
Subject: Re: Vcont.h and Vcont.hpp Change required

Posted by [mirek](#) on Sat, 17 Apr 2021 04:13:24 GMT

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Well, I believe this would allow

```
Vector<Vector<int>> vv;  
Vector<int> v;  
....  
vv.Add(v);
```

with silent deep copy performed. This is something we want to avoid. We want you to be explicit and either use

```
vv.Add(pick(v));
```

or

```
vv.Add(clone(v));
```

Add(const T&) variant is reserved for types with full copy semantics (e.g. int or String).

Mirek
