STL: vector

1. Declare a vector with Initialization and print the elements.
2. Declare a vector without initialization, insert some elements and print
3. Write a function to print the element of a vector and take input from the user.
4. Write a program to Copy one vector's elements to another vector.
5. Find largest and smallest elements in a vector
6. Write a program to reverse vector elements
7. Write a program to find sum of vector elements
8. Write a program to find common elements between two vectors.
9. Write a program to Push and print elements in a float vector
10. Write a program to check whether an element exists in a vector or not.