

```
class vector {
```

```
public:
```

```
void pop_back();
```

```
void push_back(int x);
```

```
void clear();
```

```
int& operator[](size_t i); // defines V[i].
```

```
//  $\equiv$  V.operator[](i);
```

```
// V[i] = 99;  
//  $\equiv$  V.operator[](i) = 99;
```

```
// constructors & destructors:
```

```
vector(); // default constructor.
```

```
vector(const vector& V); // "copy constructor"  
// defines what "by value" means.
```

```
~vector();
```

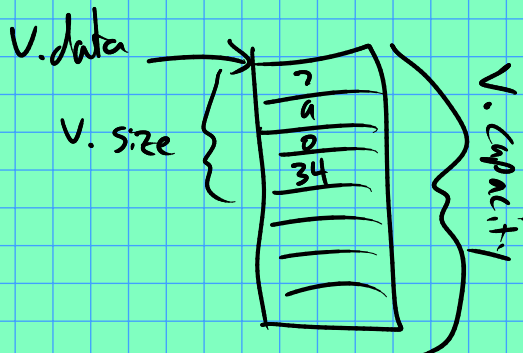
```
private:
```

```
int* data;
```

```
size_t size;
```

```
size_t capacity;
```

} data points to an  
array of capacity  
integers



```
};
```