02 - Vectors, const, etc. Here's the things we covered:

- Pass-by-value
- Pass-by-reference
- Range loops
- `auto` keyword for variables
- `auto` keyword for function parameters
- `const` references and values
- `const` function parameters
- `const` member functions
- `std::vector` basics
- Reference semantics
- `decltype`

Homework.
Write a data structure that has:

1. at least 2 member variables that are `std::vector`s with different data types,
2. a constructor that takes a size `n` fills the member variable vectors with `n` values (doesn't matter what the values are),
3. a `const` member function `print_vec` that prints the content of a vector passed to it by reference, and
4. a `const` member function `print` that calls `print_vec` on all vector member variables.

Demonstrate in `main` that your type is fully `const`-correct by using the following:

```
int n = 10;
const my_type_t data(n);
data.print();
```

where `my_type_t` is whatever your type name is.