## Subject: Re: C++11 library features finished Posted by Novo on Sat, 04 Jun 2016 03:36:25 GMT

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There is a bug in AMap<K, T, V>::FindPut(const K& k, T&& init). It should look like below.

```
template <class K, class T, class V>
int AMap<K, T, V>::FindPut(const K& k, T&& init)
{
  unsigned hash = key.hashfn(k);
  int i = Find(k, hash);
  if(i < 0) {
    i = key.Put(k, hash);
    value.At(i) = pick(init);
  }
  return i;
}</pre>
```

The same problem can be found in other methods where you are using r-value directly (without "pick").

Below is a test case.

VectorMap<int, Vector<int> > x; x.FindPut(1, Vector<int>());

You can just try to compile all methods taking r-value and see what happens.

EDIT: I've attached a patch.

Regards

## File Attachments

1) AMap.zip, downloaded 308 times