


```
void Unset (unsigned int k)
{

}
}
```

For the next two questions, assume you are creating a client program of TVector<>.

7. Write a code fragment that declares and correctly sizes a vector v1 of 20 integers:
8. Write a code fragment that declares another vector v2 of integers and then makes v2 into a copy of v1:

For the next two questions, assume you are implementing a TVector<T> template class based on private data members declared as

```
private:
    unsigned int rawdatasize;
    T*          rawdata;
```

9. Write code implementing the Size() method:

```
unsigned int Size() const
// returns the number of elements stored by the vector
{

}
}
```

10. Write code implementing SetSize() from "scratch", i.e., without calling any other methods.

```
void SetSize (unsigned int sz)
// sets the size of the vector to sz
{

}
}
```