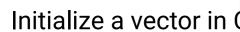


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Following are different ways to create and initialize a vector in C++ STL

Initializing by pushing values one by one:

```
// CPP program to create an empty vector
// and push values one by one.
#include <bits/stdc++.h>
using namespace std;
int main()
{
    // Create an empty vector
    vector<int> vect;

    vect.push_back(10);
    vect.push_back(20);
    vect.push_back(30);

    for (int x : vect)
        cout << x << " ";

    return 0;
}</pre>
```

Output:

10 20 30

Specifying size and initializing all values :

```
// CPP program to create an empty vector
// and push values one by one.
#include <bits/stdc++.h>
using namespace std;

int main()
{
   int n = 3;

   // Create a vector of size n with
   // all values as 10.
   vector<int> vect(n, 10);

   for (int x : vect)
      cout << x << " ";

   return 0;
}</pre>
```

Output:

10 10 10

Initializing like arrays:

```
// CPP program to initialize a vector like
// an array.
#include <bits/stdc++.h>
using namespace std;
int main()
{
   vector<int> vect{ 10, 20, 30 };
   for (int x : vect)
        cout << x << " ";
   return 0;
}</pre>
```

Output:

10 20 30

Initializing from an array:

```
// CPP program to initialize a vector from
// an array.
#include <bits/stdc++.h>
using namespace std;
int main()
```

```
{
  int arr[] = { 10, 20, 30 };
  int n = sizeof(arr) / sizeof(arr[0]);
  vector<int> vect(arr, arr + n);
  for (int x : vect)
      cout << x << " ";
  return 0;
}</pre>
```

Output:

10 20 30

Initializing from another vector:

```
// CPP program to initialize a vector from
// another vector.
#include <bits/stdc++.h>
using namespace std;
int main()
{
    vector<int> vect1{ 10, 20, 30 };
    vector<int> vect2(vect1.begin(), vect1.end());
    for (int x : vect2)
        cout << x << " ";
    return 0;
}</pre>
```

Output:

10 20 30

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