

---

Subject: Re: Clang vs. GCC

Posted by [mirek](#) on Sun, 07 Feb 2010 09:13:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I believe it is Clang bug. By C++ standard, all types, including fundamental types, have constructor and destructor.

At the moment, I am unable to find corresponding definition in C++ language definition, closest info I have found is this:

<http://www.informit.com/guides/content.aspx?g=cplusplus&seqNum=431>

BTW, it is in fact impossible to create container templates without this - STL has to do the same thing. Which is strange, considering Clang refusal to compile it.

Mirek

---