
Subject: Re: Map with unique keys and transfer semantics?

Posted by [Lance](#) on Sat, 14 May 2016 04:26:23 GMT

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for an idea of what I explained

```
#include <Core/Core.h>

using namespace Upp;

template <class K, class T>
struct UMap : VectorMap<K, T>{
    T& Add(const K& k, const T& x) { return value[FindAdd(k)] = x; }
    T& AddPick(const K& k, T rval_x) { return value[FindAdd(k)] = pick(x); }
    T& Add(const K& k) { return value[FindAdd(k)] = K(); }
};

CONSOLE_APP_MAIN
{
    UMap<int, String> map;
    String s="Hello, world!";

    map.Add(1)="Hello";
    DUMPC(map);
    // unfortunately String doesn't have move assignment(xfer) operator
    // so the following downgraded to Add
    map.AddPick(1, pick(s));
    DUMPC(map);
    map.Add(1,"Unique Vector Map");
    DUMPC(map);
}
```
