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Subject: AMap::GetPut (k, v)

Posted by [bozero](#) on Sun, 30 Jul 2023 11:06:37 GMT

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I notice that GetPut(key, value) just cause assertion fail when the key is not in map, not like GetAdd(key, value) that will create new element in such case.

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

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
  StdLogSetup(LOG_FILE | LOG_COUT);  
  VectorMap<String, int> vm;  
  vm.GetAdd("getadd", 1); // ok  
  vm.GetPut("getput", 2); // Assertion failed  
}
```