**vector1**

*Function of creating vector of unity elements.*

**Syntax:**

*X* = **vector1**(*n*);

**Arguments:**

*n* – quantity of elements of vector of unity elements.

**Description:**

*vector1(n)* – function returns vector of dimensionality n, where all the elements equal unity element.

**Result:**

*X* – returnable array of elements of vector of unity elements*.*

**Example:**

|  |  |
| --- | --- |
|  | **const** n = 5;  X = **vector1**(n); |

As a result, variable *X* will be assigned value of array [1, 1, 1, 1, 1]

determining vector of unity elements, where all the elements equal 1.