

## ***vector<T>* Class Problem - Intersection of Two Vector Objects**

Write a function that finds the intersection of two `vector<int>` objects. The intersection contains the values that appear in both vectors. For example, for vectors

1 2 3 5 6 8 and 0 2 7 8 9

the intersection of the two is:

2 8

The function definition should look like:

```
vector<int> intersect(vector<int> &vect1, vector<int> &vect2)
{
    vector<int> interVect;
    // your code here
    return interVect;
}
```

As you can see, you will create a `vector<int>` named `interVect` in the function and return the intersection of `vect1` and `vect2` in `interVect`. Use the `find()` algorithm (described in the `vector` class web document) to find items which appear in both vectors (use `#include<algorithm>`). Also use `begin()`, `end()`, `push_back()` and **iterators**.

Write a main program that obtains two vectors from the user, uses `intersect()` to get the vector representing their intersection, and displays the intersection vector on the terminal screen.