

```
intVector created: no elements at the beginning.  
vec: ()  
intVector.insertEnd(4):  
vec: (4)  
intVector.insertBeg(3):  
vec: (3 4)  
intVector.insertEnd(6):  
vec: (3 4 6)  
intVector.insertEnd(2):  
vec: (3 4 6 2)  
intVector.insertBeg(1):  
vec: (1 3 4 6 2)  
intVector.removeEnd():  
vec: (1 3 4 6)  
intVector.removeBeg():  
vec: (3 4 6)
```

```
intVector2 created: no elements at the beginning.  
vec: ()  
intVector2.insertEnd(4):  
vec: (4)  
intVector2.insertBeg(7):  
vec: (7 4)  
intVector2.insertEnd(6):  
vec: (7 4 6)  
intVector2.insertEnd(2):  
vec: (7 4 6 2)  
intVector2.insertBeg():  
vec: (1 7 4 6 2)  
intVector2.removeEnd():  
vec: (1 7 4 6)  
intVector2.removeBeg():  
vec: (7 4 6)  
Int vectors are not the same
```

```
charVector created: no elements at the beginning.  
vec: ()  
charVector.insertEnd():  
vec: (a)  
charVector.insertBeg('b'):  
vec: (b a)  
charVector.insertEnd('c'):  
vec: (b a c)  
charVector.insertEnd('d'):  
vec: (b a c d)  
charVector.insertBeg('e'):  
vec: (e b a c d)  
charVector.removeEnd():  
vec: (e b a c)  
charVector.removeBeg():  
vec: (b a c)  
charVector2 created: no elements at the beginning.
```

```
charVector2 created: no elements at the beginning.  
vec: ()  
charVector2.inserEnd('a'):  
vec: (a)  
charVector2.insertBeg('b'):  
vec: (b a)  
charVector2.insertEnd('c'):  
vec: (b a c)  
charVector2.insertEnd('d'):  
vec: (b a c d)  
charVector2.insertBeg('e'):  
vec: (e b a c d)  
charVector2.removeEnd():  
vec: (e b a c)  
charVector2.removeBeg():  
vec: (b a c)  
The char vects are the same
```


