# 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**

**}**

**Your main function is:**

**void main()// you still need to add other code like include, using name space, to make it run.**

**{**

**srand(time(NULL))**

**vector<int> test;**

**int i =0;**

**for(i=0;i<20;i++)**

**{**

**test.pushback(rand()%400+1);**

**}**

**judge(test);**

**keep();**

**}**