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Subject: Re: How do I construct a Vector from a C-style array?

Posted by [huadong](#) on Mon, 23 Sep 2019 08:33:20 GMT

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It seems there is no constructor directly match the c-style array, but we can setup a function for instead

```
#include <algorithm>
using namespace std;
```

```
#include <Core/Core.h>
using namespace Upp;
```

```
template <typename T>
Vector<T> makeVector(T *p, int n)
{
    Vector<T> v;
    v.SetCount(n);
    copy(p, p+n, v.begin());
    return v; // Vector<T> has a move constructor, and it will be called here for high performance
}
```

```
int main()
{
    int a[] = {1, 2, 3, 4};
    for (auto &x : makeVector(a, 4))
        printf("x = %d\n", x);
}
```

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