

Vectors & Arrays

$V = [VC_0 \mid VC_1 \mid VC_2 \mid VC_3 \mid VC_4]$

How to declare one?

~~vector V;~~

vector is Not a datatype, but a machine for making datatypes. ("template")

vector<int> V; // OK ✓ VC_i has type int.

How to add something to V?

$V.push_back(10);$ // $push_back(V, 10);$

// $V = \begin{bmatrix} 10 \\ VC_0 \end{bmatrix}$ front ... back

$V.push_back(19);$ // $V = \begin{bmatrix} 10 & 19 \\ VC_0 & VC_1 \end{bmatrix}$...

How to print?

~~cout << V;~~ // No.

for (int i = 0; i < V.size(); i++)
cout << VC[i] << " ";

How to remove?

Say $V = \begin{bmatrix} 10 & 19 & 23 \end{bmatrix}$.

$V.pop_back();$ // now $V = \begin{bmatrix} 10 & 19 \end{bmatrix}$

vector<vector<int>> V;

// type of V[0] is vector<int>

V[0] =

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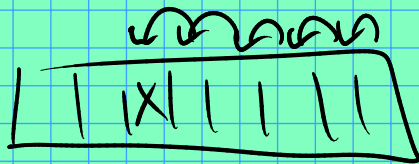
V[1] =

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V[2] =

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V[1][3]



V.at(i) \equiv V[i]

l-value?