#include <iostream>

#include<vector>

using namespace std;

void display(vector<int> &v)

{ for(int i=0;i<v.size();i++)

{

cout<<v[i]<<" ";

cout<<v.at(i)<<" ";

}

cout<<endl;

}

int main() {

vector<int>vec1;

int element ,size;

cout<<"enter the size of the vector "<<endl;

cin>>size ;

for(int i=0; i<size;i++)

{

cout<<"enter an elemnet to add to this vector ";

cin>>element ;

vec1.push\_back(element);

}

//vec1.pop\_back();

display(vec1);

vector<int>::iterator iter = vec1.begin();

vec1.insert(iter,5,566);

display(vec1);

return 0;

}

WAYS TO CREATE VECTOR

#include <iostream>

#include<vector>

using namespace std;

template <class t>

void display(vector<t> &v)

{ for(int i=0;i<v.size();i++)

{

cout<<v[i]<<" ";

// cout<<v.at(i)<<" ";

}

cout<<endl;

}

int main() {

//ways to create vector

vector<int>vec1;//zero length integer vector

cin>>size ;

/\*for(inti=0;i<size;i++)

{

cout<<"enter an elemnet to add to this vector ";

cin>>element ;

vec1.push\_back(element);

}

//vec1.pop\_back();

display(vec1);

vector<int>::iterator iter = vec1.begin();

vec1.insert(iter,5,566);\*/

display(vec1);

vector<char>vec2(4) ;//4-element character vector

// vec2.push\_back('5');

// display(vec2);

//vector<char>vec3(vec2); //4-element character vector from vec2

//display(vec3);

vector<int> v(6,3);//6-element vector of 3s

display (v); int element ,size;

//out<<"enter the size of the v

return 0;

}