Swap Ranges

Along with moving data between ranges, we can also swap their values with one another.

```
std::swap and std::swap_ranges can swap objects and ranges.

swap:swaps objects.

void swap(T& a, T& b)

swap_ranges: Swaps ranges.

FwdIt swap_ranges(FwdIt1 first1, FwdIt1 last1, FwdIt first2)
FwdIt swap_ranges(ExePol pol, FwdIt1 first1, FwdIt1 last1, FwdIt1 first2)
```

The returned iterator points to the last swapped element in the destination range.

⚠ The ranges must not overlap.

```
#include <algorithm>
#include <iostream>
#include <string>
#include <vector>

int main(){

    std::cout << std::endl;

    std::vector<int> myVec1{0, 1, 2, 3, 4, 5, 6, 7, 9};
    std::vector<int> myVec2(10);

    for (auto v: myVec1) std::cout << v << " ";
    for (auto v: myVec2) std::cout << v << " ";

    std::cout << std::endl;
    std::cout << std::endl;
    std::cout << std::ndl;
    std::cout << std::ndl;
    std::swap(myVec1, myVec2);

    for (auto v: myVec1) std::cout << v << " ";
    for (auto v: myVec2) std::cout << v << " ";
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    for (auto v: myVec2) std::cout << v << " ";
    for (auto v: myVec2) std::cout << v << " ";
    for (auto v: myVec2) std::cout << v << u > " ";
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    for (auto v: myVec2) std::cout << v << u > " ";
    for (auto v: myVec2)
```

In the next lesson, we'll learn how we can perform transformations on a range.