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Subject: Re: Using Vector::At doesn't initialize implicit types

Posted by [mirek](#) on Tue, 29 Jul 2008 16:39:14 GMT

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cbpporter wrote on Tue, 29 July 2008 10:03 Well I guess we can leave it as is for performance reasons, but then we should add an entry to "U++ traps and pitfalls". This behavior should be documented somewhere, made very clear especially for pointers. Using pointers in Vector is not that common, so when you start using them it can be a nasty surprise that the values are not null checkable.

I do not know. If you do not initialize variable, you can consider it uninitialized. If you do not initialize struct members, ditto.

What is surprising on At behaviour? Especially if it has another "init" method variant.

But OK, you are perhaps right.

Mirek

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