
Subject: Re: Core chat...

Posted by [mirek](#) on Thu, 25 Oct 2007 03:33:15 GMT

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mdelfede wrote on Wed, 24 October 2007 17:36

I never thought that That was only an example of how it can be made different. Your Vector::Checksize() can also be made working exponentially, just drop the second argument and change code inside it... even more easy to use.

```
a.CheckSize(i);  
a[i] = i;
```

in previous example. The matter doesn't change. All you spare with At() is a line of code at a cost of the danger of hidden bugs.....

Consider composition a.At(x).At(y)... It can become tedious.

Also, this is not the only place you need be aware of the problem:

```
a.Add() = a[0];
```

```
VectorMap<int, int> x;  
x.GetAdd(10) = x[0];
```

are very similar cases.

Mirek
