
Subject: VectorMap<String,String> = Seg Fault
Posted by [jeremy_c](#) on Tue, 17 Aug 2010 05:32:38 GMT
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I have the following program which I believe should work:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    VectorMap<String,String> map;
    map.Put("A", "B");
    map.Put("C", "D");
    map.Put("E", "F");

    Vector<String> keys = map.GetKeys();
    for (int i = 0; i < keys.GetCount(); i++)
        Cout() << map.Get(keys[i]) << "\n";
}
```

however, it fails with the exception:

Assertion failed in /home/jeremy/upp/svn/uppsrc/Core/Vcont.h, line 33
i >= 0 && i < items

Segmentation fault

Any thoughts?

Jeremy

Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [koldo](#) on Tue, 17 Aug 2010 06:31:51 GMT
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Hello Jeremy

Doing this has been quite aggressive

```
Vector<String> keys = map.GetKeys();
```

Vector class has not any copy constructor.

It would work this:

```
Vector<String> keys;  
keys <=& map.GetKeys();
```

Or much better, this:

```
const Vector<String> &keys = map.GetKeys();
```

Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [jeremy_c](#) on Tue, 17 Aug 2010 14:25:38 GMT
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Thanks. That does work, however, shouldn't the other work as well? I will not use it knowing what I know now but just curious.

I'll have to start paying more attention to what has and what doesn't have a copy constructor.

Jeremy

Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [dolik.rce](#) on Tue, 17 Aug 2010 15:58:42 GMT
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This particular case with GetKeys() (and GetValue() too) is quite tricky for new users... I was fighting with it quite often myself. Even when I became aware of the pick behaviour and I was watching my steps carefully, this one always escaped my attention. I guess it is because it seems to human brain that you are getting some newly created Vector of keys, but internally it really works with the actual keys.

Maybe we should mention this in U++ traps and pitfalls...

Honza

Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [koldo](#) on Tue, 17 Aug 2010 19:01:54 GMT
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A small trick has been that this

Quote:Vector class has not any copy constructor

MinGW did not tell it but MSC yes

Subject: Re: VectorMap<String,String> = Seg Fault
Posted by [mirek](#) on Wed, 01 Sep 2010 06:28:30 GMT
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koldo wrote on Tue, 17 August 2010 15:01A small trick has been that this

Quote:Vector class has not any copy constructor

MinGW did not tell it but MSC yes

Which is only because MSC does not conform to C++ standard... :-\
