

```

1  #include <vector>
2  #include <iostream>
3  #include <memory>
4
5  class BadInput
6  {};
7
8  //question 5.1
9  template <class T>
10 std::vector<T> slice(std::vector<T> vec, int start, int step, int stop)
11 {
12     //Bad input cases
13     if((start < 0) || (start >= vec.size())) {
14         throw BadInput();
15     }
16     if((stop < 0) || (stop > vec.size())) {
17         throw BadInput();
18     }
19     if(step <= 0) {
20         throw BadInput();
21     }
22     if(start >= stop) {
23         std::vector<T> new_vector;
24         return new_vector; //returns an empty new vector
25     }
26
27     //The function
28     std::vector<T> new_vector;
29     for(int index = start; index < stop; index += step )
30     {
31         new_vector.push_back(vec[index]);
32     }
33     return new_vector;
34 }
35
36 //question 5.2
37 class A {
38     A() = default;
39     ~A() = default;
40 public:
41     std::vector<std::shared_ptr<int>> values;
42     void add(int x) {
43         std::shared_ptr<int> ptr(new int(x));
44         values.push_back(ptr);
45     }
46 };
47
48 int main() {
49     A a, sliced;
50     a.add(0); a.add(1); a.add(2); a.add(3); a.add(4); a.add(5);
51     sliced.values = slice(a.values, 1, 1, 4);
52     *(sliced.values[0]) = 800;
53     std::cout << *(a.values[1]) << std::endl;
54     return 0;
55 }

```