

# Vectors & Functions

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A **vector** is a **library type**, which means you should follow the same rules for passing parameters as you learned for the **string** library type:

```
int count(const vector<int>& v) ... // input parameter
void mod(vector<int>& v) ... // output or input-output
int bad(vector<int> bad) ... // By value. DON'T DO THIS
```

Pass **by reference** for output parameters or **const reference** for input parameters. **Never pass by value**, since that makes a copy of each element in the **vector** when you call the function, and that is very inefficient.



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