
Subject: Re: moveable with assert question

Posted by [mtdew3q](#) on Sun, 15 Sep 2019 19:26:30 GMT

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Hi all-

It is still not working. I will list the last attempt here. Not sure what I am doing wrong!

```
class Foo:Moveable<Foo> {

    char * buffer;
public:

    Foo(){
        buffer = NULL;
    }

    Foo(const char * c) {
        if( c!=NULL)
        {
            buffer= new char [strlen(c) + 1];
            strcpy(buffer, c);
        } else
            buffer = NULL;
    }

    Foo(Foo&& foosrc) {
        if(foosrc.buffer !=NULL) {
            buffer=foosrc.buffer;
            foosrc.buffer = NULL;
        }
    }
}
```

```
CONSOLE_APP_MAIN
{
    Foo f("foo");
    Foo && r2 = std::move(f) ;

    Vector<Foo> v1;

    v1.Add(r2);
}
```

If I am making a glaring error that you can see please help me with the trick!

thanks roboloki
