Subject: Implementation of Vector::Add()
Posted by Novo on Fri, 09 Aug 2019 02:26:41 GMT
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Vector::Add() (and similar methods) can be implemented via Vector::Add(T&& x=T()). That reduces amount of code.

Similar methods include:

Array::Add()
BiVector::AddHead(), BiVector::AddTail()
AMap::Add(K&& k), Add(const K& k), FindAdd(const K& k), FindAdd(K&& k), Put(const K& k), e.t.c.
ArrayMap::Add(const K& k), Add(K&& k)
FixedAMap::Add(const K& k)

It looks like half of methods of AMap can be eliminated ...

Just my two cents ...

Subject: Re: Implementation of Vector::Add()
Posted by mirek on Fri, 09 Aug 2019 06:50:51 GMT
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Novo wrote on Fri, 09 August 2019 04:26Vector::Add() (and similar methods) can be implemented via Vector::Add(T&& x=T()). That reduces amount of code.

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It looks like half of methods of AMap can be eliminated ...

Just my two cents ...

That AFAIK requires that T has defined move constructor. Add() only requires default constructor.

Mirek

Subject: Re: Implementation of Vector::Add()
Posted by Novo on Fri, 09 Aug 2019 17:06:26 GMT
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mirek wrote on Fri, 09 August 2019 02:50That AFAIK requires that T has defined move constructor. Add() only requires default constructor.

Mirek

You are right. I missed this point.