
Subject: VectorMap:how to replace a Value
Posted by [281264](#) on Wed, 06 Oct 2010 14:17:55 GMT
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Hi,

In a VectorMap, is there any way to replace a Value maintaining its Key? Is the only way: Remove the element (by the Key) and to Add it again with the same Key but with the new Value?

Thank you.

Cheers,

Javier

Subject: Re: VectorMap:how to replace a Value
Posted by [cbpporter](#) on Wed, 06 Oct 2010 14:45:12 GMT
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Or just simple assignment indexed by key or index?

Subject: Re: VectorMap:how to replace a Value
Posted by [281264](#) on Wed, 06 Oct 2010 17:05:15 GMT
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Would you mind writing the VectorMap method/function you are mentioning?

Thank you.

Javier

Subject: Re: VectorMap:how to replace a Value
Posted by [dolik.rce](#) on Wed, 06 Oct 2010 17:54:29 GMT
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Hi Javier,

I believe cbporter meant this: `VectorMap<String,int> map`
`map.Get("key")=2;`
`map[map.Find("key")]=3;`

Sorry for giving you such short answer as well, but those are quite trivial and there is not much to

say

Honza

Subject: Re: VectorMap:how to replace a Value
Posted by [281264](#) on Wed, 06 Oct 2010 18:05:12 GMT
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Excellent.

Many thanks to you both.

Javier

Subject: Re: VectorMap:how to replace a Value
Posted by [rxantos](#) on Wed, 05 Sep 2012 07:26:02 GMT
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Sorry for the thread necromancy. But both

```
map.Get("key")=2;  
map[map.Find("key")]=3;
```

Gives an assertion fail when the key is not in the map.

Tried with Add but it will just add another copy instead of replacing the value.

Granted, some times one wants to keep the extra copies. But sometimes is just a waste of memory and cycles.

This, however, seems to work:

```
int i = map.Find("key");  
if(0 > i) {  
    map.Add("key",2);  
} else {  
    map[i] = 2;  
}
```

Maybe a Set Function should be added to AMap

```
T& Set(const K& k, const T& x) {
```

```
int i = Find(k);
if(0 > i) {
    return Add(k,x);
} else {
    value[i] = x;
}
return value[i];
}
```

so that the code becomes:

```
map.Set("key",2);
```

Subject: Re: VectorMap:how to replace a Value
Posted by [omari](#) on Wed, 05 Sep 2012 08:02:35 GMT
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```
map.GetAdd("key") = 3;
```

Subject: Re: VectorMap:how to replace a Value
Posted by [dolik.rce](#) on Wed, 05 Sep 2012 08:05:18 GMT
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Hi rxantos

Such methods already exist

Look at FindAdd and GetAdd in the reference.

Best regards,
Honza

PS: Ahh, omari was faster