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Minimum Design Loads and Associated Criteria for Buildings and Other Structures (ASCE/SEI 7-22) describes the means for determining design loads. Category:ASME standards Category:Structural engineering standardsQ: How do I make an array of myClass with size which is not known at compile time? I have an array with this length that is not known at compile time. And I want to make an array of myClass and initialize it with pointers to objects of myClass. It is obvious that I can't use std::vector, because I have to declare it's size at compile time. So how can I achieve this? EDIT: the class is not default constructible, nor copy constructible. So I don't want to use pointers. A: The only thing that std::vector can do is guarantee that its allocator does have a certain size capacity. There is no way for the vector to enforce that its members are default-initialized. If the default constructor of your class would be a problem, you should use another data structure or a container that can store a reference. The general solution is that you can either (a) use a smart pointer like std::unique_ptr or (b) use a fixed array, with memory that you allocate yourself with new. (c) You can use the "container" constructor overloads of std::vector, which lets you add items via the capacity: `std::vector > vec(/*capacity*/ 10); // some operation later vec.push_back(new myClass()); // note that you should delete the old object, in case myClass has a destructor that you did not write` EDIT: With respect to your edit, std::vector does not enforce default initialization of its members at all. It is up to you to default initialize them. If you want to reserve memory (and initialize it with a default value), you can simply do: `std::vector vec(10,myClass());` A: Boost::array is probably your best bet. A: If your class is not default constructible and not copyable, you should either use std::vector, which can accept compile-time known size, or create a custom container that is supposed to hold only

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