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Reference

C library:

Containers:

<array>

<deque>

<forward_list>

<list>

<map>

<queue>

<set>

<stack>

<unordered_map>

<unordered_set>

<vector>

Input/Output:

Multi-threading:

Other:

<vector>

vector

vector<bool>

vector

vector::vector

vector::~~vector

member functions:

vector::assign

vector::at

vector::back

vector::begin

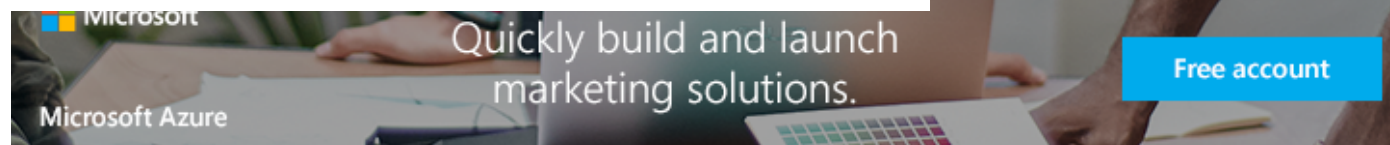
vector::capacity

vector::cbegin

vector::cend

vector::clear

vector::crbegin



public member function

std::vector::rbegin

<vector>

C++98

C++11

```
reverse_iterator rbegin() noexcept;
const_reverse_iterator rbegin() const noexcept;
```

Return reverse iterator to reverse beginning

Returns a *reverse iterator* pointing to the last element in the *vector* (i.e., its *reverse beginning*).*Reverse iterators* iterate backwards: increasing them moves them towards the beginning of the container.rbegin points to the element right before the one that would be pointed to by member *end*.Notice that unlike member *vector::back*, which returns a reference to this same element, this function returns a *reverse random access iterator*.

Parameters

none

Return Value

A reverse iterator to the *reverse beginning* of the sequence container.If the *vector* object is const-qualified, the function returns a *const_reverse_iterator*. Otherwise, it returns a *reverse_iterator*.Member types *reverse_iterator* and *const_reverse_iterator* are reverse *random access iterator* types (pointing to an element and to a const element, respectively). See *vector member types*.

Example

```
1 // vector::rbegin/rend
2 #include <iostream>
3 #include <vector>
4
5 int main ()
```

[vector::crend](#)
[vector::data](#)
[vector::emplace](#)
[vector::emplace_back](#)
[vector::empty](#)
[vector::end](#)
[vector::erase](#)
[vector::front](#)
[vector::get_allocator](#)
[vector::insert](#)
[vector::max_size](#)
[vector::operator=](#)
[vector::operator\[\]](#)
[vector::pop_back](#)
[vector::push_back](#)
[vector::rbegin](#)
[vector::rend](#)
[vector::reserve](#)
[vector::resize](#)
[vector::shrink_to_fit](#)
[vector::size](#)
[vector::swap](#)
non-member overloads:
[relational operators \(vector\)](#)
[swap \(vector\)](#)

```

6 {
7     std::vector<int> myvector (5);  // 5 default-constructed ints
8
9     int i=0;
10
11     std::vector<int>::reverse_iterator rit = myvector.rbegin();
12     for (; rit!= myvector.rend(); ++rit)
13         *rit = ++i;
14
15     std::cout << "myvector contains:";
16     for (std::vector<int>::iterator it = myvector.begin(); it != myvector.end(); ++it)
17         std::cout << ' ' << *it;
18     std::cout << '\n';
19
20     return 0;
21 }

```

Output:

```
myvector contains: 5 4 3 2 1
```

Complexity

Constant.

Iterator validity

No changes.

Data races

The container is accessed (neither the const nor the non-const versions modify the container).

No contained elements are accessed by the call, but the iterator returned can be used to access or modify elements. Concurrently accessing or modifying different elements is safe.

Exception safety

No-throw guarantee: this member function never throws exceptions.

The copy construction or assignment of the returned iterator is also guaranteed to never throw.

See also

vector::back	Access last element (public member function)
vector::rend	Return reverse iterator to reverse end (public member function)
vector::begin	Return iterator to beginning (public member function)
vector::end	Return iterator to end (public member function)

