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

Posted by [kohait00](#) on Thu, 21 Oct 2010 09:54:17 GMT

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i thought of it. and there is a solution in the code.

i just split the function, i.e. Set:

original:

```
void Set(int i, const T& x, int count = 1);
```

split:

```
T& Set(int i, const T& x);  
void Set(int i, const T& x, int count);
```

which is syntactically the same, the omitted count defaults to setting only one element and returns the ref..no changes in user code. when using count, the other function evaluates.

insert is same:

```
void Insert(int i, const T& x, int count = 1);
```

split:

```
T& Insert(int i, const T& x);  
void Insert(int i, const T& x, int count);
```

i'm actually working with the code for some while now, and haven't noticed any misbehavior, so the sub layers of upp deal well with it. consider it again. i think it can contribute to the comfort using upp containers, and of course again a little bit of speed optimization at user level..and shorten the code a bit.

attached the current source based snapshot..

File Attachments

1) [containers_Core.rar](#), downloaded 275 times
