
Subject: Error in "NTL - moveable" documentation?
Posted by [Werner](#) on Sun, 30 Jul 2006 09:00:58 GMT
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Unless I'm very much mistaken the SimpleVector template in "Browse topics - srcdoc - Core" cannot work:

When you instantiate the class the constructor sets capacity and items = 0.
When you add an item items is >= 0 and Expand is called.
Expand doubles capacity, but 2 * 0 still yields 0.
So capacity can never grow.

Although the example demonstrates what it is supposed to demonstrate, in my personal opinion it should be faultless - be it just for didactic reasons.

One possible solution might be:

```
void Expand()
{
    if (capacity == 0)
        ++capacity;
    else
        capacity *= 2;
    ...
}
```

Werner
