**Vector and iterator implementation.**

#include <iostream>

#include<vector>

#include<iterator>

using namespace std;

template<typename t>

class vec{

public:

vector<t> v;

typename vector<t>::iterator ptr;

t scalar=0,ele=0;

int num=0;

void accept(){

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

cin>>num;

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

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

cin>>ele;

v.push\_back(ele);}

}

void display(){

cout<<endl<<"Vector elements are:";

for(int i=0;i<v.size();i++){

cout<<v.at(i)<<",";

}

}

void scale(){

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

cin>>scalar;

cout<<endl<<"vector values after scalar multiplication:";

for(ptr=v.begin();ptr<v.end();ptr++){

cout<<\*ptr\*scalar<<"\t";

}

}

void modify(){

t upd;

cout<<endl<<"Enter value that you want to update:";

cin>>upd;

for(ptr=v.begin();ptr<v.end();ptr++){

if(\*ptr==upd){

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

cin>>upd;

\*ptr=upd;

}

}

}

};

int main()

{

vec<float> v1;

v1.accept();

v1.display();

v1.scale();

v1.modify();

v1.display();

return 0;

}