1. What is the STL? What is a vector?

STL stands for standard template Library which is a set of template classes to provide data structure and function lists. A vector is a sequence container which represents arrays that can change in size.

1. Which operations change the size of a vector after its construction?

Emplace will insert an element in the vector

Emolace\_back will construct and insert an element at the end

Resize will change the size

1. What is the STL array container and how does it differ from the built in array of a vector?

STL array containers include a set of operations. They know their size so when we are passing them to a function we do not need to also pass in the size of the array. Array containers are not accessed by pointers.

1. How does the vector member function resize() differ feom reserve()?

Resize will change the size of the vector and reserve will request a change in the vector size

1. What should begin() and end() do for a container?

Begin() should return an iterator pointing to the first element in the [vector](http://www.cplusplus.com/vector).

End() should return an iterator pointing to the last element in the vector

1. Give and example of using vector push\_back() modifier.

Vector<int> numVector;

numVector.push\_back(8);