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Question 1:
 #include <vector>
 #include <iostream>
 \mathbf{using} \ \mathbf{namespace} \ \mathrm{std} \ ;
 int main() {
      vector < int > v = \{5, 6, 7, 8, 9\};
      //added find and v.at to iterate to the correct element
      v.\,erase\,(\,find\,(\,v.\,begin\,(\,)\,\,,\,\,\,v.\,end\,(\,)\,\,,\,\,\,v.\,at\,(\,0\,)\,)\,)\,;
      cout \ll v[0] \ll endl;
      return 0;
 }
Question 2:
 #include <vector>
 #include <iostream>
 using namespace std;
 int main() {
      vector < int > v;
      //used vector push_back instead of vector at
      v.push_back(42);
      cout \ll v.at(0) \ll endl;
      return 0;
 }
Question 3:
 #include <vector>
 #include <iostream>
 using namespace std;
 int main() {
      vector < int > v = \{2, 4, 6, 8, 9\};
      for (int i = 0; i < v.size(); i++) {
           if ((v.at(i) \% 2) = 0) {
                v.erase(v.begin() + i);
                i--; //decrement to deal with decreasing size of v
           }
      }
       // Print remaining elements
      for (int i = 0; i < v.size(); i++) {
           cout <\!\!< \ v.\,at\,(\,i\,) \ <\!\!<"\,\cdot\,"\,;
      }
```

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cout << endl;
      return 0;
 }
Question 4:
 #include <vector>
 #include <iostream>
 using namespace std;
 int main() {
      vector < int > v = \{5, 6, 7, 8, 9\};
      int length = v.size(); //static length variable
      for(int i = 0; i < length; i++){
          v.push_back(v[i] * 2);
      for(int i=0; i< v.size(); i++){
          cout \ll v[i] \ll endl;
 }
Question 5:
 /*
 Psudocode:
 define \ function \ Fibonacci
 take input n
  variable total = 1
  variable prev_total = 0
 for and integer i = 0 less than n:
 x = total;
  total = prev_total + x;
  prev_-total = x;
 increment i
 end
 end
 inputs:
 n=3, total = 2
 n=5, total = 5
 n=8, total = 21
 #include <iostream>
 using namespace std;
 int Fibonacci(int n){
      int total = 1;
      int prev_total = 0;
```

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int x = 0;
for (int i = 0; i < n-1; i++){
    x = total;
    total = prev_total+x;
    prev_total = x;
}
return total;
}
int main(){
    cout << Fibonacci(8) << endl;
    return 0;
}</pre>
```