std::vector

Defined in header <vector>

```
template<
    class T,
    class Allocator = std::allocator<T>
> class vector;
```
(1)

```
namespace pmr {
    template <class T>
    using vector = std::vector<T, std::pmr::polymorphic_allocator<T>>;
}
```
(2) (since C++17)

1) `std::vector` is a sequence container that encapsulates dynamic size arrays.

2) `std::pmr::vector` is an alias template that uses a polymorphic allocator

The elements are stored contiguously, which means that elements can be accessed not only through iterators, but also using offsets to regular pointers to elements. This means that a pointer to an element of a vector may be passed to any function that expects a pointer to an element of an array. (since C++03)

The storage of the vector is handled automatically, being expanded and contracted as needed. Vectors usually occupy more space than static arrays, because more memory is allocated to handle future growth. This way a vector does not need to reallocate each time an element is inserted, but only when the additional memory is exhausted. The total amount of allocated memory can be queried using `capacity()` function. Extra memory can be returned to the system via a call to `shrink_to_fit()`. (since C++11)

Reallocations are usually costly operations in terms of performance. The `reserve()` function can be used to eliminate reallocations if the number of elements is known beforehand.

The complexity (efficiency) of common operations on vectors is as follows:

- Random access - constant *O(1)*
- Insertion or removal of elements at the end - amortized constant *O(1)*
- Insertion or removal of elements - linear in the distance to the end of the vector *O(n)*

`std::vector` (for T other than `bool`) meets the requirements of *Container*, *AllocatorAwareContainer*, *SequenceContainer*, *ContiguousContainer* (since C++17) and *ReversibleContainer*.

Template parameters

T - The type of the elements.

T must meet the requirements of *CopyAssignable* and *CopyConstructible*.	(until C++11)
The requirements that are imposed on the elements depend on the actual operations performed on the container. Generally, it is required that element type is a complete type and meets the requirements of *Erasable*, but many member functions impose stricter requirements.	(since C++11) (until C++17)
The requirements that are imposed on the elements depend on the actual operations performed on the container. Generally, it is required that element type meets the requirements of *Erasable*, but many member functions impose stricter requirements. This container (but not its members) can be instantiated with an incomplete element type if the allocator satisfies the allocator completeness requirements.	(since C++17)

Allocator - An allocator that is used to acquire/release memory and to construct/destroy the elements in that memory. The type must meet the requirements of *Allocator*. The behavior is undefined if `Allocator::value_type` is not the same as `T`.

Specializations

The standard library provides a specialization of `std::vector` for the type `bool`, which may be optimized for space efficiency.

`vector<bool>`	space-efficient dynamic bitset (class template specialization)

Iterator invalidation

This section is incomplete

There are still a few inaccuracies in this section. Refer to individual member function pages for more detail.

Operations	Invalidated
All read only operations, `swap`, `std::swap`	Never
`clear`, `operator=`, `assign`	Always
`reserve`, `shrink_to_fit`	If the vector changed capacity, all of them. If not, none.
`erase`	Erased elements + all elements after them (including `end()`)
`push_back`, `emplace_back`	If the vector changed capacity, all of them. If not, only end().
`insert`, `emplace`, `resize`	If the vector changed capacity, all of them. If not, only those after the insertion point.
`pop_back`	The element erased and `end()`.

Member types

Member type	Definition
`value_type`	`T`
`allocator_type`	`Allocator`
`size_type`	Unsigned integer type (usually `std::size_t`)
`difference_type`	Signed integer type (usually `std::ptrdiff_t`)
`reference`	`Allocator::reference` (until C++11) `value_type&` (since C++11)
`const_reference`	`Allocator::const_reference` (until C++11) `const value_type&` (since C++11)
`pointer`	`Allocator::pointer` (until C++11) `std::allocator_traits<Allocator>::pointer` (since C++11)
`const_pointer`	`Allocator::const_pointer` (until C++11) `std::allocator_traits<Allocator>::const_pointer` (since C++11)
`iterator`	*LegacyRandomAccessIterator*
`const_iterator`	Constant *LegacyRandomAccessIterator*
`reverse_iterator`	`std::reverse_iterator<iterator>`
`const_reverse_iterator`	`std::reverse_iterator<const_iterator>`

Member functions

(constructor)	constructs the `vector` (public member function)
(destructor)	destructs the `vector` (public member function)
`operator=`	assigns values to the container (public member function)
`assign`	assigns values to the container (public member function)

get_allocator	returns the associated allocator (public member function)

Element access

at	access specified element with bounds checking (public member function)
operator[]	access specified element (public member function)
front	access the first element (public member function)
back	access the last element (public member function)
data (C++11)	direct access to the underlying array (public member function)

Iterators

begin **cbegin**	returns an iterator to the beginning (public member function)
end **cend**	returns an iterator to the end (public member function)
rbegin **crbegin**	returns a reverse iterator to the beginning (public member function)
rend **crend**	returns a reverse iterator to the end (public member function)

Capacity

empty	checks whether the container is empty (public member function)
size	returns the number of elements (public member function)
max_size	returns the maximum possible number of elements (public member function)
reserve	reserves storage (public member function)
capacity	returns the number of elements that can be held in currently allocated storage (public member function)
shrink_to_fit (C++11)	reduces memory usage by freeing unused memory (public member function)

Modifiers

clear	clears the contents (public member function)
insert	inserts elements (public member function)
emplace (C++11)	constructs element in-place (public member function)
erase	erases elements (public member function)
push_back	adds an element to the end (public member function)
emplace_back (C++11)	constructs an element in-place at the end (public member function)
pop_back	removes the last element (public member function)

resize	changes the number of elements stored (public member function)
swap	swaps the contents (public member function)

Non-member functions

operator== **operator!=** **operator<** **operator<=** **operator>** **operator>=**	lexicographically compares the values in the vector (function template)
std::swap(std::vector)	specializes the `std::swap` algorithm (function template)
erase(std::vector) **erase_if**(std::vector) (C++20)	Erases all elements satisfying specific criteria (function template)

Deduction guides(since C++17)

Example

Run this code

```
#include <iostream>
#include <vector>

int main()
{
    // Create a vector containing integers
    std::vector<int> v = {7, 5, 16, 8};

    // Add two more integers to vector
    v.push_back(25);
    v.push_back(13);

    // Iterate and print values of vector
    for(int n : v) {
        std::cout << n << '\n';
    }
}
```

Output:

```
7
5
16
8
25
13
```

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