Subject: Re: why not "T & Add(const T & x)" in all containers
Posted by mirek on Wed, 08 Sep 2010 09:30:02 GMT

rylek wrote on Wed, 08 September 2010 04:24
exactly because of the periodical Vector reference invalidation. But then again you can run into
exactly the same problems by writing, e.g.

vector.Add(vector[5]);

Actually, above code is OK, this was already improved (because improvement is possible by
changing the order of operations in implementation).

The only last one in this zone is Insert... (which right now ASSERTs, but I guess it should be fixed
too).

Mirek