

```
1.  
sum = 0;  
for (std::vector<int>::iterator i = numbers.begin(); i != numbers.end(); i++)  
{  
    sum += *i;  
}
```

```
2.  
sum = 0;  
for (std::list<int>::iterator i = numbers.begin(); i != numbers.end(); i++)  
{  
    sum += *i;  
}
```

To make it identical in both cases, change the type of the iterator to be auto so the compiler can decide the type automatically

```
sum = 0;  
for (auto i = numbers.begin(); i != numbers.end(); i++)  
{  
    sum += *i;  
}
```