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Subject: Order of member initialization

Posted by [Tom1](#) on Tue, 20 Sep 2022 09:19:45 GMT

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Hi,

After quite some decades I feel like a newbie again. When I run:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class A{
public:
    Array<int> &array;
    A(Array<int> &array_) : array(array_){
        Cout() << "Array Initial item count in A = " << array.GetCount() << "\n";
    }
};
```

```
class B : public A{
public:
    Array<int> array;
    B() : A(array){
        Cout() << "Array Initial item count in B = " << array.GetCount() << "\n";
    }
};
```

```
CONSOLE_APP_MAIN{
    B b;
}
```

I would expect to see item count zero in both constructors. However, in Windows on CLANGx64 it is 1 in A and 0 in B. This is true in both release and debug modes.

In MSBT22x64 it is correctly zero in release mode, but it can be any number in debug mode causing severe trouble.

Is there a way to re-order the initialization of class B so that the array gets initialized before class A?

Best regards,

Tom

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