In the first video, we reviewed templates. In it, we used the code template <class T> in order to setup a template so that we may use a class “T” as any data type so that we do not have to make separate functions for each data type. The template is described as a method of creating a generic class or function. He also described a method of swapping letters in an array without needing to make a separate temporary variable. Instead, we just create a swap\_these function using T references and use the array as inputs. This way we can work with arrays like we work with other variables.

In the second video, we discussed vectors. To begin, we used the #include <vector> code to include the library for vectors. Vectors are described as sequence containers representing arrays that can change in size. He described the code .push\_back to describe adding an element to the end of the vector. He described signed and unsigned integers and how it affects the value of the int and the memory used by the int. He then displayed the vector. Lastly, he described .insert and .begin to insert a value and then to return the iteration to the beginning.

In the third video, we discussed how to read and write to a text file. In it, we used the #include <fstream> code in order to include the library for “file stream”. Then, we created a text file and used the ifstream inFile; code and inFile.open(“list.txt”); code in order to create an instance of the filestream class and then open the file, respectively. We then created an if check to check for errors in the file, using the inFile.fail() code. We used the inFile >> to assign variables from the file and then display them. We then used inFile.eof() to read everything in the file. Lastly, we learned how to close the file.