Computer Programming II — Homework Assignment #1

1. The class vector defined in vector 1-1.h implements parts of STL class vector< int > in Visual C 2022. Please write member functions fill constructor and copy constructor which implement fill constructor and copy constructor, respectively, in STL class vector< int >.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors. |

2. The class vector defined in vector 1-2.h implements parts of STL class vector< int > in Visual C 2022. Please write member functions fill constructor and assign which implement fill constructor and assign, respectively, in STL class vector< int >.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors. |

3. The class vector defined in vector 1-3.h implements parts of STL class vector< int > in Visual C 2022. Please write member functions fill constructor and push\_back which implement fill constructor and push\_back, respectively, in STL class vector< int >.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors. |

4. The class vector defined in vector 1-4.h implements parts of STL class vector< int > in Visual C 2022. Please write member functions fill constructor and resize which implement fill constructor and resize, respectively, in STL class vector< int >.

The output should appear as follows:

|  |
| --- |
| There are 0 errors.  There are 0 errors. |