
Subject: Vector<Vector<double>>

Posted by [Upp_User](#) on Thu, 22 Feb 2018 04:45:27 GMT

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Hello,

I wanted to create a square matrix using Vector<vector<double>>, However i am getting a error message during compilation.

I am using

Windows 10, Mingwx64,U++ 10804.

When i use 1D Vector (Vectors are 1D indeed) i am getting the dynamic array initialization without any problem, but if i try 2D Array it seems not working.

Can i get some Help please!!!

Below is the code and the error message.

```
#include <Core/Core.h>
```

```
#include <iostream>
```

```
using namespace Upp;
```

```
using namespace std;
```

```
class Bezier
```

```
{
```

```
public:
```

```
Vector<Vector<double>> bezy;
```

```
void getBez();
```

```
void showBez();
```

```
};
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
Bezier myBez;
```

```
myBez.getBez();
```

```
myBez.showBez();
```

```
}
```

```
void Bezier::getBez()
```

```
{
```

```
cout<<"generating the square matrix"<<endl;
```

```
for(int i=0;i<5;i++)
```

```
{
```

```
for(int i=0;i<5;i++)
```

```
{
```

```
bezy.Add()=i;
```

```

}
}

}

void Bezier::showBez()
{
  StdLogSetup(LOG_COUT|LOG_FILE);
  cout<<"Display Square matrix"<<endl;
  DUMP(bezy);
}

```

Error Message during compiling:

```

D:\Migration\Myself\others\programming\upp\MyApps\Vector_2d\ Vector_2d.cpp (29): error: no
match for 'operator=' (operand types are 'Upp::Vector<double>' and 'int')
(): bezy.Add()= i ;
(): In file included from D:\Migration\Myself\others\programming\upp\uppsrc/Core/Core. h:269:0,
(): from D:\Migration\Myself\others\programming\upp\MyApps\Vector_2d\ Vector_2d.cpp:1:
D:\Migration\Myself\others\programming\upp\uppsrc/Core/Vcont .h (181): note: candidate: void
Upp::Vector<T>::operator=(Upp::Vector<T>&&) [with T = double]
(): void o perator =(Vector&& v)    { if(this != &v) { Free(); Pick(pick(v)); } }
D:\Migration\Myself\others\programming\upp\uppsrc/Core/Vcont .h (181): note: no known
conversion for argument 1 from 'int' to 'Upp::Vector<double>&&'

```