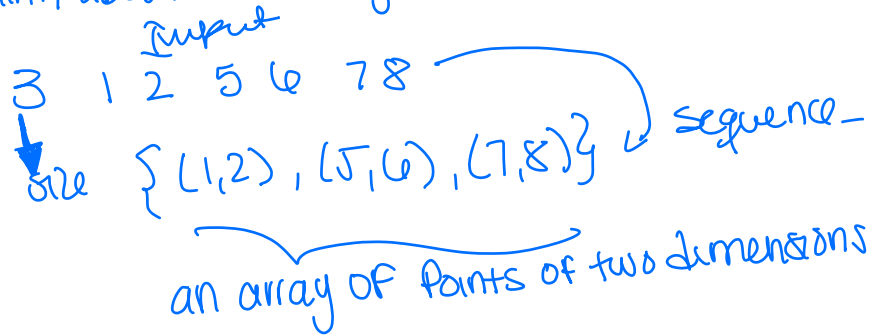


Homework

What is a sequence?

`std::array<Object, 2> * sequence;` → declaration

therefore this is an array of arrays pointers
let's think about this in high level



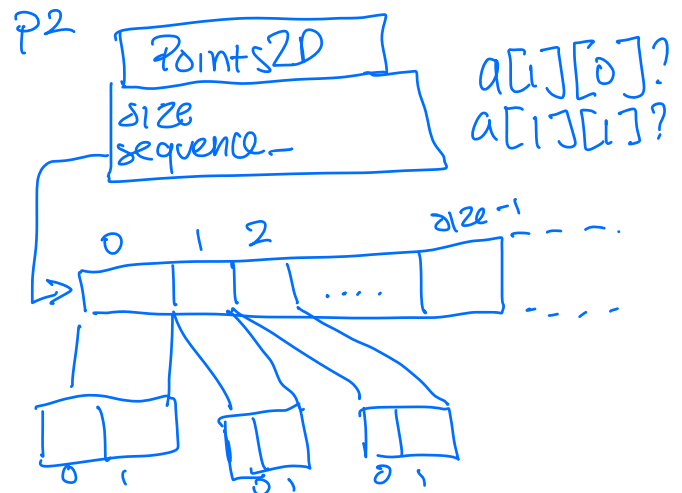
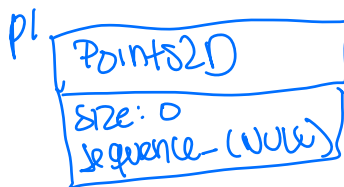
Object: type of the sequence. In our hw, part 1 is integers and part 2 is double

size_t: type of the size. This is an unsigned integer type.

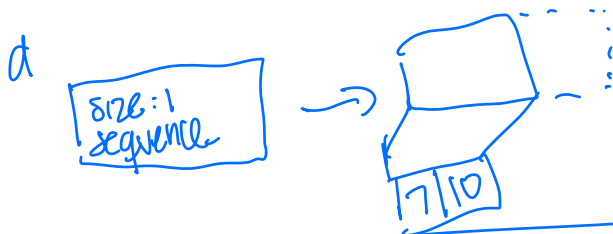
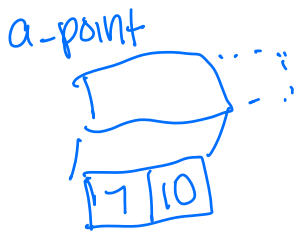
Example:

`Points2D p1; // no-argument constructor`

`Points2D p2 = ...;`



Visualization:



Code Hw

```
Points2D<int> a, b;  
const array<int, 2> a-point {{7, 10}};  
Points2D<int> d {a-point};
```

→ We use the zero-parameter constructor

→ We use the one parameter constructor

Inputs

Examples:

2 3 4 5 } correct 2 sequences
6
1 4 5
SQ1: size 2
(3, 4) (5, 6)
SQ2: size 1
(4, 5)

2 4 5 1 3 } throw an error 2 sequences
2
SQ1: (4, 5) (1, 3) size 2
SQ2: of size 2 but missing sequence