

```

> make -s
> ./main
1.1 2.2 3.3 2.2 4.4
1.1 2.2 2.2 3.3 4.4
4.4 3.3 2.2 2.2 1.1
4.4
1.1
Accumulation of all elements: 13.2
Occurrences of 2.2 in the vector: 2
4.4 2.2 2.2 1.1
>

```

// Kenry Yu, Olenka Bilinska, Brianna Soriano

// Demo: 5:05 pm

```
#include <algorithm>
```

```
#include <iostream>
```

```
#include <numeric> //for accumulator operations
```

```
#include <vector>
```

```
using namespace std;
```

```
int main() { // an array of doubles
```

```
    //cout << "Hello, your computer has virus :D" << endl;
```

```
    double arr[] = {1.1, 2.2, 3.3, 2.2, 4.4};
```

```
    // Determine the array size
```

```
    int arr_len = sizeof(arr) / sizeof(arr[0]);
```

```
    // initialize vector v1 to array arr
```

```
    vector<double> v1(arr, arr + arr_len);
```

```
    // Display the contents of vector v1
```

```
    for (double content : v1) {
```

```
        cout << content << " ";
```

```
    }
```

```
    cout << endl;
```

```
    // Sorting the Vector in Ascending order
```

```

sort(v1.begin(), v1.end());

// Display the content of vector v1 after sorting
for (double content : v1) {
    cout << content << " ";
}

cout << endl;

// Reversing the Vector v1
reverse(v1.begin(), v1.end());

// Display the content of vector v1
for (double content : v1) {
    cout << content << " ";
}

cout << endl;

// Display the maximum element of vector v1
cout << *max_element(v1.begin(), v1.end()) << endl;

// Display the minimum element of vector v1
cout << *min_element(v1.begin(), v1.end()) << endl;

// Display the accumulation of all elements in vector v1
// Starting the summation from 0
cout << "Accumulation of all elements: "
    << accumulate(v1.begin(), v1.end(), 0.0) << endl;

// Counts the occurrences of 2.2 from 1st to last element
// Display the counts
cout << "Occurrences of 2.2 in the vector: "
    << count(v1.begin(), v1.end(), 2.2) << endl;

// Delete second element of vector
v1.erase(v1.begin() + 1);

// Display the v1 after erasing the element
for (double content : v1) {

```

```
    cout << content << " ";  
}  
cout << endl;  
return 0;  
}
```