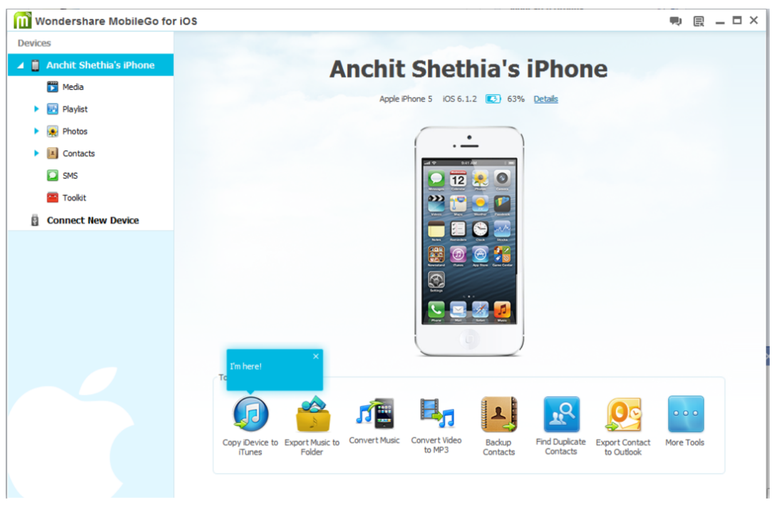
Wondershare MobileGo 8.5.0 Incl Crack



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What the problem? A: Fixed: update you share, reboot your phone. Q: Why is |= a no-op for vector addition? I was just reading through a bit of code and came across this strange piece of C++ code: typedef typename stl::vector FVec; typedef typename FVec::iterator FVecI; typedef typename FVec::const_iterator FVecCI; typedef typename FVec::value_type FVecVal; FVecI iter, prev; iter = v1.begin(); while (iter!= v1.end()) { prev = iter; ++iter; if (*iter >= 0.5) { iter |= prev; } else iter &= prev; } Where *iter is the element to be returned by a map function and that function returns an iterator for the range. So, for example, (*iter) % 4 returns an int (in this case 3). So, the question is: why is the line iter |= prev; a no-op? Doesn't this mean iter is set to 0 when the line prev = iter is executed and, consequently, iter is set to 3 when the next iteration begins? In other words, wouldn't the code be more efficient with a single line of code: iter = prev | iter; and why does it then become a one-liner? Am I missing something? std::vector::operator|= is implemented thusly (C++11 here, but I imagine the same is true in C++98): iterator& operator|=(const_iterator __rhs, difference_type __n); There's a static_assert that is not defined if the right hand side is negative, so it's only defined if the left hand side is zero or positive. Your code looks at *iter, so it's only defined if iter is a valid iterator. When to use ES6 class and When to use Object Literal I am a 82157476af