C++ Vectors

In the previous concept, you learned about some of the primitive types that C++ offers, including `string`s and `int`s, and you learned how to store these types in your program. In this concept, you will learn about one of the most common data structures in C++: the `vector`.

In the notebook below, you will learn how to declare and store a vector containing primitive types, and you will also get some practice with 2D vectors, which you will be using in A* search.