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Subject: what about VectorBiMap / ArrayBiMap ?

Posted by [kohait00](#) on Fri, 30 Apr 2010 07:55:48 GMT

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if you have lets say VectorMap<String, String> which is kind of a dictionary map, than you can search in one direction using the Find method. but if you want to look for the key that corresponds to a value, than there is only FindIndex(), which is sort of plain compare loop. what about having a container class, that offers both directions?

```
const VectorMap<K, T>;  
int id = VectorMap<K, T>::Find(const K & key);  
int id = VectorMap<K, T>::Find(const T & t);
```

```
const K & VectorMap<K, T>::operator[] const;  
K & VectorMap<K, T>::operator[];
```

```
//donno if thats possible to override like that  
const K & VectorMap<K, T>::operator[] const;  
K & VectorMap<K, T>::operator[];
```