

Re: signed int overflow

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-09/2451.html

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Okay let's say that Standard C++... allows... a program to crash should you cause a signed int to overflow.

Well... what the hell kind of implementation would allow this?! Even if one does exist, it would have been abandoned 17 years 6 months and 2 days ago.

Imagine it, boot up WinXP. Open a few documents, play minesweeper, CRASH (Oops sorry, this computer is shit, it crashes if signed integers overflow).

I'm open to further discussion on this... but at the moment it looks like I'm going to ignore the directive that signed int overflow is undefined behaviour and thus that the program may crash. Come on, it's bullshit!

-JKop