

```

// Zweidimensionale Vektoren

#include <iostream>
#include <iomanip>
#include <vector>
using namespace std;

class v5 {
public:
    v5() { v.push_back (false);
          v.push_back (false);
          v.push_back (false);
          v.push_back (false);
          v.push_back (false);
        }
    vector<bool>::reference operator [] (int i) {
        return v[i];}

    vector <bool> v;
};

v5 init (int i) {
    // Herstellen aller 32 Vektoren
    // von false, ... false
    // bis true, ... true
    v5 x;
    for (int j = 0; j < 5; ++j) {
        x[j] = (i%2) != 0;
        i /= 2;
    }
    return x;
}
} //init

```

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bool major (v5 x) {
    int a = 0;
    for (int i = 0; i < 5; ++i)
        a += x [i];
    if (a > 2)
        return true;
    else
        return false;
} //major

int main () {

    vector <v5> a;

    for (int i = 0; i < 32; ++i) {
        v5 y = init (i);
        for (int j = 4; j > -1; --j)
            cout << setw (3) << y [j];
        cout << setw (4) << major (y);
        cout << endl;
        a.push_back (y);
    }
    return 0;
} //main

```

**/\* Ausgabe:**

**0 0 0 0 0 0  
0 0 0 0 1 0  
0 0 0 1 0 0  
0 0 0 1 1 0  
0 0 1 0 0 0  
0 0 1 0 1 0  
0 0 1 1 0 0  
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**\*/**