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Two Dimensional Vector push_back

36

if (dev.isBored() || job.sucks()) {

37


searchJobs({flexibleHours: true, companyCulture: 100});

38

}

39

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I have a two dimensional vector A made up of other vectors B

```
vector < vector < int >> A
vector < int > B
```

I use the push_back function to populate B.

```
B.push_back(1);
B.push_back(2);
B.push_back(3);
```

After that vector is populated, I use push_back again to populate A with B

```
A.push_back(B)
```

This is done several times so that A eventually results in a vector containing several other vectors looking like:

```
A { {1 , 2 , 3 }, { 2, 2, 2 }, {8, 9, 10} }
```

How can I make a call to a specific index in A and then continue to add to the vector so that the output would be similar to

```
A { {1 , 2 , 3 }, { 2, 2, 2, 4, 5, 6 }, {8, 9, 10} }
```

Something along the lines of

```
A[2].push_back(4);
A[2].push_back(5);
A[2].push_back(6);
```

c++ vector

asked May 1 '13 at 4:21



Barry Tormey

1,188 2 13 40

2 Answers

What you have is correct except that indexes start at 0 , so it should be A[1].push_back(4); and not 2 .

answered May 1 '13 at 4:24



Jesse Good

33.2k 7 65 121

1 @BarryTormey: Could you post the full example? [Here is an example of your code](#) that works fine. – Jesse Good May 1 '13 at 4:40

```
36 if (dev.isBored() || job.sucks()) {  
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38 }  
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```

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```
A[2].push_back(4);  
A[2].push_back(5);  
A[2].push_back(6);
```

Should work perfectly fine. Except if you want the second element then you'll need to use `a[1]` as vectors are 0 based.

answered May 1 '13 at 4:26



[iambeanie](#)

195 7