

A decorative graphic in the top-left corner consisting of a blue parallelogram and a light green parallelogram, both tilted at an angle. The background is a dark navy blue with faint, lighter blue diagonal stripes.

Vectors



Vector Setup

- Need to create a vector of type “object”

```
#include <vector>
```

```
vector <object> name;
```

```
vector <robot> team1;
```



Adding elements to a vector

- Adds a single object to the *end* of the vector

```
name.push_back(/*variable to be added*/);
```

```
team1.push_back(r1);
```



Accessing elements in a vector

- Accesses the value of the vector at a specific position (same counting as arrays: starts at 0, ends at length-1)

```
name.at(/*position*/);
```

```
team1.at(0).getHealth();
```