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Roll Number: SYCOC303

Division: C

PRN Number: 122B2B303

Batch: C4

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### Problem Statement:

⇒ **Write a class template to represent a generic vector. Include member functions to perform the following tasks:**

a To create the vector.

b To modify the value of a given element.

c To multiply the vector by a scalar value.

d To display the vector in the form (10, 20, 30)

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### INPUT:

```
/*
 * =====
 *      Program Name: GenericVector.cpp
 *      Created on: December 20, 2022
 *      Author: Vinayak Shete
 *      =====
 */
```

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

```
template<class T>
class Vector
{
    T v[20];
    int size;
public:
```

```
        void create();
        void modify();
        void mult();
        void display();
};

template<class T>
void Vector<T>::create()
{
    int i;
    T value;
    int ch;
    size=0;
    do
    {
        cout<<"\nEnter the index of the vector & value of any type to be stored:";
        cin>>i>>value;
        v[i]=value;
        size++;
        cout<<"\nDo you want to enter more elements?[1 for YES | 0 for NO]";
        cin>>ch;
    }while(ch==1);
}

template<class T>
void Vector<T>::modify()
{
    int key;
    T newval;
    cout<<"\nEnter index value for modificaion:";
    cin>>key;
    cout<<"\nEnter new value:";
    cin>>newval;
    v[key]=newval;
}

template<class T>
```

```
void Vector<T>::mult()
{
    int i;
    int scalarval;
    cout<<"\nEnter scalar value for multiplication-->";
    cin>>scalarval;
    for(i=0;i<size;i++)
    {
        v[i]=v[i]*scalarval;
    }
}

template<class T>
void Vector<T>::display()
{
    int i;
    cout<<"\nSize of vector is:"<<size;
    cout<<"\nElements in vector are:";
    cout<<"(";
    for(i=0;i<size;i++)
    {
        cout<<v[i]<<",";
    }
    cout<<")";
}

int main()
{
    int ch;
    Vector<int>obj;
    cout<<"\n=====WELCOME=====";
    do
    {
        cout<<"\n1.Create Vector(Add elements into Vector)\n2.Display elements from
the Vector\n3.Multiply Vector eith Scalar Value\n4.Modify the elements in the
Vector\n5.EXIT";
        cout<<"\nEnter your choice:";
```

```
cin>>ch;
switch(ch)
{
    case 1:
        obj.create();
        break;

    case 2:
        obj.display();
        break;

    case 3:
        obj.mult();
        break;

    case 4:
        obj.modify();
        break;

    case 5:
        goto exit;
        break;

    default:
        cout<<"\nPlease enter correct choice!";
        break;
}
}while(ch!=0);

exit:
    cout<<"\n=====THANK YOU!=====";
    return 0;
}
```

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## OUTPUT:

### 1) Adding Elements in the Vector:

```
=====WELCOME=====
=====
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:1

Enter the index of the vector & value of any type to be stored:1 20
Do you want to enter more elements?[1 for YES | 0 for NO]1

Enter the index of the vector & value of any type to be stored:0 10
Do you want to enter more elements?[1 for YES | 0 for NO]1

Enter the index of the vector & value of any type to be stored:3 40
Do you want to enter more elements?[1 for YES | 0 for NO]1

Enter the index of the vector & value of any type to be stored:2 30
Do you want to enter more elements?[1 for YES | 0 for NO]1

Enter the index of the vector & value of any type to be stored:4 50
Do you want to enter more elements?[1 for YES | 0 for NO]0

=====
```

### 2) Displaying the elements in the vector:

```
=====
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:2

Size of vector is:5
Elements in vector are:(10,20,30,40,50,)
=====
```

### 3) Multiplying the vector values by scalar value 3:

```
=====
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:3

Enter scalar value for multiplication-->3

=====
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:2

Size of vector is:5
Elements in vector are:(30,60,90,120,150,)
=====
```

### 4) Modifying an element from the Vector:

```
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:4

Enter index value for modificaion:2

Enter new value:100

=====
1.Create Vector(Add elements into Vector)
2.Display elements from the Vector
3.Multiply Vector eith Scalar Value
4.Modify the elements in the Vector
5.EXIT
Enter your choice:2

Size of vector is:5
Elements in vector are:(30,60,100,120,150,)
=====
```

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