

vector - struct - Problema As moedas de Super Mario

```
#include <iostream>
#include <vector>
#include <utility>
using namespace std;

struct moeda{
    string nome;
    int num;
};

int main() {
    vector<moeda> moedas;
    moeda aux;
    int n,i,val,soma=0;
    cin >> n;
    for(i=0;i<n;i++){
        cin >> aux.nome >> aux.num;
        moedas.push_back(aux);
    }
    cin>>val;
    for(i=0;i<n;i++){
        if(moedas[i].num >= val){
            cout << moedas[i].nome << " " << moedas[i].num << endl;
            soma+=moedas[i].num;
        }
    }
    cout << soma << endl;
}
```

vector - pair - Problema As moedas de Super Mario

```
#include <iostream>
#include <vector>
#include <utility>
using namespace std;

struct moeda{
    string nome;
    int num;
};

int main() {
    vector<pair<string,int>> moedas;
    pair<string,int> aux;
    int n,i,val,soma=0;
    cin >> n;
    for(i=0;i<n;i++){
        cin >> aux.first >> aux.second;
        moedas.push_back(aux);
    }
    cin>>val;
    for(i=0;i<n;i++){
        if(moedas[i].second >= val){
            cout << moedas[i].first << " " << moedas[i].second << endl;
            soma+=moedas[i].second;
        }
    }
    cout << soma << endl;
}
```