Subject: Re: why not "T & Add(const T & x)" in all containers
Posted by kohait00 on Mon, 16 Aug 2010 07:06:44 GMT
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it's actually the same behaviour as with T& Array::Attach(T* newt);
and merly a logical unification of interface, that anything that ends beeing an object, no matter newly added or as copy, should be instantly available, without the need to again access the container to get the same. here, it actually doesnt matter the container type, it's same situation for Vector and Array.

a practical use is this:

crating new container objects, based on some 'template' objects, and remodifying stuff that is actually different, on the new created object, pushing it somewhere to do something. this would use in case of Array:
void Array::Add(cibst T&),
then
T& Array::operator[](int i) with Array::GetCount()-1.
actually 3 invokations, that could be done in one.

it's maybe more of estetic use but could again add to Ultimate's short and reading friendly code