Subject: Re: The problem with 'Null'
Posted by gridem on Thu, 19 Mar 2009 07:42:02 GMT
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I found a dirty trick:

```
template<typename T>
struct PickedVector : Vector<T>
{
 PickedVector()
 {
  Vector<T>() = *this;
 }
};

template<typename T>
const Vector<T>& VectorNull()
{
 return Single<PickedVector<T> >();
}

template<typename T>
bool IsNull(const Vector<T>& v)
{
 return v.IsPicked();
}

Cout() << "Is Null: " << IsNull(Vector<int>()) << EOL;
Cout() << "Is Null: " << IsNull(VectorNull<int>()) << EOL;
```

output:
Is Null: false
Is Null: true
and picked state may be treated as Null.