# Vectors

# Vector Setup

- Need to create a vector of type "object"


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

# Adding elements to a vector

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

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

# 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*/);
```