**Dynamic vector creation.**

#include <iostream>

using namespace std;

template<class t>

class vectors{

t \*v,data,sc,upd,s;

int sizes;

public:

vectors(int s){

v=new t[sizes=s];

for(int i=0;i<sizes;i++){

v[i]=0;

}

}

void create(){

cout<<endl<<"Enter vector elements:";

for(int i=0;i<sizes;i++){

cin>>data;

v[i]=data;

}

}

void display(){

cout<<endl<<"vector elements:";

for(int i=0;i<sizes;i++){

cout<<v[i]<<"\t";

}

}

void multiply(){

cout<<endl<<"Enter scalar value:";

cin>>sc;

cout<<endl<<"vector elements after multiplying scalar value:";

for(int i=0;i<sizes;i++){

cout<<v[i]\*sc<<"\t";

}

}

void update(){

cout<<endl<<"Enter position do you want to update:";

cin>>upd;

int i=0;

for(i=0;i<upd;i++){

if(v[i]==v[upd]){

break;

}

}

cout<<endl<<"Enter new value:";

cin>>s;

v[i]=s;

}

};

int main()

{

int s,ch;

cout<<endl<<"Enter size:";

cin>>s;

vectors<int> v1(s);

do{

cout<<endl<<"1.create vector...\n2.display...\n3.multiply with scalar value....\n4.update value..";

cout<<endl<<"Enter your choice:";

cin>>ch;

switch(ch){

case 1:

v1.create();

break;

case 2:

v1.display();

break;

case 3:

v1.multiply();

break;

case 4:

v1.update();

break;

}

}while(ch!=5);

return 0;

}