## → PAIR

→ Initializing a pair with first value as int & second as string.

```
PAIR<INT, STRING> P;
```

→ Two ways to put values in pairs.

```
P = MAKE_PAIR(2, "ABC");
        OR
P = {2, "ABCD"};
```

→ Printing first and second value of pair.

```
COUT << P.FIRST << " " << P.SECOND << "\n";
```

→ Taking user input in pair.

```
CIN >> P.FIRST >> P.SECOND;
```

→ Copying a pair in other pair.

```
PAIR<INT, STRING> P1 = P;
```

```
INT A[] = {1, 2, 3};
INT B[] = {2, 3, 4};
```

→ Initializing an array of pairs.

```
PAIR<INT, INT> P_ARR[3];
P_ARR[0] = {1, 2};
P_ARR[1] = {2, 3};
P_ARR[2] = {3, 4};
```

→ Swapping array of pairs.

```
SWAP(P_ARR[0], P_ARR[2]);
```

→ Printing array of pair.

```
FOR (INT i=0; i<3; i++)
{
    COUT << P_ARR[i].FIRST << " " P_ARR[i].
        SECOND << "\n";
}
```

→ Another way to print array of pair.

```
FOR (AUTO x: P_ARR)
{
    COUT << x.FIRST " " << x.SECOND << "\n";
}
```