
Subject: Re: Questions about VectorMap
Posted by [mirek](#) on Thu, 11 Mar 2010 22:24:01 GMT
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cbpporter wrote on Thu, 11 March 2010 09:11I will definitely learn about Index and check out the code. for the easy tasks I had before, I could use it without deeper knowledge.

So if it behaves like Vector, if it is empty, I should have FindAdd("foo") = 0 and following FindAdd("bar") = 1 used in this order? And I can trust these indexes after a resize or hash reindex?

Yes.

Quote:

Also, if it behaves like a Vector<Key>, it will store the key, not just the hash.

Yes.

Quote:

Pointer invalidation for both.

Well, hash storage is implementation detail, not accessible by client code. Interface specifies invalidation for keys...

Quote:

And what about ArrayMap. Does it behave like two Arrays or a Vector and an Array?

Vector and Array. Simply because it is the most practical.

There is also ArrayIndex, which is Array counterpart of Index, but I do not remember I have ever used it. Theoretically, it would be possible and simple to create Array->Array map with it, but somewhat it is not ever useful. Maybe because most keys are simple types that store well into Vector.

Mirek
