How to change the capacity of the vector in C++?

[intro]

Call the method reserve.

[syntax]

void reserve(int sz);

The capacity will be changed to sz.

[namespace]

std

[library]

<vector>

[code]

#include <iostream>

#include <vector>

using namespace std;

int main ()

{

std::vector<int>::size\_type sz;

std::vector<int> foo;

sz = foo.capacity();

cout << "making foo grow:"<<endl;

for (int i=0; i<100; ++i)

{

foo.push\_back(i);

if (sz!=foo.capacity())

{

sz = foo.capacity();

cout << "capacity changed: " << sz << endl;

}

}

std::vector<int> bar;

sz = bar.capacity();

bar.reserve(100); // this is the only difference with foo above

cout << "making bar grow:"<<endl;

for (int i=0; i<100; ++i)

{

bar.push\_back(i);

if (sz!=bar.capacity())

{

sz = bar.capacity();

cout << "capacity changed: " << sz << endl;

}

}

return 0;

}

[result]

making foo grow:

capacity changed: 1

capacity changed: 2

capacity changed: 4

capacity changed: 8

capacity changed: 16

capacity changed: 32

capacity changed: 64

capacity changed: 128

making bar grow:

capacity changed: 100

[ref]

<https://cplusplus.com/reference/vector/vector/reserve/>