

Search:

Go

C++
Information
Tutorials
Reference
Articles
Forum

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
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)

public member function

std::vector::at

<vector>

```
reference at (size_type n);
const_reference at (size_type n) const;
```

Access element

Returns a reference to the element at position *n* in the `vector`.

The function automatically checks whether *n* is within the bounds of valid elements in the `vector`, throwing an `out_of_range` exception if it is not (i.e., if *n* is greater than, or equal to, its `size`). This is in contrast with member `operator[]`, that does not check against bounds.

Parameters

n

Position of an element in the container.
If this is greater than, or equal to, the `vector` `size`, an exception of type `out_of_range` is thrown.
Notice that the first element has a position of 0 (not 1).
Member type `size_type` is an unsigned integral type.

Return value

The element at the specified position in the container.

If the `vector` object is const-qualified, the function returns a `const_reference`. Otherwise, it returns a reference.

Member types `reference` and `const_reference` are the reference types to the elements of the container (see `vector` member types).

Example

```
1 // vector::at
2 #include <iostream>
3 #include <vector>
4
5 int main ()
6 {
7     std::vector<int> myvector (10); // 10 zero-initialized ints
8
9     // assign some values:
10    for (unsigned i=0; i<myvector.size(); i++)
11        myvector.at(i)=i;
12
13    std::cout << "myvector contains:";
14    for (unsigned i=0; i<myvector.size(); i++)
15        std::cout << ' ' << myvector.at(i);
16    std::cout << '\n';
17
18    return 0;
19 }
```

Output:

```
myvector contains: 0 1 2 3 4 5 6 7 8 9
```

Complexity

Constant.

Iterator validity

No changes.

Data races

The container is accessed (neither the const nor the non-const versions modify the container).
The reference returned can be used to access or modify elements. Concurrently accessing or modifying different elements is safe.

Exception safety

Strong guarantee: if an exception is thrown, there are no changes in the container.
It throws `out_of_range` if *n* is out of bounds.

See also

<code>vector::operator[]</code>	Access element (public member function)
<code>vector::front</code>	Access first element (public member function)
<code>vector::back</code>	Access last element (public member function)