
Subject: Quiz #2

Posted by [mirek](#) on Mon, 13 Dec 2021 14:55:08 GMT

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What is the difference between

```
VectorMap<int, String> vm;  
...  
for(const auto& m : vm) ...
```

and

```
VectorMap<int, String> vm;  
...  
for(const auto& m : ~vm) ...
```

Subject: Re: Quiz #2

Posted by [Oblivion](#) on Mon, 13 Dec 2021 16:18:17 GMT

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1. Enumarates the values in the vm.
2. Enumaretes the key-value pairs in the vm (as KeyValueRef struct - a very handy feature!)?

Best regards,
Oblivion

Subject: Re: Quiz #2

Posted by [mirek](#) on Mon, 13 Dec 2021 16:21:16 GMT

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- Oblivion wrote on Mon, 13 December 2021 17:181. Enumarates the values in the vm.
2. Enumaretes the key-value pairs in the vm (as KeyValueRef struct - a very handy feature!)?

Best regards,
Oblivion

Correct. There is also a slight difference with handling Unlinked items - first variant includes them, second one skips them.

Subject: Re: Quiz #2
Posted by [Xemuth](#) on Wed, 22 Dec 2021 08:44:07 GMT
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The number 2 is clever ! I can't count how many time I did this:

```
for(const auto& m : vm.GetKeys())  
...
```
