
Subject: Re: again... use if deleted function :?
Posted by [Klugier](#) on Sat, 27 Jan 2018 14:14:06 GMT
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Hello,

I believe you should clone or pick while assigning to SLU & SLE variables:

```
SLU = pick(combiner.GetSluVector());      <<<< ROW 192
// Sle
combiner.CombineSLE();
SLE = clone(combiner.GetSleVector());     <<<< ROW 195
```

The bad thing here is the code design:

```
VectorMap<String, Vector<Value> > &GetSluVector() { return SLU; }      <<<< pick(SLU) ???
VectorMap<String, Vector<Value> > &GetSleVector() { return SLE; }      <<<< pick(SLE) ???
```

```
// Add const VectorMap<String, Vector<Value>>& GetSluVector { return SLU; }
// Now somebody can call GetSluVector().Clear() that destroys your class encapsulation. The pick
operation would be disallow.
```

```
// In c++11 you do not need to make space after > in template, so ">>" is valid.
```

```
// Please also consider writing your code in plain English. It can be hard for the first time, but it will
percent in the future.
```

Sincerely,
Klugier
