```
#include <iostream>
#include <vector>
using namespace std;
int main()
  //initialize in every way
  vector<int> ivec1(5), ivec2;
  vector<double> dvec1\{5.1\}, dvec2\{5,1.5\};
  vector<string> svec1 = {"hello", "world"};
  vector<string> svec2{"hello", "world"};
  vector<int> ivec3=ivec1;
  vector<int> ivec4(ivec3);
  cout << "\n-----" << endl;
  for(auto i:ivec1) //print ivec1
     cout << i << endl;</pre>
  cout << "\n----" << endl;
  for(auto i:ivec3) //print ivec3 which is copy of ivec1
     cout << i << endl;</pre>
  cout << "\n-----" << endl;
  for(auto i:ivec4) //print ivec4 which is copy of ivec3
     cout << i << endl;</pre>
  cout << "\n-----" << endl;
  for(auto i:dvec1) //print dvec1
     cout << i << endl;</pre>
  cout << "\n-----" << endl;
  for(auto i:dvec2) //print dvec2
     cout << i << endl;</pre>
  cout << "\n----" << endl;
  for(auto i:svec1) //print svec1
     cout << i << endl;</pre>
  cout << "\n-----" << endl;
  for(auto i:svec2) //print svec2
     cout << i << endl;</pre>
  cout << "\n-----" << endl;
  cout << "Original size: " << ivec2.size() << endl;</pre>
  ivec2.push back(50);
  cout << "New size: " << ivec2.size() << "\nAdded element: " << ivec2[0] << endl;</pre>
  cout << "\n-----" << endl;
  //Take in ints from cin
  //EXERCISE 3.14
  vector<int> input;
```

}

```
int num;
      << "\nEnter numbers for vector (enter -1 to quit)\n"</pre>
cout
      << "? ";
     >> num;
cin
while (num!=-1) {
   input.push back(num);
   cout << "? ";
   cin >> num;
}
for(auto i:input) //print input
   cout << i << endl;</pre>
cout << "\n-----" << endl;
//Take in strings from cin
//EXERCISE 3.15
vector<string> input2;
string word;
string end="DONE";
cout
     << "\nEnter strings for vector (enter DONE to quit)\n"</pre>
      << "? ";
cin
      >> word;
while (word!=end) {
   input2.push back(word);
   cout << "? ";
   cin
         >> word;
for(auto i:input2) //print input
   cout << i << endl;</pre>
cout << "\n-----" << endl;
//USE OPERATIONS FROM TABLE 3.5
      cout
      << "\nivec2[0]=\t" << ivec2[0]<<endl;</pre>
ivec2=ivec1;
cout
      << "\nempty?\t" << ivec2.empty()</pre>
      << "\nivec2[0]=\t" << ivec2[0] <<endl;</pre>
cout << "\nivec1=ivec2?\t";</pre>
if (ivec1==ivec2)
   cout << "TRUE" <<endl;</pre>
else
   cout << "FALSE" <<endl;</pre>
return 0;
```