

# 二维vector

## 1- 取二维vector的值

```
/// Get the min num of one row
int minNumOneRow( vector<int>& row){
    int min = row[0];
    for( int val: row ) /// 取一维vector的每一个值
        if( val < min )
            min = val;
    return min;
}

int minimumTotal(vector<vector<int>>& triangle) {
    int sum = 0;
    for( vector<int > vec: triangle ) /// 取二维vector的每一维
        sum += minNumOneRow(vec);

    return sum;
}
```

## 2- 初始化

1- 用{}

2- 用另一个vector来初始化

```
// 1-
vector<vector<int> > in{{-1}, {3,2},{-3,1,-1}};

// 2-
vector<vector<int>>& triangle;
vector<int > minlen( triangle.back() ); /// Get the last line vector to
initialize
```