Subject: Re: WHY? "Index:: and ArrayIndex::operator[]" returns const T&
Posted by kohait00 on Mon, 26 Apr 2010 07:29:08 GMT
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yes, i understand your point, this is what i have written above. as for now, the Index is meant to be a container for *immutable* elements, if you want to modify the content of the container, you delete old elementand place a new element. but what if you want to update the container elements in place ? you'd need means to update the internal hash map..

BTW:

i think in any case, we'd need to more clearly outline what each container type is actually for..(in most cases at least), kind of a table... describing what they are used for in most day to day cases.

currently possible:

Vector - moveable elements random acces
Array - arbitrary elements random access
VectorMap - moveable elements hash access via a key
ArrayMap - arbitrary elements hash access via a key
Index - moveable elements hash access over element's value
ArrayIndex - arbitrary elements hash access over element's value

something in the sense of
http://www.cplusplus.com/reference/stl/
should be made for the upp containers, to make selection/comparison easy