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Subject: Re: U ++ Vector vs STL vector

Posted by [Novo](#) on Mon, 12 Jul 2010 22:13:18 GMT

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memory. You do not need to call a constructor and a destructor in a row. Such a situation happens very often when you want to resize a vector, which stores data in a continuous piece of memory. You just need to move old data into a newly allocated memory. If your data is "moveable" you can just call the memcpy() function instead of calling a copy constructor in a loop.

Hope this helps.

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