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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() << "Caught" << EOL;
    }
}
```

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

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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 :

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

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Cout() << test.Get("t2") << EOL;
}catch(Exc& e){
Cout() << e << EOL;
}catch(...){
Cout() << "Caught" << 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

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