```cpp
#include <iostream>
#include <vector>
using namespace std;

// Topic 10 >> Containers, e.g., vector
class Point
{
private:
    int x, y;

public:
    Point(int _x = 0, int _y = 0) : x(_x), y(_y) {}
    void set(int _x, int _y)
    {
        x = _x;
        y = _y;
    }
    int getX() const { return x; }
    int getY() const { return y; }
};

int menu()
{
    cout << endl;
    cout << "1. Add point" << endl;
    cout << "2. Remove last point" << endl;
    cout << "3. Edit point" << endl;
    cout << "4. Print list" << endl;
    cout << "5. Exit" << endl;
    cout << endl;
    cout << "Choose an operation from 1 to 5 => ";

    int choice;
    cin >> choice;

    cout << endl;

    return choice;
}

int main()
{
    vector<Point> list;
    list.push_back(Point(1, 2));
    list.push_back(Point(31, 2));
    list.push_back(Point(13, 32));

    int c = menu();
    int x, y;
    int index;

    while (c != 5)
    {

        switch (c)
        {
        case 1: // add a new item at the back of the list
            cout << "Enter x and y => ";
            cin >> x >> y;

```

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61:             list.push_back(Point(x, y));
62:             cout << "Number of items in the list now is " << list.size() << endl;
63:             break;
64:
65:         case 2: // Remove the last item from the list
66:             list.pop_back();
67:             cout << "Number of items in the list now is " << list.size() << endl;
68:             break;
69:
70:         case 3: // Edit the item at index
71:             cout << "Enter item's index to edit => ";
72:             cin >> index;
73:             cout << endl;
74:
75:             cout << "Current x and y: " << list[index].getX() << " , " <<
    list[index].getY() << endl;
76:             cout << "Enter new x and y => ";
77:             cin >> x >> y;
78:             list[index].set(x, y);
79:             break;
80:
81:         case 4: // Print all items in the list
82:             // for (int i=0; i<list.size(); i++)
83:             //     cout << (i+1) << ".\t x=" << list[i].getX() << ", y=" <<
    list[i].getY() << endl;
84:
85:             vector<Point>::iterator i;
86:
87:             for (i = list.begin(); i != list.end(); i++)
88:                 cout << ".\t x=" << i->getX() << ", y=" << i->getY() << endl;
89:
90:             cout << endl;
91:
92:             break;
93:
94:         } // switch
95:
96:         c = menu();
97:     } // while
98:
99:     system("pause");
100:    return 0;
101: }
```