

```
// for std::string
#include <string>

// for std::cout
#include <iostream>

// for EXIT_SUCCESS macro
#include <cstdlib>

// for std::vector
#include <vector>

// for std::move()
#include <utility>

// Declaration
std::vector<std::string> createAndInsert();

// Driver code
int main()
{
    // Constructing an empty vector
    // of strings
    std::vector<std::string> vecString;

    // calling createAndInsert() and
    // initializing the local vecString
    // object
    vecString = createAndInsert();
```

```
// Printing content of the vector
for (const auto& s : vecString) {
    std::cout << s << '\n';
}

return EXIT_SUCCESS;
}
```

// Definition

```
std::vector<std::string> createAndInsert()
{
    // constructing a vector of
    // strings with an size of
    // 3 elements
    std::vector<std::string> vec;
    vec.reserve(3);

    // constructing & initializing
    // a string with "Hello"
    std::string str("Hello");

    // Inserting a copy of string
    // object
    vec.push_back(str);

    // Inserting a copy of an
    // temporary string object
    vec.push_back(str + str);

    // Again inserting a copy of
    // string object
```

```
vec.push_back(std::move(str));

// Finally, returning the local
// vector
return vec;
}
```