

$V.begin()$
 $V.end()$
 $V[i];$

$\downarrow$
 $\langle a_1, a_2, a_3 \rangle$
 $\downarrow$

$for (i = V.begin();$
 $i != V.end();$
 $i++)$

lis 26-13:33

$auto x = "tak"$

lis 26-13:36

```

for (int x : vec) {
    cout << x << ' ';
}

```

lis 26-13:39

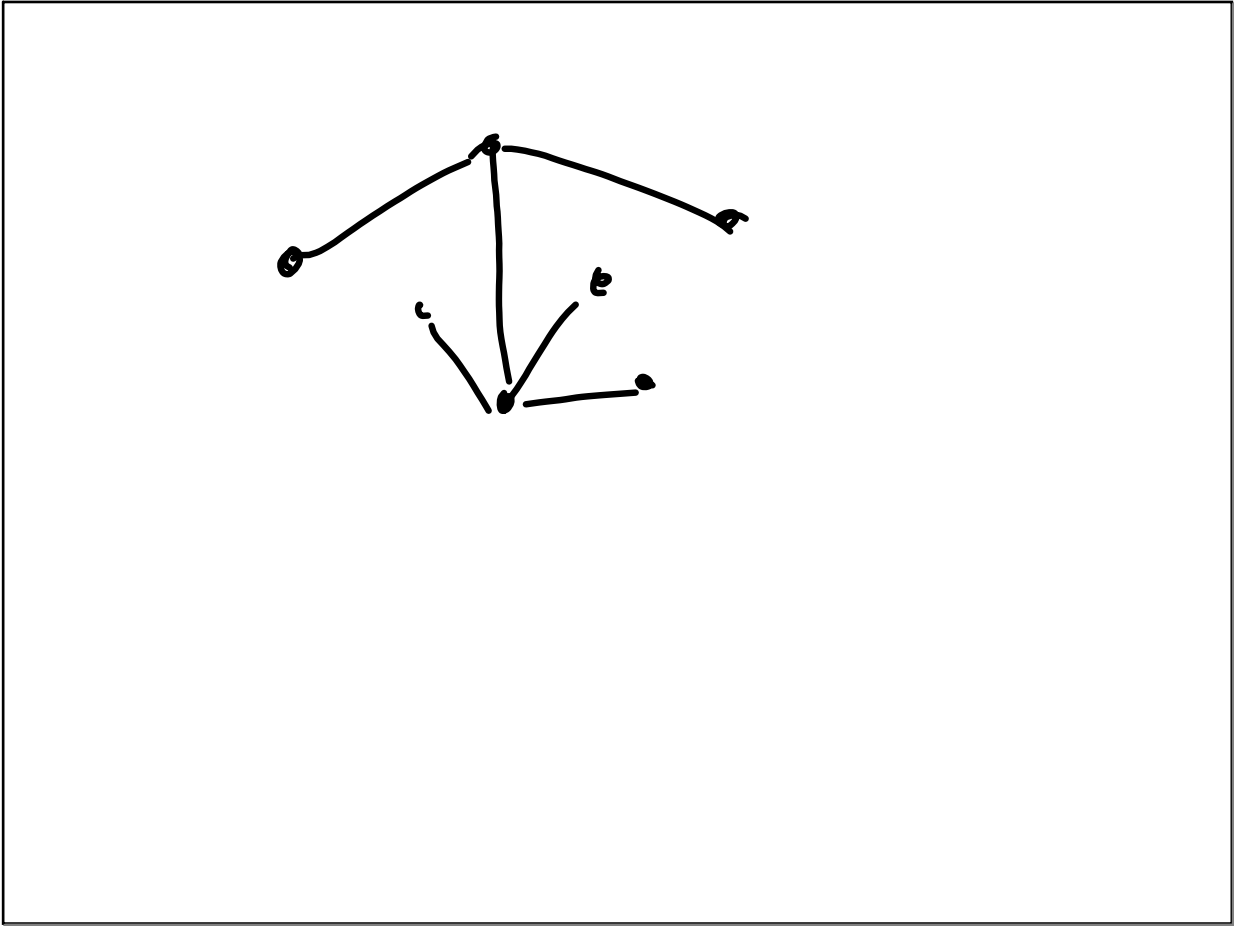
1 3 2 4 8 0

```

while (true) {
    if (c) v.push_back(c);
    else break;
}

```

lis 26-13:45



lis 26-13:47