
Subject: Re: Strange program crash

Posted by [Lance](#) on Sat, 23 Feb 2013 04:25:46 GMT

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```
Vector<Node> *RootHeader;
```

Here RootHeader is a pointer to a Vector<Node> object. eg.

```
Vector<Node> nodes;
```

```
Vector<Node>* RootHeader=&nodes;
```

```
//or
```

```
Vector<Node>* p=new Vector<Node>();
```

while

```
Vector<Node*> RootHeader;
```

// here on the other hand, RootHeader if a Vector of pointer to Node objects. Vector can be thought of as dynamic array.