Subject: Re: Hashes in U++
Posted by mirek on Thu, 30 Mar 2006 20:10:04 GMT
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Justin wrote on Wed, 29 March 2006 19:38If NTL replaces STL, how would I go about working with Hashes?

Now I am not sure what is this question about... As you most likely know, STL (as defined in std:: library) does not have hash tables.

On opposite, all NTL associativity is based on hashes.

Now, if you ask about how to make your type "associative" in NTL:

- provide it with operator==

- define a GetHashValue either as external function or as method.

To define GetHashValue - most U++ values have GetHashValue defined, so make hash value of all components and then use CombineHash to get single hash value (well, you can sum or xor them together too, but CombineHash might provide slightly less conflicts).

There is a reference/Common that demostrates such common lower level practices of U++.

Mirek