
Subject: Add and AddPick should return reference to added element

Posted by [hojtsy](#) on Mon, 13 Mar 2006 14:54:33 GMT

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Vector & Array has these methods: T& Add()

void Add(const T& x)

void AddPick(pick_ T& x) I would like all of these to return reference to added element as in: T&

Add()

T& Add(const T& x)

T& AddPick(pick_ T& x) So that I can write code like array.Add(someThing).ProcessSomething(r);
