**Q.1.1 [line 164] What do the < and > mean or indicate?**

**Q.1.2 [line 165] Why don't we need to write std:array here? (Is this good?)**

**Q.1.3 [line 166] Explain what the int and 3 indicate in this case?**

We’re initializing an int array with length of 3.

**Q.1.4 [line 204] In the code above, what is the type of itr2?**

It’s an array iterator of an int array with length 3



**Q.1.5 [line 211] In the code above, what is the type of v?**

v is a reference to a1’s elements.

**Q.1.6 [line 212] In the code above, what does the & mean in (auto &v : a1)**

That makes v a reference to a1’s elements.

**Q.1.7 [line 220] Try this. Why does a1[3] work but at(3) does not?**

Both don’t work . . .

**Q.1.8 [line 233] auto is awesome. What is the actual type of v that it works out for us?**

An array iterator.

**Q.1.9 [line 240] auto is still awesome. What is the actual type of v here?**

A reference to a1’s elements.

**Q.1.10 [line 250] How would you do a forward (not reverse) sort?**



<https://www.techiedelight.com/sort-vector-descending-order-cpp>

**Q.2 [line 105] In array\_demo\_2, explain what a4(a1) does**

It seems to be the quicker way of declaring a variable that has the same values as a different variable

**Q.3 [line 108] No questions for array\_demo\_3, it's just a demo of Struct/Class use with array.**

**Q.4 [line 111] How do we (what methods) add and remove items to a stack?**

Add = push(), Remove = pop()

**Q.5 [line 112] A stack has no no [] or at() method - why?**

**Q.6 [line 115] What is the difference between a stack.pop() and a queue.pop() ?**

A stack is LIFO, but a queue is FIFO, so stack.pop() removes the top element, whereas queue.pop() removes the oldest element in the queue.

**Q.7 [line 118] Can we access a list value using and int index? Explain.**

**Q.8 [line 119] Is there a reason to use a list instead of a vector?**

**Q.9 [line 122] Was max\_size and size the same? (Can they be different?)**

**Q.10 [line 123] Which ParticleClass constructor was called?**

**Q.11 [line 124] Were the ParticleClass instances deleted? If so, how?**

**Q.12 [line 125] Was the vector instance deleted? If so, how do you know this?**

**Q.13 [line 126] Your IDE might suggest to use emplace\_back instead of push\_back. What does this mean?**