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Subject: Re: C++11

Posted by [mirek](#) on Tue, 04 Dec 2012 07:08:03 GMT

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Lance wrote on Mon, 03 December 2012 18:55 Thanks Mirek. I got it.

So U++'s Vector would still outperform `std::vector` significantly for classes have move constructor and move assignment defined?

Well, it depends on many factors, but generally yes.

The difference is that when expanding `std::vector`, the code still has to iterate through all elements and move them (albeit using `&&`). Vector simply performs `memcpy` on raw data.

Now it is possible that the `std::vector` iteration could in the end be optimized by compiler to something like `memcpy`, as long as compiler sees the inlined move constructor, in that case the performance should be similar. But in the end, Vector always does `memcpy`

Mirek

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