Subject: Can we have a ValueMap(Unique)?
Posted by mingodad on Mon, 14 Apr 2014 13:52:06 GMT
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Today I spent a lot of time to figure out why some code was not working and I found that it was because I have added the same key more than once on a ValueMap, I was expecting getting back the last added value but no and till I found this problem a lot of time passed (I learned a bit more about U++ internals) but it was not fun.

Looking a the ValueMap implementation the ideal place to do it would be on the function "Add" but it is not virtual so I was thinking that adding a new type "VALUEMAPUNIQUE_V" and modify the "Add" function to:

```
void ValueMap::Add(const Value& key, const Value& value) {
   Data& d = Clone();
      if(data->GetType() == VALUEMAPUNIQUE_V)
      {
       ///check if key already exists and throw an Exception
      }
   d.key.Add(key);
   d.value.Add(value);
}
```

What U++ users think about have a ValueMap variant like this?

Cheers!