
Subject: Arrys vs Vectors

Posted by [281264](#) on Tue, 21 Dec 2010 09:43:35 GMT

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

Hi,

Some queries regarding the appropriateness of Arrys or Vectors. Please consider a generic scenario:

- 1.- In the manual it is mentioned that Arrays are significantly slower than Vectors. In a real
 - 2.- Programming wise, are there important differences? For example, are Arrays more complex to program and debug?.
 - 3.- Debugging: If we store a class in Array, how to visualize the data of the classes stored in the Array with the debugger? Apparently this is not possible, which penalizes Array in comparison to Vectors (please correct me if I am wrong).
 - 4.- Memory consumption wise: manual says that for small size of Array, this is more memory consuming than its Vector counterpart and improvements appears as Arrys sizes grows. Any hints about this? Any real figures from real applications?
 - 5.- Pointers: apparently if you need pointers to classes, then Arrays is the only option available. What other limitations Arrys have compared with Vectors and vice versa?.
 - 6.- In general (perhaps this is a non sense question) what is your preferred container?.
- Thank you.

Best wishes,
Javier
