

a) 1) Оператор присваивания

```
Calendar& operator= (const Calendar &calendar)
```

```
{
    year = calendar.year;
    events = calendar.events;
```

```
}
```

2)

```
vector<string> getVect (int d, int m)
```

```
{ struct t;
```

```
    t.tm_mon = m;
```

```
    t.tm_mday = d;
```

```
    mktime(&t);
```

```
    auto eqz = events.equal_range(t.tm_mday); equal_range(t.tm_mday);
```

```
    auto startEL = eqz.first;
```

```
    auto endEL = eqz.second; vector<string> ans;
```

```
    for (auto iter = startEL; iter != endEL; ++iter)
```

```
    { ans.push_back (iter->second);
```

```
    }
```

```
    return ans;
```

```
}
```

Q)

```

1) map<string, int> :: iterator it = year.begin()
   for (while it != year.end(); it++)
   {
       if (it->second == 30)
       {
           cout << it->first << endl;
       }
   }

```

```

2) auto L-func = [year] () {
    for (auto & m : year)
    {
        if (m.second == 31)
        {
            cout << m.first << endl;
        }
    }
};
L-func();

```

c)

mutex mu;

int main()

{ thread t21 ([]) {

mu.lock();

for (int i=0; i<10; i++)

{ cout << i; }

mu.unlock();

};

thread t22 ([]) {

mu.lock();

for (char i='a'; i<='z'; i++)

{ cout << i; }

mu.unlock();

};

t21.join();

t22.join();

return 0;

}