Subject: Re: Map with unique keys and transfer semantics?
Posted by Lance on Sat, 14 May 2016 03:28:30 GMT

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If VectorMap otherwise satisfy your need, I would use VectorMap as it appears to be more economic. You have control over the VectorMap object, so you can enforce uniqueness by yourself. If its going to be exposed to somebody else, enclose it in a class and expose Add method that would either replace existing value (value as in key-value pair) or throw or return false...

The fact VectorMap allow multiple record to have the same key (kind of like std::multimap) should not prevent you from enforcing uniqueness as you have full control over its object.

Just my 2 cents.