
Subject: Vector<Vector<double>>

Posted by [Upp_User](#) on Thu, 22 Feb 2018 04:45:27 GMT

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Hello,

I wanted to create a square matrix using Vector<vector<double>>, However i am getting a error message during compilation.

I am using
Windows 10, Mingwx64,U++ 10804.

When i use 1D Vector (Vectors are 1D indeed) i am getting the dynamic array initialization without any problem, but if i try 2D Array it seems not working.

Can i get some Help please!!!

Below is the code and the error message.

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

class Bezier
{
public:
    Vector<Vector<double>> bezy;
    void getBez();
    void showBez();
};

CONSOLE_APP_MAIN
{
    Bezier myBez;
    myBez.getBez();
    myBez.showBez();
}

void Bezier::getBez()
{
    cout<<"generating the square matrix"<<endl;

    for(int i=0;i<5;i++)
    {
        for(int i=0;i<5;i++)
        {
            bezy.Add()=i;
        }
    }
}
```

```

}
}

}

void Bezier::showBez()
{
  StdLogSetup(LOG_COUT|LOG_FILE);
  cout<<"Display Square matrix"<<endl;
  DUMP(bezy);
}

```

Error Message during compiling:

```

D:\Migration\Myself\others\programming\upp\MyApps\Vector_2d\ Vector_2d.cpp (29): error: no
match for 'operator=' (operand types are 'Upp::Vector<double>' and 'int')
(): bezy.Add()= i ;
(): In file included from D:\Migration\Myself\others\programming\upp\uppsrc/Core/Core. h:269:0,
(): from D:\Migration\Myself\others\programming\upp\MyApps\Vector_2d\ Vector_2d.cpp:1:
D:\Migration\Myself\others\programming\upp\uppsrc/Core/Vcont .h (181): note: candidate: void
Upp::Vector<T>::operator=(Upp::Vector<T>&&) [with T = double]
(): void o perator =(Vector&& v)    { if(this != &v) { Free(); Pick(pick(v)); } }
D:\Migration\Myself\others\programming\upp\uppsrc/Core/Vcont .h (181): note: no known
conversion for argument 1 from 'int' to 'Upp::Vector<double>&&'

```

Subject: Re: Vector<Vector<double>>
 Posted by [Novo](#) on Thu, 22 Feb 2018 06:00:45 GMT
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bezy.Add() returns Vector<double>&
 So, you are basically trying to assign integer to Vector<double>.

Subject: Re: Vector<Vector<double>>
 Posted by [Upp_User](#) on Thu, 22 Feb 2018 07:22:26 GMT
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Thanks for the clarification. i modified as below and it worked as expected.

```

void Bezier::getBez()
{
  cout<<"generating the square matrix"<<endl;

```

```
for(int i=0;i<5;i++)
{
  for(int i=0;i<5;i++)
  {
    tbez.Add()=double(i);
  }
  bezy<<tbez;
  tbez.Clear();
}

}
```

But is there an easy way to directly assign the values. like, `bezy[i][i]=double(i)?`, using it, is not giving any compilation error, but shows assertion failed.

Thanks

Subject: Re: Vector<Vector<double>>
Posted by [omari](#) on Thu, 22 Feb 2018 09:40:09 GMT
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```
bezy.Add().Add()=i;
```

or

```
bezy.Add().Add(i);
```

Subject: Re: Vector<Vector<double>>
Posted by [Upp_User](#) on Thu, 22 Feb 2018 09:51:43 GMT
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Thanks a lot.
Exactly what i was looking for.
