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

Posted by [cbpporter](#) on Tue, 29 Jul 2008 19:55:45 GMT

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luzr wrote on Tue, 29 July 2008 19:39

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

I wouldn't say ditto, because if I do not initialize structs, they do get initialized for me automatically via default constructor, so theoretically they are initialized. If the constructor does not initialize properly that is a different problem .

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