
Subject: Add empty to STL_VECTOR_COMPATIBILITY

Posted by [cbpporter](#) on Tue, 19 Jul 2011 14:24:57 GMT

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I am having troubles using Vector as a base for priority_queue because it lack and empty method:

```
#define STL_VECTOR_COMPATIBILITY(C) \
typedef T          value_type; \
typedef ConstIterator const_iterator; \
typedef const T&    const_reference; \
typedef int        size_type; \
typedef int        difference_type; \
const_iterator     begin() const      { return Begin(); } \
const_iterator     end() const        { return End(); } \
void              clear()             { Clear(); } \
size_type          size()             { return GetCount(); } \
typedef Iterator   iterator; \
typedef T&         reference; \
iterator           begin()            { return Begin(); } \
iterator           end()              { return End(); } \
reference          front()            { return (*this)[0]; } \
const_reference    front() const      { return (*this)[0]; } \
reference          back()             { return Top(); } \
const_reference    back() const       { return Top(); } \
void              push_back(const T& x) { Add(x); } \
void              pop_back()          { Drop(); } \
bool              empty() const       { return IsEmpty(); }
```

PS: Is there an U++ alternative to priority_queue that is at least as fast?

Subject: Re: Add empty to STL_VECTOR_COMPATIBILITY

Posted by [mirek](#) on Thu, 21 Jul 2011 17:18:07 GMT

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Applied.

Mirek

Subject: Re: Add empty to STL_VECTOR_COMPATIBILITY

Posted by [cbpporter](#) on Fri, 22 Jul 2011 07:18:27 GMT

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Thanks!

I am not sure about the rest of containers, but in this case I guess it is better to go on a need by need basis.
