

Assignment and Swap

```
std::vector<std::string> first{"one", "two", "three", "four"};  
std::vector<std::string> second{"five", "six"};
```

- **Assignment**

```
second = first;  
second = std::move(first);  
second = {"seven", "eight"};
```

- **Swap**

```
second.swap(first);  
std::swap(second, first)
```