

Hi,

I'd need something like this :

```
Array[A] array;  
  
A * a = new A;  
  
array.Swap(someIndex, a);
```

where Array::Swap() should be so :

```
void Array<A>::Swap(int idx, A*& elem);
```

This would allow swapping contents of single elements of different arrays without insertion/deletion steps; example :

```
Array<A> arr1, arr2;  
  
arr1.Add(new A);  
arr1.Add(new A);  
  
arr2.Add(new A);  
arr2.Add(new A);  
  
A *a = NULL;  
arr1.Swap(1, a);  
arr2.Swap(1, a);  
arr1.Swap(1, a);
```

That one because I guess removing and then inserting an element in a 10000 elements array just to swap a couple of them would be quite slow....

A more nice way would be some sort of Detach() Set() that don't drop the element but replace it with a dummy (maybe null...) pointer. That would be :

```
Array<A> arr1, arr2;
```

```
arr1.Add(new A);  
arr1.Add(new A);
```

```
arr2.Add(new A);  
arr2.Add(new A);
```

```
A *a = arr1.NoDropDetach(1);  
A *b = arr2.NoDropDetach(1);  
arr1.NoInsertSet(1, b);  
arr2.NoInsertSet(1, a);
```

Max

Subject: Re: Array : swapping element with a pointer
Posted by [mdelfede](#) on Sat, 10 Sep 2011 20:05:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe something added to Array class :

```
void Swap(int i, T*&ptr) { T *tmp = ptr; ptr = vector[i]; vector[i] = tmp; }
```

I'd need for ArrayMap too... I wonder if it's automatic or not, adding it to Array class.
Will try....

Max

Subject: Re: Array : swapping element with a pointer
Posted by [mdelfede](#) on Sat, 10 Sep 2011 20:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

That one should do the job for ArrayMap too :

```
void Swap(int i, T*&ptr) { value.Swap(i, ptr); }
```

It would be possible to add both to Core ?

Max

Subject: Re: Array : swapping element with a pointer
Posted by [mirek](#) on Sun, 11 Sep 2011 13:37:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

mdelfede wrote on Sat, 10 September 2011 16:05 Maybe something added to Array class :

```
void Swap(int i, T*&ptr) { T *tmp = ptr; ptr = vector[i]; vector[i] = tmp; }
```

I'd need for ArrayMap too... I wonder if it's automatic or not, adding it to Array class.
Will try....

Max

Interesting idea. Not yet sure whether I like it, but maybe this would make it nicer:

```
T *Replace(int i, T *ptr) { T *tmp = vector[i]; vector[i] = ptr; return tmp; }
```

Subject: Re: Array : swapping element with a pointer
Posted by [mdelfede](#) on Sun, 11 Sep 2011 13:51:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Replace() solution is really a nice idea indeed

Max

Subject: Re: Array : swapping element with a pointer
Posted by [mdelfede](#) on Mon, 12 Sep 2011 17:51:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for the new

```
T* Swap(int i, T*ptr)
```

addition, very handy to speed up element replacement !

Max
