Subject: Re: container.At(not_existed_item_index)
Posted by mirek on Wed, 31 May 2006 09:15:53 GMT

qwerty wrote on Wed, 31 May 2006 04:46...what is "default constructed" value for item inside container, where I getting value w/ .At and there is not such a value / that index ?

I guess, its constructor like thong, but generic types(int, double...)?

parsed through code(in rush), not found...

thanx

A good question. I guess this needs discussion / better documentation.

Right now, int, double etc... are left uninitialized, whereas for types with constructor default constructor is used. I guess this is faster and you can always specify "init".

It is true that this is unsimiliar to STL, where quite often fundamental types are zeroed using the T() "constructor". Frankly, this C++ feature is something I never really liked...

Mirek