
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);
```

```
}
```