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Sec:B

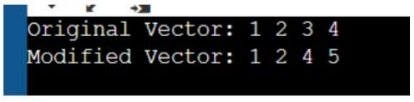
Task#01

```
#include <vector>
using namespace std;
int main() {

 vector<int> myVector = {1, 2, 3, 4};
 cout << "Original Vector: ";
 for (auto it = myVector.begin(); it != myVector.end(); ++it) {
 cout << *it << " ";
 }
 cout << std::endl;
 myVector.push_back(5);
 if (!myVector.empty()) {
 int positionToRemove = 2;
 myVector.erase(myVector.begin() + positionToRemove);
 }

 cout << "Modified Vector: ";
 for (const auto& element : myVector) {
 cout << element << " ";
 }
 cout <<endl;
 return 0;
}
```

Output:



Task#02

```
#include <iostream>
#include <cmath>
using namespace std;
class Triangle {
 private:
 float a, b, c;
 public:
 Triangle(float x, float y, float z) {
 a = x;
 b = y;
 c = z;
 }

 void print_area() {
 float s = (a + b + c) / 2;
```

```
 float area = sqrt(s * (s - a) * (s - b) * (s - c));
 cout << "Area of the triangle is: " << area << " square meters" << endl;
 }
void print_perimeter() {
 float perimeter = a + b + c;
 cout << "Perimeter of the triangle is: " << perimeter << " meters" << endl;
 }
};
int main() {
 Triangle t(3, 4, 5);

 t.print_area();
 t.print_perimeter();
 return 0;
}
```

Output: