**Abstraction**

Hiding of implementation details behind an convenient and general interface. For example: instead of accessing the memory directly we use variables.

**begin()**

Refers to the first element of a vector

**Computation**

An Act of producing outputs based on inputs

**Conditional statement**

When conditional statement is true, computer executes a piece of code assigned to this conditional statement

**Declaration**

It is an introducing of the object to the program by specifying it's name and type. Declaration can occur more than one time. Declaration can be definition unless function's body is provided.

**Definition**

Specifies what code or data the name describes. Definition occur only one time.

**Divide and Conquer**

Dividing of the task into several small and therefore easier to accomplish parts

**Else**

The statement after else is executed when the condition in if-statement is not true.

**End()**

A member function that refers to the past-the-end element. Begin() and end() functions are used to refer to the range of vector's elements

**Expression**

Expression computes a value from a number of operands

**For-statement**

Is a kind of loop which is easier to control than while-statement because the control of counter is on the top

**Range-for-statement**

Is used to add new elements to vector (for (temp (a variable that holds values during the loop); cin>>temp (a condition of finishing the loop)) or to access elements of vector (for (int x (definition of variable that holds vector's element during the loop)**:** temps (name of vector))

**Function**

A function is a named sequence of statements that can return a result

**If-statement**

If the condition of the if-statement is true, the first statement is executed, otherwise the second statement is.

Increment - increasing the value by a specified number.

Input

Values used by a computation

the piece of code assigned to this statement is executed. Otherwise, the code after “else” will be executed

**Iteration**

The act of repeating a piece of code a specified number of times or until special result is achieved

**loop**

A process of repeating a sequence of statements

**lvalue**

The name of the object used on the left-hand side of an assignment or initialization

**Member function**

Can be called only within an object

**Output**

Values that were produced by computation

**push\_back()**

A member function that adds new element in the end of the vector

**repetition**

Doing something several times

**rvalue**

Is a value of the object used on the right-hand side of an assignment or initialization

**selection**

Choosing among a set of actions

**size()**

A member function that returns the number of elements in vector

**sort()**

A function that sorts the elements into ascending order. Usage: sort(vector.begin(), vector.end())

**statement**

A block of expression-statements or declarations.

**switch-statement**

Comparing a value against several constants

**vector**

A sequence of elements that you can access by an index

**while-statement**

Creates a loop that is being executed while conditional statement is true