
Subject: Re: Preferred way to access VectorMap
Posted by [dolik.rce](#) on Sun, 01 Jan 2012 16:57:59 GMT
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Hi Luigi,

First of all, beware that each of those two methods does something else:

```
VectorMap<K = int,T = myclass> {  
    T&    Get(const K& k)          { return value[Find(k)]; }  
    T&    operator[](int i)        { return value[i]; }  
}
```

Now, lets say we are talking about Vector, where Get and operator [] are identical. In this case, operator[] calls get: T& operator[](int i) { return Get(i); }
So it is one function call shorter to use get, but I would say that modern compilers will optimize this out, so there is not much of a difference between both method. The only time you might see some speedup is when you need to do several operations over the same element, than it is definitely a good idea to save a reference and work with that (method 2), instead of calling operator[] or Get multiple times, because Get has little overhead caused by checking the range of argument.

Also note that since Get and operator[] are equivalent, you can use a third variant:

```
3) myclass& a = V[i];  
   a.myclass_method...
```

Best regards,
Honza
