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Subject: Re: WHY? "Index:: and ArrayIndex::operator[]" returns const T&  
Posted by [mirek](#) on Fri, 23 Apr 2010 08:25:43 GMT

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kohait00 wrote on Thu, 22 April 2010 06:08

in the Map variants, one can change the key referred to an object.

Note "Index::Set" method.

```
T&    operator[](int i)    { return key[i]; }
```

This is impossible (both for Index and \*Map) - after setting the key, internal structure has to be updated based on the new key.

Note that for \*Map, operator[] returns the \*value\*, not the key.

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