
Subject: Add and AddPick should return reference to added element

Posted by [hojtsy](#) on Mon, 13 Mar 2006 14:54:33 GMT

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Vector & Array has these methods: T& Add()

void Add(const T& x)

void AddPick(pick_ T& x) I would like all of these to return reference to added element as in: T& Add()

T& Add(const T& x)

T& AddPick(pick_ T& x) So that I can write code like array.Add(someThing).ProcessSomething(r);

Subject: Re: Add and AddPick should return reference to added element

Posted by [aroman](#) on Mon, 13 Mar 2006 19:24:08 GMT

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Quote: array.Add(someThing).ProcessSomething(r);

I'm not sure this is a good idea. It gives the impression that ProcessSomething is operating on array rather than someThing.

- Augusto

Subject: Re: Add and AddPick should return reference to added element

Posted by [hojtsy](#) on Mon, 13 Mar 2006 19:29:31 GMT

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You can anyway do array.Add().ProcessSomething(s), so this would just be a harmonization

Subject: Re: Add and AddPick should return reference to added element

Posted by [mirek](#) on Mon, 13 Mar 2006 20:27:10 GMT

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aroman wrote on Mon, 13 March 2006 14:24 Quote: array.Add(someThing).ProcessSomething(r);

I'm not sure this is a good idea. It gives the impression that ProcessSomething is operating on array rather than someThing.

- Augusto

Actually, I thought that it is not a good idea for exactly the opposite reason - because it operates on the Array, not someThing.

In any case, this different interpretations indicate ambiguous interface.

Mirek

Subject: Re: Add and AddPick should return reference to added element

Posted by [hojtsy](#) on Mon, 13 Mar 2006 20:47:43 GMT

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So what about array.Add().ProcessSomething(s) ? Is that trivial for everyone? The reference is returned for convenience so that client code could operate on the newly inserted element. The same would be needed for the other Add methods.

Subject: Re: Add and AddPick should return reference to added element

Posted by [mirek](#) on Mon, 13 Mar 2006 20:59:02 GMT

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hojtsy wrote on Mon, 13 March 2006 15:47: So what about array.Add().ProcessSomething(s) ? Is that trivial for everyone? The reference is returned for convenience so that client code could operate on the newly inserted element. The same would be needed for the other Add methods.

I think there is no ambiguity....

Well, I am not saying that what you propose is a bad idea.... Just during 6 years of current interface I never really felt that this would help.

Maybe it is just that U++ way of coding does not lead to situations where this has any benefit.

Think: you are using Add with parameter variant just for value elements - and you are seldom calling methods for values, much less mutating methods. That is also the source of ambiguity.

Mirek
