
Subject: VectorMap<String,String> = Seg Fault
Posted by [jeremy_c](#) on Tue, 17 Aug 2010 05:32:38 GMT
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I have the following program which I believe should work:

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    VectorMap<String,String> map;
    map.Put("A", "B");
    map.Put("C", "D");
    map.Put("E", "F");

    Vector<String> keys = map.GetKeys();
    for (int i = 0; i < keys.GetCount(); i++)
        Cout() << map.Get(keys[i]) << "\n";
}
```

however, it fails with the exception:

Assertion failed in /home/jeremy/upp/svn/uppsrc/Core/Vcont.h, line 33
i >= 0 && i < items

Segmentation fault

Any thoughts?

Jeremy