```cpp
 1  #include "IntVector.h"
 2  #include "stdexcept"
 3
 4  IntVector::IntVector(const int aArrayOfIntegers[], size_t
      aNumberOfElements) : fNumberOfElements(aNumberOfElements)
 5  {
 6      fElements = new int[fNumberOfElements];
 7      for (size_t i = 0; i < fNumberOfElements; i++)
 8      {
 9          fElements[i] = aArrayOfIntegers[i];
10      }
11  }
12
13  IntVector::~IntVector()
14  {
15      delete[] fElements;
16  }
17
18  size_t IntVector::size() const
19  {
20      return fNumberOfElements;
21  }
22
23  const int IntVector::get(size_t aIndex) const
24  {
25      return (*this)[aIndex];
26  }
27
28  void IntVector::swap(size_t aSourceIndex, size_t aTargetIndex)
29  {
30      if (aSourceIndex >= fNumberOfElements || aTargetIndex >=
          fNumberOfElements) throw std::out_of_range("Illegal vector indices");
31      int temp = fElements[aSourceIndex];
32      fElements[aSourceIndex] = fElements[aTargetIndex];
33      fElements[aTargetIndex] = temp;
34  }
35
36  const int IntVector::operator[](size_t aIndex) const
37  {
38      if (aIndex >= fNumberOfElements) throw std::out_of_range("Illegal
          vector index");
39      return fElements[aIndex];
40  }
```