
Subject: Add empty to STL_VECTOR_COMPATIBILITY

Posted by [cbporter](#) on Tue, 19 Jul 2011 14:24:57 GMT

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I am having troubles using Vector as a base for priority_queue because it lack and empty method:

```
#define STL_VECTOR_COMPATIBILITY(C) \
typedef T      value_type; \
typedef ConstIterator const_iterator; \
typedef const T&    const_reference; \
typedef int     size_type; \
typedef int     difference_type; \
const_iterator begin() const    { return Begin(); } \
const_iterator end() const     { return End(); } \
void        clear()          { Clear(); } \
size_type   size()           { return GetCount(); } \
typedef Iterator iterator; \
typedef T&    reference; \
iterator    begin()          { return Begin(); } \
iterator    end()           { return End(); } \
reference   front()          { return (*this)[0]; } \
const_reference front() const { return (*this)[0]; } \
reference   back()           { return Top(); } \
const_reference back() const { return Top(); } \
void        push_back(const T& x) { Add(x); } \
void        pop_back()        { Drop(); } \
bool       empty() const     { return IsEmpty(); }
```

PS: Is there an U++ alternative to priority_queue that is at least as fast?
