Module 2; STL Vector

Module 2.0; Introduction:

What we will learn in this module:

1. Discuss about Vector
2. How vector is initialized
3. Learn about Constructor of Vector.
4. Vector’s Capacity, Modifiers Related Function.
5. How to access Vector and how Iterator works.
6. How to take input of Vector.
7. Vector of string.

Module 2.1; Vector Initialization and Constructors

STL means Standard Template Library. This library is implemented with different kinds of Data structure. First we learn Data structure basics, then we learn STL to easily implement Data structure in problem solving, because implementing a data structure from scratch is a long process to do.

Since we are familiar with array, which itself is a data structure, now we will explore Vector which is a STL of array.

Vector is Dynamic Array (size is not fixed, can easily be resized).

Vector has some of it’s own functions to work with it.

Constructors:

vector<type>v; here <type> is a template, we can work with any data type here.

vector<type>v(N); here <type> is a template, we can work with any data type here, and (N) here is the size of the array.

vector<type>v(N, V);

vector<type>v(v2);