

# DynamicVector

Write a class named "DynamicVector" in folder with the same name.

This class is very similar to `std::vector`. It needs to support `push_back`, `at`, `reserve`, `capacity`, `size`, and `data` methods (just like vector does). It also needs to support the Rule of Three member functions as well as one additional member function: a constructor that takes a pointer to a dynamically allocated array and an `int` (denoting the size of that array). The class must use this array for its internal data structure (similar to the Stack example from the lecture). However, if a method is called that needs to increase the capacity more than the size that the array has, a new dynamically allocated array should be created.



## Only use the array

The object should store its elements in the array it is given. There is no need to use `std::vector` or any other data structure internally.



## Provided Header

I've written a header file for you. I recommend using it.