

Computer Science II — CSci 1200

Lab 4

Vector Implementation

Introduction

This lab explores more of the implementation of the vector class. Please download

```
http://www.cs.rpi.edu/academics/courses/spring07/cs2/lab04/Vec.h  
http://www.cs.rpi.edu/academics/courses/spring07/cs2/lab04/test\_vec.cpp
```

and then turn off all network connections.

Checkpoints

1. Complete the implementation and testing of the `push_back` and `erase` member functions of the `Vec<T>`. The main function in `main_vec.cpp` includes code to do the testing for you.
2. Write the `resize` member function. Note that you are not allowed to use `push_back` in your implementation. Add code to the main program to test this function. (Hint: apply `resize` to `z` a few times.)
3. Write a templated, non-member `operator==` for comparing two `Vec` objects. Include this in `Vec.h`. The format of this function should be

```
template <class T>  
bool operator== ( const Vec<T>& left, const Vec<T>& right )
```

Test this using code you add to the main function.