Subject: VectorMap Get() on Unknow value return 23
Posted by Xemuth on Mon, 21 Sep 2020 12:26:09 GMT
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I have this kind of code :

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

CONSOLE_APP_MAIN
{
 VectorMap<String, unsigned int> test;

 test.Add("t1") = 2;
 try{
  //Work correctly
  Cout() << test.Get("t1") << EOL;

  //Raise assertion in debug mode
  //Print 23 in release mode (CLANGX64)
  //Print 0 in release mode (MSVS19x64)
  Cout() << test.Get("t2") << EOL;
 }catch(Exc& e){
  Cout() << e << EOL;
 }catch(...){
  Cout() << "Catched" << EOL;
 }
}
```

For Strange reason, test.Get("t2") print 23 in release mode when using CLANGx64, why ?

Subject: Re: VectorMap Get() on Unknow value return 23
Posted by mirek on Mon, 21 Sep 2020 15:03:33 GMT
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Xemuth wrote on Mon, 21 September 2020 14:26I have this kind of code :

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#include <Core/Core.h>
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  Cout() << e << EOL;
 }catch(...){
  Cout() << "Catched" << EOL;
 }
}
```

For Strange reason, test.Get("t2") print 23 in release mode when using CLANGx64, why ?

Not strange of all. It is undefined behaviour, anything can happen there...

Mirek
