Maybe problem is trivial, but I stopped on it.

There is class Line

class Line {
    ....
        Line(Point p1, Point p2) // constructor
}

and class Figure

class Line {
    public:
        Array<Line> lines;
}

and if I use compiler option -std=c++11

I get error message while adding new Line to Lines

lines.Add(Line(p1,p2));

Without option -std=c++11 all OK.

What right way to do this with -std=c++11 option?