std::uninitialized_value_construct`

***_N algorithms**

92. `std::copy_n`
93. `std::fill_n`
94. `std::generate_n`
95. `std::search_n`
96. `std::for_each_n`
97. `std::uninitialized_copy_n`
98. `std::uninitialized_fill_n`
99. `std::uninitialized_move_n`
100. `std::uninitialized_default_constructor_n`
101. `std::uninitialized_value_constructor_n`
102. `std::destroy_n`

⁰Algorithms in talk by Jonathan Boccara "105 STL Algorithms in Less Than an Hour"