
Subject: Re: Vector<T>::Set(int i, T&& x) proposal
Posted by [Novo](#) on Wed, 31 Jan 2018 19:01:22 GMT
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mirek wrote on Wed, 31 January 2018 13:34
Do you see any problem with trivial implementation

```
void Vector::Set(int i, T&& x) { At(i) = pick(x); }
```

IMHO, it should look like below.
T& Vector::Set(int i, T&& x) { return At(i) = pick(x); }

My current coding pattern (without the T&& version) looks like that:
T& v = vector.At(ind) = T(args);
