
Subject: It's incredibly simple to initialize an U++ Vector

Posted by [koldo](#) on Thu, 20 Aug 2020 07:30:48 GMT

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```
Vector<Pointf> points = {{0, 0}, {0, 10}};
```

```
Vector<Vector<int>> matrix = {{0, 245},  
    {10, 125},  
    {20, 35}};
```

```
int valx = matrix[2][0]; // == 20
```
