## Assignment No.: 11

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**Batch:** A-1 **Roll No.:** 04

<u>Aim:</u> Write a class template to represent a generic vector. Include member functions to perform following tasks

- -To create a vector
- -To modify the value of given element
- -To multiply by scalar value.
- -To display vector.

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## **Input Code:**

```
#include<iostream>
#include<stdio.h>
using namespace std;
class vector{
    int size;
    int *coord;
  public:
    vector();
    void modify();
    void display();
    void multiply();
};
vector::vector(){
    cout<<"\n Enter Number of Co-ordinates : ";</pre>
    cin>>size;
    coord=new int[size];
    cout<<"\n Enter " << size << " Co-ordinates : \n";</pre>
    for(int i=0; i<size; i++) {
         cout<<" ";
         cin>>coord[i];
     }
}
void vector::modify() {
    cout<<endl<<"\n Enter " << size << " New Co-ordinates : \n";</pre>
    for(int i=0; i < size; i++)
     {
         cout<<" ";
         cin>>coord[i];
void vector::multiply() {
    int num;
    cout<<endl<<"\n Enter Number to Multiply : ";</pre>
    cin>>num;
    for(int i=0; i < size; i++) {
```

```
coord[i]=coord[i]*num;
     }
void vector::display() {
     cout << "\n Vector : (";
     for(int i=0; i<size; i++) {
          cout << coord[i];
         if(i!=size-1)
              cout<<",";
     cout<<")";
int main() {
     vector v;
     v.display();
     v.modify();
     v.display();
     v.multiply();
     v.display();
     return 0;
}
```

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## **Output Code:**

Enter Number of Co-ordinates: 3

Enter 3 Co-ordinates:
22 55 88

Vector: (22,55,88)

Enter 3 New Co-ordinates:
11 44 77

Vector: (11,44,77)

Enter Number to Multiply: 4

Vector: (44,176,308)