
Subject: Re: why not "T & Add(const T & x)" in all containers
Posted by [andrei_natanael](#) on Tue, 03 Aug 2010 10:53:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

That would be possible but we will lose some performance for nothing(or less). Taking the following code from Array implementation:

```
void Add(const T& x)      { vector.Add(DeepCopyNew(x)); }  
void AddPick(pick_ T& x) { vector.Add(new T(x)); }
```

to return the reference to added element, we have to find the element in vector, and that will take some time.

Andrei
