
Subject: Re: NEW: generic Toupel grouper
Posted by [mirek](#) on Mon, 30 Aug 2010 18:57:22 GMT
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kohait00 wrote on Thu, 19 August 2010 02:30 that's way better. one would need to check for intermediate Nuller though anyway, being that the case, why not simply do this

```
inline int GetCount() const { return 5; }
```

so it's up to mirek to decide what happens with this stuff

I believe it is not very helpful to mix Tuples with Value or try to pretend they are maps. In fact, ValueArray covers such usage pretty well IMO.

I believe that the common usage scenario is in cases where you need "quick" struct which is not worth defining, like

```
static Tuple<int, const char *> mapping[] = {  
    0, "foo",  
    1, "bar"  
}
```

In fact, the only thing to resolve is how to name its members.

Right now, "a, b, c, d, e..." sound like the best option. STL templated indexing seems overengineered to me, "first, second, third..." are too long and "v0, v1, v2, v3..." have "zero index issue".

Well, maybe something like "key, value, value1, value2" would reflect the most typical use.

More ideas? Or letters are it?
