
Subject: Add empty to STL_VECTOR_COMPATIBILITY

Posted by [cbporter](#) 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 [cbporter](#) 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.
