```
#include <iostream>
using namespace std;

class Vector {
private:
   float vector[4];

public:
   Vector () {
      cout << "Introduceti numerele:\n";
      for (int i = 0; i < 4; i++) {
         cin >> vector[i];
      }
   }

   Vector (float a, float b, float c, float d) {
      vector[0] = a;
      vector[1] = b;
      vector[2] = c;
      vector[3] = d;
   }

   Vector (const Vector &vector2) {
      for (int i = 0; i < 4; i++) {
         vector[i] = vector2.vector[i];
      }
   }

   ~Vector(){}
```

```
    Vector operator/(const Vector& a) {
        float vec[4];
        vec[0] = vector[0] / a.vector[1];
        vec[1] = vector[1] / a.vector[2];
        vec[2] = vector[2] / a.vector[3];
        vec[3] = vector[3] / a.vector[0];
        return Vector (vec[0], vec[1], vec[2], vec[3]);
    }

    void print () {
        cout << vector[0] << " " << vector[1] << " " << vector[2] << " " << vector[3] << endl;
    }
};

int main () {
    int flag = 1;
    do {
        Vector v1;
        Vector v2 (1.2, 2.3, 3.4, 5.4);
        Vector v3 (v2);
        Vector try_div = v1 / v2;
        cout << "Primul vector are valorile:\n";
        v1.print ();
        cout << "Al doilea vector are valorile:\n";
        v2.print ();
        cout << "Al 3 lea vector are valorile:\n";
        v3.print ();
        cout << "Al 4 lea vector are valorile:\n";
        try_div.print ();
        cout << "Doresti sa continui? 1 - Da / 0 - Nu" << endl;
```

```
        cin >> flag;
    } while (flag == 1);
    return 0;
}
```