

---

Subject: Hashes in U++

Posted by [Justin](#) on Thu, 30 Mar 2006 00:38:19 GMT

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

---

If NTL replaces STL, how would I go about working with Hashes?

---

---

Subject: Re: Hashes in U++

Posted by [mirek](#) on Thu, 30 Mar 2006 20:10:04 GMT

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

---

Justin wrote on Wed, 29 March 2006 19:38: If NTL replaces STL, how would I go about working with Hashes?

Now I am not sure what is this question about... As you most likely know, STL (as defined in std:: library) does not have hash tables.

On opposite, all NTL associativity is based on hashes.

Now, if you ask about how to make your type "associative" in NTL:

- provide it with operator==
- define a GetHashCode either as external function or as method.

To define GetHashCode - most U++ values have GetHashCode defined, so make hash value of all components and then use CombineHash to get single hash value (well, you can sum or xor them together too, but CombineHash might provide slightly less conflicts).

There is a reference/Common that demonstrates such common lower level practices of U++.

Mirek

---