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Subject: Re: C++11

Posted by [mirek](#) on Sun, 24 Jun 2012 10:50:54 GMT

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dolik.rce wrote on Sun, 24 June 2012 03:51 We could than write things like "Vector v {10,3,12,8};" instead of "Vector v; v.Add(10); v.Add(3); v.Add(12); v.Add(8);". And if I understand correctly, we could

Well, you can also write, in "old" C++ and current U++

```
Vector v<int> = Vector<int>() << 10 << 3 << 12 << 8;
```

or

```
Vector v<int>;  
v << 10 << 3 << 12 << 8;
```

which really is just a tiny bit more verbose (but right, it would run a bit slower than best C++11 implementation).

For me, the C++11 feature I like the most is 'auto'. Anyway, generally, I still have feeling that "polluting" U++ code with C++11 is not worth it for now. Perhaps in another 5 years...

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