Subject: Re: Pick overloaded by Rvalue?
Posted by mdelfede on Wed, 12 Nov 2008 15:05:44 GMT

Well, I'm back with properties "a-la-Borland", which, being just a shortcut, can handle nicely the rvalue/lvalue problem AND some other stuffs.
I really don't understand why a so simple construct can't be introduced in c++.

```
struct MyArray<T>
{
  ...............

  property T operator[](int i) {read = readArr, write = writeArr}

  T readArr(int i) { checkbounds(i) ; return buffer[i]; }

  void writeArr(int i, T d) { copy_if_needed(i); buffer[i] = d;}
};

MyArray<int> arr;

arr[10] = 2;        (uses writeArr())
int i = arr[2];     (uses readArr())
```

Max