Subject: moveable question

Posted by mtdew3q on Wed, 28 Nov 2012 03:56:31 GMT

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Hi-

In the following sample I thought this would break the moveable assertion. I used a class instead of a struct. I hooked up ultimate++ tonight and I wanted to see how moveable worked.

Please see my one in-line comment.

thanks for any assistance. - jim

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

using namespace Upp;
using namespace std;

class SimpleVector: Moveable<SimpleVector>{
    UPP::Vector<int*> v;
    int * val;
    int a;
    SimpleVector * sv;

public:
   SimpleVector();

SimpleVector& operator=( const SimpleVector& rhs );

    ~SimpleVector();

    void TestMove();
};

SimpleVector::SimpleVector(){
  int  n = 2;
 int * y = &n;


  v.Add(y);
 cout<<*v[0];
}

SimpleVector::~SimpleVector(){

        AssertMoveable<SimpleVector>();
}

void SimpleVector::TestMove(){

 val = &a;
 sv = this;
 // thought these 2 would break moveable assertion per the example in docs ??

}
SimpleVector& SimpleVector::operator=( const SimpleVector& rhs ){

sv= rhs.sv;
      return *this;
}
CONSOLE_APP_MAIN
{


 SimpleVector s;
 s.TestMove();



}
```