
Subject: Re: C++11

Posted by [dolik.rce](#) on Sun, 24 Jun 2012 14:24:43 GMT

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mirek wrote on Sun, 24 June 2012 13:13

```
GUI_APP_MAIN
```

```
{  
    Vector<int> v;  
    v << 1 << 2 << 3;  
    for(int& x: v)  
        LOG(x);  
}
```

Or even with auto:

```
GUI_APP_MAIN
```

```
{  
    Vector<int> v;  
    v << 1 << 2 << 3;  
    for(auto& x: v)  
        LOG(x);  
}
```

I agree that the initializer list syntax provides the same functionality as already existing code. The performance gain is not important because initialization shouldn't happen much in performance oriented code (where one should generally reuse existing containers as much as possible). OTOH it is easy to read and I think the simplicity of it fits nice into U++. Also, the sooner people start encountering c++11 code in real world examples, the sooner it gets widely adopted, so maybe we could give a good example to the world. It can't hurt, even if it stays semi-hidden under flag USECXX11 (or similar) for a first few years. This is just my opinion, and I don't force it to anyone... but I will probably start experiment in this direction soon, and I will most probably try to show here what I can come up with

Honza
