Subject: Proposal on \*Index: access via hash value Posted by Mindtraveller on Tue, 31 Mar 2009 11:37:52 GMT View Forum Message <> Reply to Message

Recently I`ve rewritten a number of classes from VectorMap towards heavily Index usage. But IMO this class lacks access by hash value. To show why it is important I`ll give an example of typical situation.

Let's imagine I have a number of CollectionElement class objects. Each object is identified by it's unique value. Hash value is derived from this unique id. I do also have a number of another objects which contain information based on CollectionElement-s. To keep this system serializable, I refer to CollectionElements by their unique ids. The problem arises when I try to get requested object by this id. \*Index class has no means to reach object by it's hash. Once found, I would certainly use FindNext() - so multi-keying isn't problem here.

You may say that there's a \*Map class, and it gives me access by id value. But IMO in this sutiation it is more than needed. Using \*Map will make me duplicate keys: internal CollectElement object id is duplicated as the \*Map key. It doesn't seem quite well.

May be it will be really iseful to add something like

bool AIndex::Check(unsigned \_hash);

int AIndex::FindFirst(\_hash);

?

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