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

Posted by [kohait00](#) on Fri, 06 Aug 2010 09:48:20 GMT

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the usage pattern is not changed too much in fact. all the functions changed (in code provided) returned void by before. so it's more of an extension..

the 'new' usage pattern would be, get direct access to the object, that 'somehow' has been added / replaced (Set) / or inserted. because it exists in container after the call, being it the same or a copy, the user wouldnt need to care. it is the one that remains in the container (maybe could even be more logic).

this would spare the usage of Top() or even operator[] (GetCount()-1) like in some places, after having void Add(const & T x). this by the way uses the rather 'implicit' assumption that an added item is always placed last...

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