



# Introduction to Vectors and Functions

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CSE 232 – Dr. Josh Nahum



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# Vectors

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# Merits of Vectors versus Arrays



## Mutable Size

Vectors can change in size and report their size



## Run Time Size

The length of the vector can be determined at runtime (instead of compile time).



## Member Functions

Vector has useful methods, arrays have none.

# Using Vectors

## Necessary Library

```
#include <vector>
```

## Parameterized Type

```
std::vector<int> nums;  
std::vector<double> temperatures;  
vector<vector<char>> character_freq;
```

## Namespace

```
using std::vector;  
// or use std:: prefix
```

## push\_back

(Instead of Python's `append`) this method adds an element to the end of the vector.



# Indexing



## `.at()`

Example: `x.at(2)` ;

The `at` member function raises an error if the index is out of bounds.

Good!



## `[]`

Example: `x[2]` ;

The operator `[]` performs undefined behavior if index is out of bounds.

Bad!

### **Recommendation:**

Always use the `at` member function instead of operator `[]`.



# 01 Function Definitions.



# Definition (and Declaration)

A function must be declared before it can be called.

## **Example Function Declaration:**

```
int add(int, int);
```

## **Example Function Call:**

```
cout << add(4, x);
```

Somewhere in the program the function must be defined exactly once.

## **Example Function Definition:**

```
int add(int a, int b) {  
    return a + b;  
}
```

Note: A function definition also acts as a declaration.



# Functions and type modifiers

For now, please don't declare functions with parameters (or return types) that are pointers, arrays, or references. We will talk about how to use such type modifiers with functions in a few weeks.





# 02

# Live Coding

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Vectors with initialization, loops, and multiple functions



# Attribution

Please ask questions via Piazza

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