Method/Types

Vector

Array

Create

vector<type> var(num) or vector<type> var{element, element…}

type var[num] or type var[] = {element, element…}

Find number of elements

var.size()

sizeof(var)/sizeof(var[0])

Access an element

var.at(index)

var[index]

Modify an element

var.at(index) = element

var[index] = element

Add an element

var.push\_back(element) or var.insert(var.begin()+index, element)

n/a

Remove an element

var.pop\_back() or var.erase(var.begin()+index)

n/a

for loop

for (int i = 0; i < var.size(); i++) {cout << var.at(i);}

for (int i = 0; i < sizeof(var)/sizeof(var[0]); i++) {cout << var[i];}

Enhanced for loop

for (type i : var) {cout << i}

for (type i : var) {cout << i}

Common compatible types

integer, double, boolean, strings

int, double, boolean, strings