
Subject: Re: Is there linked list in u++?

Posted by [mirek](#) on Mon, 13 Sep 2010 15:40:35 GMT

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aftershock wrote on Mon, 13 September 2010 06:09Why not?

It has special properties, fastest insertion before and after an item.
Fastest deletion of an item.

If one needs that, it is the best...

The key question is:

Which element?

Going through the list to find the element you want to insert/remove will cost you much more time than insert/remove in Vector. (If you want to argue why, it is all about cache lines....)

The excellent usage for list, however, is in situation where objects are part of some list and insert/remove themselves (thus, no going through the list is required) or similar. However, list `_container_` is absolutely unsuitable for such task.

That is why we have Link, but no List.
