
Subject: Re: Core chat...

Posted by [sergei](#) on Wed, 24 Oct 2007 17:49:56 GMT

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luzr wrote on Tue, 23 October 2007 23:48mdelfede wrote on Tue, 23 October 2007 15:47luzr wrote on Tue, 23 October 2007 19:45

Well, I think At is extremely effective way how to solve many problems. And similar issue existis even in the plain C

`a[i++] = a[i];`

it is simply something you have to care about...

Well, in your example, you can see that you're doing it wrong.

In theide bug, you can't.... or, at least, you can't if you don't know upp vector internals, what's normally the matter.

Could someone please explain the workings of `a[i++] = a[i]`? I guess something here goes wrong because `i++` probably gets evaluated earlier than `rvalue` (it it?), but I'm not sure why/what. And does this happen with `Vector` too (reference on left evaluated before `rvalue`)?

P.S. on-topic - I consider `At()` behaviour just fine, since if you don't want to allocate anything, just use `[]`.
