

Lab 10

Implement a function to judge whether the element of a vector is odd or even and print them out separately:

part of your function is as follows

```
void judge(vector<int> a)
{
    vector<int> odd;
    vector<int> even;
    ...
    ...
    ...
    ...
    cout<< "the even number of this vector is: "<<endl;
    ...//print out the element of odd
    cout<< "the odd number of this vector is: "<< endl;
    ...//print out the element of even
}
```