

Vectors in C++

- Array leads to wastage of space.
- " needs memory preallocation.
- Vectors, Rich library function
- Easy to know size.
- by default initialized with default value.

Vector programs →

declaration → `vector<int> v;` → empty

`v.push_back(10);` → 10

`v.push_back(6);` → 10 6

size of vectors ← `v.size()`

→ Element can be accessed like arrays, `v[i]` or `v.at(i)`

array index out of
range checking.

Another Method →

```
vector<int> v {10, 5, 20};
for (int x : v)
    cout << x << " ";
```

→ Goes to every element of vector

O/P = 10 5 20

```
→ for (int x : v)
    x = 6
    print sub r.
    ↓
    print 6 6 6
```

if it is removed nothing changes.

Another way for creation

```
int n = 3, x = 10 → 10 | 10 | 10
vector<int> v(n, x);
for (auto it = v.begin(); it != v.end(); it++)
    cout << (*it) << " ";
```

Iterators

Another way →

```
int n = size of arr / size of con[os];
vector<int> v(arr, arr + n);
v.begin() → last element
v.end() → first element
```


→ `c.begin()` → is constant version of previous iteration

Best Way

vector<int> v{10, 5, 20};

```
for (auto x : v)
    cout << x << " ";
return 0;
```

→ for vector traversal

More functions in vector →

- ① `v.pop_back()` → used to remove last element of vector.
- ② `v.front()` → Reference to first element $O(1)$
- ③ `v.back()` → — — last element $O(1)$
- ④ `v.insert()` → $O(n)$

vector<int> v{10, 5, 20, 15};

* `auto it = v.insert(v.begin(), 100);`
 $\{100, 10, 5, 20, 15\}$

* `v.insert(v.begin() + 2, 200);`
 $\{100, 10, 200, 5, 20, 15\}$

* `v.insert(v.begin, 2, 300);` → 300, 2 times.
 $\{300, 300, 100, 10, 200, 5, 20, 15\}$

* vector<int> v2;
`v2.insert(v2.begin(), v.begin(), v.begin() + 2);`
 → $\{300, 300\}$

Till position
last but
not include

* `v.size` → $O(1)$

* `begin()`, `r.begin()`, `end()`, `et.c.` → $O(1)$

$O(n)$

⑤

`v.erase()` :-

- * `v.erase(v.begin())` → only first element
- * `v.erase(v.begin(), v.end() - 1)` → Remove all

⑥

`v.clear()` → Remove all elements of vector

⑦

`v.empty()` → Tell vector contains any element/no

⑧

`v.resize()` → Resize the function $O(1)$

`v.resize(3)` → Reduce size by 3. (empty)

`v.resize(8, 100)` → default value for remaining empty spaces becomes 100.

$O(n)$

Time complexities

push-back → worst case $O(n)$, avg $O(1)$
pop-back → $O(1)$, avg $O(1)$

* vector is not modified unless it is not passed by reference.
→ `(vector<int> &v)`

Key Points (How vector works) -

→ internally use dynamically allocated arrays only.

→ if current allowed space becomes full do following -

- ① Create a new larger space of double size
- ② copy elements from old space to new
- ③ Free old space

Keeping Index after Sorting

I/P \Rightarrow arr[] = { 20, 40, 30, 10 }

O/P \Rightarrow $\left\{ \begin{array}{cc} 10 & 3 \\ 20 & 0 \\ 30 & 2 \\ 40 & 1 \end{array} \right\} \rightarrow \text{Index}$

array elements \leftarrow

\rightarrow Sort and mention these original index

\rightarrow Idea is to use vector of pairs.

```
void printSortedWithIndex(int arr[], int n)
{
```

```
    vector<pair<int, int>> v;
```

```
    for (int i = 0; i < n; i++)
```

```
        v.push_back({arr[i], i});
```

```
    sort(v.begin(), v.end());
```

```
    for (auto x : v)
```

```
        cout << x.first << " " << x.second << endl;
```