
Subject: Re: An U++ equivalent of bzero ? (if not a sin)
Posted by [Oblivion](#) on Sun, 03 Nov 2019 22:08:36 GMT
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Hello Frank,

If you're working with U++ containers, but want to work with dynamic buffers with C-like benefits: lets you avoid new/delete, for one. Also it let's you specifiy the initial value.):

```
Buffer<double> darray(200, 0.0);
```

```
for(int i = 0; i < 200; i++)  
    Cout() << darray[i] << "\n";
```

Best regards,
Oblivion
