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

Posted by [mirek](#) on Fri, 06 Aug 2010 09:27:46 GMT

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kohait00 wrote on Thu, 29 July 2010 16:17: just a short question:

i noticed that all containers don't 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);
```

Mostly because of standard usage pattern...

It might be a little bit confusing as those variants that are taking parameter make a copy of this parameter (and would return a reference to this copy).

Also note the existence of Top() - only one more line...

But I am not strongly opposed to changing this either....