
Subject: Re: why not "T & Add(const T & x)" in all containers

Posted by [kohait00](#) on Tue, 03 Aug 2010 14:06:24 GMT

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why then, not do the same as in

```
T&    Add()                { T *q = new T; vector.Add(q); return *q; }
//like this
void  Add(const T& x)       { T *q = DeepCopyNew(x); vector.Add(q); return *q; }
void  AddPick(pick_ T& x)   { T *q = new T(x); vector.Add(q); return *q; }
```

the reference does not change, it's stored on heap, there should be no performance hit on that i think.
