

```
#include <iostream>
```

```
class Vector
```

```
{
```

```
private:
```

```
    float tablou[4];
```

```
public:
```

```
    Vector();
```

```
    Vector(float tablou[4]);
```

```
    Vector(Vector &copiere);
```

```
    ~Vector();
```

```
};
```

```
Vector::Vector()
```

```
{
```

```
    std::cout<<"S-a apelat constructorul vid\n";
```

```
    std::cout<<"Introduceti elementele vectorului:";
```

```
    for (int i = 0; i < 4; i++) {
```

```
        std::cin>>tablou[i];
```

```
    }
```

```
}
```

```
Vector::Vector(float tabl[4]) {
```

```
    std::cout<<"\nS-a apelat constructorul cu parametrul tabl\n";
```

```
    for (int i = 0; i < 4; i++) {
```

```
        tablou[i] = tabl[i];
```

```
    }
```

```
}
```

```
Vector::~~Vector()
```

```
{
```

```

        std::cout<<"S-a apelat destructorul\n";
    }

int main() {
    int tasta;

    float tablou[4];

    std::cout<<"Programul construit se numeste vector\n";

    do
    {
        Vector v1;

        std::cout<<"Introduceti elementele vectorului:\n";

        for (int i = 0; i < 4; i++) {
            std::cin>>tablou[i];
        }

        Vector v2(tablou);

        Vector v3 = v2;

        std::cout<<"\nDoriti o noua executie? (DA: Apasati tasta 1 / NU: Apasati tasta 0)";

        std::cin>>tasta;

    } while (tasta == 1);

    return 0;
}

```