
Subject: Re: VectorMap:how to replace a Value
Posted by [rxantos](#) on Wed, 05 Sep 2012 07:26:02 GMT
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Sorry for the thread necromancy. But both

```
map.Get("key")=2;  
map[map.Find("key")]=3;
```

Gives an assertion fail when the key is not in the map.

Tried with Add but it will just add another copy instead of replacing the value.

Granted, some times one wants to keep the extra copies. But sometimes is just a waste of memory and cycles.

This, however, seems to work:

```
int i = map.Find("key");  
if(0 > i) {  
    map.Add("key",2);  
} else {  
    map[i] = 2;  
}
```

Maybe a Set Function should be added to AMap

```
T& Set(const K& k, const T& x) {  
    int i = Find(k);  
    if(0 > i) {  
        return Add(k,x);  
    } else {  
        value[i] = x;  
    }  
    return value[i];  
}
```

so that the code becomes:

```
map.Set("key",2);
```
