
Subject: Vector<Vector<double>>

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

[View Forum Message](#) <> [Reply to Message](#)

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 :p) 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

Thanks a lot.
Exactly what i was looking for.
