
Subject: Re: Pick overloaded by Rvalue?

Posted by [captainc](#) on Wed, 12 Nov 2008 19:27:26 GMT

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```
Upp::Vector<Upp::String> vs;
vs.Add("Header1");
vs.Add("Header2");
vs.Add("Something else");
vs.Add("and so on...");
Can be written with overloaded operator<< and operator|
Like so:
<< represents .Add() method
```

```
Upp::Vector<Upp::String> vs;
vs << "Header1" << "Header2" << "Something else" << "and so on...";
or
| represents .AddPick() method
Upp::Vector<Upp::String> vs;
String hello("hello"), world("world");
vs | hello | world;
```

So we could probably do something like this for a one-liner:

```
Upp::Vector<Upp::String> vs = Upp::Vector<Upp::String>() << "Header1" << "Header2" <<
"Something else" << "and so on...";
though I haven't tested this yet.
```
