Subject: why not "T & Add(const T & x)" in all containers
Posted by kohait00 on Thu, 29 Jul 2010 20:17:28 GMT
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just a short question:

i noticed that all containers dont return a ref on the item created inside a container, when a copy Add is used: (here Array is example)

```
T&      Add();
void    Add(const T& x); //why void?
void    AddPick(pick_ T& x); //why void?
T&      Add(T *newt);
```

so why not having

```
T&      Add();
T&      Add(const T& x);
T&      AddPick(pick_ T& x);
T&      Add(T *newt);
```

the added elements in any case end up in the container, so their ref could be returned...