
Subject: Re: Quick bi-array

Posted by [mirek](#) on Wed, 21 Jan 2009 21:03:55 GMT

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Mindtraveller wrote on Wed, 21 January 2009 12:55

I wonder if it works with polymorphic elements...

Nope.

Anyway, maybe you can look at BiArray::

```
T&    AddHead(T *newt)    { bv.AddHead(newt); return *newt; }
T&    AddTail(T *newt)    { bv.AddTail(newt); return *newt; }
template <class TT> TT& CreateHead() { TT *q = new TT; bv.AddHead(q); return *q; }
template <class TT> TT& CreateTail() { TT *q = new TT; bv.AddTail(q); return *q; }
T     *DetachHead()      { T *q = (T*) bv.Head(); bv.DropHead(); return q; }
T     *DetachTail()      { T *q = (T*) bv.Tail(); bv.DropTail(); return q; }
```

might provide the kind of operations you need.

Note that basically, polymorphy requires new... You can move that "outside", but it is hard to avoid it in generic case, because sizeof(T) varies.

Polymorphy in general also excludes operator=.

Mirek
