**Pair vs Make\_pair**

pair <int, char> p1; // default

pair<int , int> p1 ; //default

pair <int, char> p2 (1, ‘a’); // value initialization

pair <int, char> p3 (p2); // copy of p2

We can also initialize a pair using make\_pair() function. make\_pair(x, y) will return a pair with first element set to x and second element set to y.

p1 = make\_pair(2, ‘b’);

cout << p2.first << ‘ ‘ << p2.second << endl;

pair<int,int> pair1, pair3; //creats pair of integers

pair<int,string> pair2; // creates pair of an integer an a string

pair1 = make\_pair(1, 2); // insert 1 and 2 to the pair1

pair2 = make\_pair(1, "fds") // insert 1 and "fds" in pair2

pair3 = make\_pair(2, 4)

cout<< pair1.first << endl; // prints 1, 1 being 1st element of pair1

cout<< pair2.second << endl; // prints fds

if(pair1 == pair3)

cout<< "Pairs are equal" << endl;

else

cout<< "Pairs are not equal" << endl;