
Subject: Re: VectorMap inside VectorMap
Posted by [White_Owl](#) on Tue, 03 Feb 2009 16:58:10 GMT
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Ok, here is the code which does exactly what I want:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class mycontainer: Moveable<mycontainer> {  
public:  
    VectorMap<String, String> data;  
};
```

```
VectorMap<String, mycontainer> vm;
```

```
void define_word(const String& outer_key, const String& inner_key, const String& value) {  
    mycontainer *ca = vm.FindPtr(outer_key);  
    if(!ca)  
        ca = &(vm.Add(outer_key));  
  
    if(ca->data.Find(inner_key)>=0)  
        ca->data.RemoveKey(inner_key);  
    ca->data.Add(inner_key, value);  
}
```

```
CONSOLE_APP_MAIN
```

```
{  
    define_word("First", "first-first", "aa");  
    puts(vm.Get("First").data.Get("first-first"));  
    puts("Sizeof(vm)=" + FormatInt(vm.GetCount()));  
    puts("Sizeof(vm{First}.data)=" + FormatInt(vm.Get("First").data.GetCount()));
```

```
    define_word("First", "first-first", "bb");  
    puts(vm.Get("First").data.Get("first-first"));  
    puts("Sizeof(vm)=" + FormatInt(vm.GetCount()));  
    puts("Sizeof(vm{First}.data)=" + FormatInt(vm.Get("First").data.GetCount()));
```

```
}I think GetAdd()/FindPut and other "double" methods already have all this checking and removing old values. But I can not find which one of them actually does it without invalidating objects inside the container.
```
