

Standard Template Library

STL (C++)

#csspre

Online

— Vector

— Stack

— Queue

— Set

— Map

— Deque

...and more

Vector

Vector

```
// declaration  
vector < data_type > name;
```

Vector

```
// declaration  
vector < data_type > name;  
vector < content > name;
```

Vector

```
// declaration
```

```
vector < data_type > name;
```

```
vector < content > name;
```

```
// data type/content/object: int, char, double, string, structure etc.
```

Vector

```
// declaration          size: 0  
vector < int > v;
```

Vector

```
// declaration                size: 0  
vector < int > v;
```

```
// operations
```


Vector

```
// declaration  
vector < int > v;
```

size: 1



```
// operations
```

index: 0

```
v.push_back(4);
```

Vector

```
// declaration  
vector < int > v;
```

```
// operations
```

```
v.push_back(4);  
v.push_back(10);
```

size: 2

4	10
---	----

index: 0 1

Vector

```
// declaration  
vector < int > v;
```

```
// operations
```

```
v.push_back(4);  
v.push_back(10);  
v.push_back(-55);
```

size: 3

4	10	-55
---	----	-----

index: 0 1 2

Vector

```
// declaration  
vector < int > v;
```

size: 3

4	10	-55
---	----	-----

```
// operations
```

index: 0 1 2

```
v.push_back(4);  
v.push_back(10);  
v.push_back(-55);  
v.size();      // returns 3
```

Vector

```
// declaration  
vector < int > v;
```

size: 3

4	10	-55
---	----	-----

```
// operations
```

index: 0 1 2

```
v.push_back(4);  
v.push_back(10);  
v.push_back(-55);  
v.size();     // returns 3  
int x = v[1]; // x = 10
```