
Subject: Re: Wrong(?) ASSERT in Vector<>::Insert()

Posted by [mirek](#) on Fri, 13 Aug 2010 07:34:57 GMT

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dolik.rce wrote on Wed, 04 August 2010 17:33Hello,

I just hit a problem in Vector code and I feel a need for explanation . Have a look at this code

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN{
```

```
    Vector<int> v;
```

```
    v.Add(123);
```

```
    v.Insert(0,v[0]);
```

```
}
```

It is classical and nasty bug.

Insert expects a reference, but at the same time invalidates references to v.

Not that in this particular case, we could workaround it in Vector code, but there are other similar cases where this is not quite possible:

[http://www.ultimatepp.org/srcdoc\\$Core\\$Caveats\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Caveats$en-us.html)

so I decided to forbid them all.

(And thanks kohait, you are 100% right).

And yes, I am not happy about this, but I guess ASSERT is best we can get here....