NUST – SMME

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ME 15 C

465803

FOP LAB MANUAL 10

#include <iostream>

#include<vector>

using namespace std;

int main()

{

vector<int> myVector;

myVector.push\_back(1);

myVector.push\_back(2);

myVector.push\_back(3);

myVector.push\_back(4);

cout << "Elements in the vector: ";

for ( auto it = myVector.begin(); it != myVector.end(); ++it) {

cout << \*it << " ";

}

cout << endl;

myVector.push\_back(5);

int positionToRemove = 2;

if (positionToRemove >= 0 && positionToRemove < myVector.size()) {

myVector.erase(myVector.begin() + positionToRemove);

}

cout << "Vector after pushing 5 and removing element at position 2: ";

for (const auto& element : myVector) {

cout << element << " ";

}

cout <<endl;

}