
Subject: ValueMap

Posted by [mirek](#) on Mon, 08 Oct 2007 21:32:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Based on Bas's code, I am finally coming to introducing ValueMap to U++.

Anyway, there were some problems with his original implementation PLUS I wanted to add ValueArray conversions from/to ValueMap (simply converting the values from key-value pair).

To this end, I had to change the interface a bit, ending with something like this:

```
class ValueMap {
public:
    ValueMap();
    ValueMap(const ValueMap& v);
    ~ValueMap();

    ValueMap& operator=(const ValueMap& v);

    operator Value() const;
    ValueMap(const Value& src);

    ValueMap(const Null&);
    bool IsNullInstance() const           { return data->IsNull(); }

    void Clear();

    void Put(const Value& key, const Value& value);
    void Remove(const Value& key);

    ValueArray GetKeys() const;
    ValueArray GetValues() const;

    operator ValueArray() const           { return GetValues(); }

    Value operator[](const Value& k) const;

    unsigned GetHashValue() const          { return data->GetHashValue(); }
    void    Serialize(Stream& s);
    String  ToString() const               { return data->AsString(); }

    bool operator==(const ValueMap& v) const;
    bool operator!=(const ValueMap& v) const { return !operator==(v); }
}
```

The question is, if anybody used the original version, will this new one be OK for you?

Mirek
