
Subject: Re: Strange program crash
Posted by [Lance](#) on Sat, 23 Feb 2013 04:06:40 GMT
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code in c

```
struct node *RowHeader[MAX_ROW];
```

more likely translates to

```
typedef struct node Node;  
// actually, in C you need the struct, in  
// c++, it can be opted out  
// so  
// typedef node Node;  
// is the same  
Vector<Node*> RootHeader;
```

However, you may want to put the dynamically allocated node* into some smart pointer so that they will be delete'd (free'd).

or you can do it yourself

```
class MyNodeContainer : public Vector<node*>  
{  
public:  
    ~MyNodeContainer()  
    {  
        for(int i=0; i<GetCount(); ++i)  
            delete (*this)[i];  
            // or free((*this)[i]); if the nodes are malloc'ed  
        }  
    and other method, eg, constructors,..  
}
```