
Subject: exit() -> heap leaks detected.

Posted by [captainc](#) on Fri, 05 Sep 2008 20:23:52 GMT

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Why does exit() cause a heap leak when Vector class has items?

Example:

```
CONSOLE_APP_MAIN
```

```
{  
  Vector<String> v1;  
  v1.Add("hello");  
  exit(1);
```

```
}
```
