
Subject: [SOLVED] Vector Bug
Posted by [Xemuth](#) on Tue, 22 Oct 2019 11:47:40 GMT
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Hello community,

let's assume this code :
`#include <Core/Core.h>`

`using namespace Upp;`

```
CONSOLE_APP_MAIN
{
    Vector<String> vector1;

    String& r = vector1.Create("hello");
    Cout() << r << EOL;

    String& r2 = vector1.Create("hello2");
    Cout() << r2 << EOL;

    r = "test";//Crashing here
    Cout() << r << EOL;
}
```

my code crash at `r = "test"` statement.
Is it a bug ?!

this kind of thing works :
`Array<String> vector1;`

```
String& r = vector1.Create<String>("hello");
Cout() << r << EOL;
```

```
String& r2 = vector1.Create<String>("hello2");
Cout() << r2 << EOL;
```

```
r = "test";
Cout() << r << EOL;
```

Thanks in advance
Best regard.