
Subject: Re: Conditional jump or move depends on uninitialised value(s)

Posted by [mirek](#) on Wed, 28 Jan 2009 15:21:14 GMT

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mrjt wrote on Wed, 28 January 2009 03:46I personally don't think this is a major issue:

1) All Upp 'basic' types (those with public member variables, Point_, Rect_ etc) exhibit the same behaviour, so you only have to learn it once.

2) C++ convention is that variables are uninitialised, so you should be aware of the issue already. `Buffer<int> x(2000);` would be just as uninitialised.

On the other hand, in probably 99.9% of cases initialisation would be safer and come without any practical performance consequences.

Perhaps there is a case for having initialisation on by default, but available to be switched off with a compiler flag for those who really care?

I guess that pretty much sums what I think about the issue...

Except I would not vote for the compiler flag and my wild estimate is more something like 95%....

Mirek
