# Vectors

* A vector is an expandable array.
* Values may be added to or removed from the end or middle of a vector
* Adding values to its ends are quick. Insertions at other points are not as efficient
* Accompanying is the file vector.h which contains a definition of a Vector class. Only a subset of the operations on a vector are declared.
* Notice that the Vector uses a dynamic array as the underlying data structure. The default capacity of the array is 10. You can specify any size as a parameter to the constructor.
* If the vector reaches its capacity, a new larger array is allocated, the elements of the smaller array are copied to the newly allocated array and the dynamic array is freed (by calling the delete operator).
* Notice that the dynamic array is of type ElementType which is typedef’d to int. That means this Vector can only store elements of type int.
* If you have to store elements of some other type, you will have to typedef ElementType to that type and use it.