Subject: Initialization for Buffer<T>
Posted by Mindtraveller on Sat, 29 Aug 2015 16:41:29 GMT
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Buffer<T> is known as replacement for C-style arrays. So I guess it needs some way to fill it as easy as possible (like we initialize arrays in C). So here is my proposal with little additions:

```
template <class T>
class Buffer : Moveable< Buffer<T> > {
 size_t size;
 mutable T *ptr;
 int insertI;

public:
 operator T*()                    { return ptr; }
 operator const T*() const        { return ptr; }
 T *operator~()                   { return ptr; }
 const T *operator~() const       { return ptr; }

 Buffer<T> & Alloc(size_t _size)            { Clear(); ptr = new T[_size]; size = _size; return *this; }
 Buffer<T> & Alloc(size_t _size, const T& in) { Clear(); ptr = new T[_size]; size = _size; Fill(ptr, ptr
+ size, in); return *this; }

 void Clear()                     { if(ptr) delete[] ptr; ptr = NULL; insertI = 0; size = 0; }
 size_t GetCount()                { return size; }

 Buffer()                         { Init(); ptr = NULL; }
 Buffer(size_t size)              { Init(); ptr = new T[size]; }
 Buffer(size_t size, const T& init)   { Init(); ptr = new T[size]; Fill(ptr, ptr + size, init); }
 ~Buffer()                        { if(ptr) delete[] ptr; }

 void Init()                      { size = 0; insertI = 0; }
 void operator=(Buffer rval_ v)     { if(ptr) delete[] ptr; ptr = v.ptr; v.ptr = NULL; }
 Buffer<T> & operator<< (const T &in){ ptr[insertI++] = in; return *this; }
 Buffer(Buffer rval_ v)           { ptr = v.ptr; v.ptr = NULL; size = v.size; v.size=0; insertI = 0; }
};

// Usage:
// buffer.Alloc(3) << v1 << v2 << v3;
```