

[Home \(http://www.java2s.com\)](http://www.java2s.com)
[C++ Tutorial \(/Tutorial/Cpp/CatalogCpp.htm\)](#)
[Language Basics \(/Tutorial/Cpp/0020__Language-Basics/Catalog0020__Language-Basics.htm\)](#)
[Data Types \(/Tutorial/Cpp/0040__Data-Types/Catalog0040__Data-Types.htm\)](#)
[Operators statements \(/Tutorial/Cpp/0060__Operators-statements/Catalog0060__Operators-statements.htm\)](#)
[Array \(/Tutorial/Cpp/0080__Array/Catalog0080__Array.htm\)](#)
[Development \(/Tutorial/Cpp/0100__Development/Catalog0100__Development.htm\)](#)
[Exceptions \(/Tutorial/Cpp/0120__Exceptions/Catalog0120__Exceptions.htm\)](#)
[Function \(/Tutorial/Cpp/0140__Function/Catalog0140__Function.htm\)](#)
[Structure \(/Tutorial/Cpp/0160__Structure/Catalog0160__Structure.htm\)](#)
[Class \(/Tutorial/Cpp/0180__Class/Catalog0180__Class.htm\)](#)
[Operator Overloading \(/Tutorial/Cpp/0200__Operator-Overloading/Catalog0200__Operator-Overloading.htm\)](#)
[Pointer \(/Tutorial/Cpp/0220__Pointer/Catalog0220__Pointer.htm\)](#)
[File Stream \(/Tutorial/Cpp/0240__File-Stream/Catalog0240__File-Stream.htm\)](#)
[template \(/Tutorial/Cpp/0260__template/Catalog0260__template.htm\)](#)
[STL Introduction \(/Tutorial/Cpp/0280__STL-Introduction/Catalog0280__STL-Introduction.htm\)](#)
[string \(/Tutorial/Cpp/0300__string/Catalog0300__string.htm\)](#)
[vector \(\)](#)
[list \(/Tutorial/Cpp/0340__list/Catalog0340__list.htm\)](#)
[bitset \(/Tutorial/Cpp/0360__bitset/Catalog0360__bitset.htm\)](#)
[set multiset \(/Tutorial/Cpp/0380__set-multiset/Catalog0380__set-multiset.htm\)](#)
[valarray \(/Tutorial/Cpp/0400__valarray/Catalog0400__valarray.htm\)](#)
[queue stack \(/Tutorial/Cpp/0420__queue-stack/Catalog0420__queue-stack.htm\)](#)
[deque \(/Tutorial/Cpp/0440__deque/Catalog0440__deque.htm\)](#)
[map multimap \(/Tutorial/Cpp/0460__map-](#)

 Custom Search

Erase first element : vector erase « vector « C++ Tutorial

[C++ Tutorial \(/Tutorial/Cpp/CatalogCpp.htm\)](#) / [vector \(/Tutorial/Cpp/0320__vector/Catalog0320__vector.htm\)](#)
[/ vector erase \(/Tutorial/Cpp/0320__vector/0260__vector-erase.htm\)](#) /

```

#include <iostream>
using std::cout;
using std::endl;

#include <vector>      // vector class-template definition
#include <algorithm>    // copy algorithm
#include <iterator>     // ostream_iterator iterator
#include <stdexcept>    // out_of_range exception

int main()
{
    int array[ 6 ] = { 1, 2, 3, 4, 5, 6 };
    std::vector< int > integers( array, array + 6 );
    std::ostream_iterator< int > output( cout, " " );

    integers.push_back( 2 );
    integers.push_back( 3 );
    integers.push_back( 4 );

    cout << "Vector integers contains: ";
    std::copy( integers.begin(), integers.end(), output );

    // erase first element
    integers.erase( integers.begin() );
    cout << "\n\nVector integers after erasing first element: ";
    std::copy( integers.begin(), integers.end(), output );

    return 0;
}

```

Vector integers contains: 1 2 3 4 5 6 2 3 4

Vector integers after erasing first element: 2 3 4 5 6 2 3 4

multimap/Catalog0460__map-multimap.htm)
STL Algorithms Modifying sequence operations
(/Tutorial/Cpp/0480__STL-Algorithms-Modifying-sequence-operations/Catalog0480__STL-Algorithms-Modifying-sequence-operations.htm)
STL Algorithms Non modifying sequence operations
(/Tutorial/Cpp/0500__STL-Algorithms-Non-modifying-sequence-operations/Catalog0500__STL-Algorithms-Non-modifying-sequence-operations.htm)
STL Algorithms Binary search
(/Tutorial/Cpp/0520__STL-Algorithms-Binary-search/Catalog0520__STL-Algorithms-Binary-search.htm)
STL Algorithms Sorting
(/Tutorial/Cpp/0540__STL-Algorithms-Sorting/Catalog0540__STL-Algorithms-Sorting.htm)
STL Algorithms Merge
(/Tutorial/Cpp/0560__STL-Algorithms-Merge/Catalog0560__STL-Algorithms-Merge.htm)
STL Algorithms Min Max
(/Tutorial/Cpp/0580__STL-Algorithms-Min-Max/Catalog0580__STL-Algorithms-Min-Max.htm)
STL Algorithms Iterator
(/Tutorial/Cpp/0600__STL-Algorithms-Iterator/Catalog0600__STL-Algorithms-Iterator.htm)
STL Algorithms Heap
(/Tutorial/Cpp/0620__STL-Algorithms-Heap/Catalog0620__STL-Algorithms-Heap.htm)
STL Algorithms Helper
(/Tutorial/Cpp/0640__STL-Algorithms-Helper/Catalog0640__STL-Algorithms-Helper.htm)



16.13.vector erase	
16.13.1.	Remove(delete) all elements in the vector (/Tutorial/Cpp/0320__vector/Removedeleteallelementsinthevector.ht
16.13.2.	Erase first element
16.13.3.	erase the numbers 2 through 5 in v1 (/Tutorial/Cpp/0320__vector/erasethenumbers2through5inv1.htm)
16.13.4.	insert and erase. (/Tutorial/Cpp/0320__vector/insertanderase.htm)
16.13.5.	Use unique_copy to remove duplicate words (/Tutorial/Cpp/0320__vector/Useuniquecopytoremoveduplicatewc
16.13.6.	Erase adjacent duplicates (/Tutorial/Cpp/0320__vector/Eraseadjacentduplicates.htm)
16.13.7.	Erase all value in a vector more than three standard deviations greater than the mean (/Tutorial/Cpp/0320__vector/Eraseallvalueinavectormorethanthreestandarddeviationsgreaterthanthemean.htm)
16.13.8.	Erase all value in a vector more than three standard deviations less than the mean with erase() remove_if() an (/Tutorial/Cpp/0320__vector/Eraseallvalueinavectormorethanthreestandarddeviationslessthanthemeanwitheras