
Subject: VectorMap picks two vectors

Posted by [nejnadusho](#) on Mon, 03 Dec 2012 01:54:51 GMT

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Hi,

I can't figure out how to pick two vectors into a VectorMap.

I am even not sure I am expressing myself correctly.

Thus,

```
#include <Core/Core.h>
#include <iostream>

using namespace std;
using namespace Upp;

CONSOLE_APP_MAIN
{

    VectorMap<int , String> myMap;
    Vector<String> v1;
    Vector<int> v2;

    for (int i = 0; i < 10; ++i){

        v1.Add("String " + AsString(i));
        v2.Add(new Integer(i));
    }

    for (int i = 0; i < 10; ++i){

        string a = v1[i];
        cout << a << endl;
        cout << v2[i] << endl;

    }

    myMap.AddPick(&v2, &v1);

}
```

I hope this is clear.

How can I push these two vectors into the VectorMap?

Thank you.

Best,
Georgi

Subject: Re: VectorMap picks two vectors
Posted by [Lance](#) on Mon, 03 Dec 2012 03:10:52 GMT
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```
v2.Add(new Integer(i));
```

This should not compile. You are supplying a Integer* (provided somewhere there is a class called Integer defined) to a function that expects a int

Simply:

```
v2.Add(i);
```

will do.

As for VectorMap part, I think it's not intended to be used the way you use it. A VectorMap is a map which serves to find a value from a key. In your case you want to find a String from a int, you more likely should do something like this:

```
VectorMap<int , String> myMap;
```

```
for (int i = 0; i < 10; ++i){  
    myMap.Add(i, String().Cat("<<"String "<<i);  
}
```

And later on you can efficiently find the String associated with an int or if there is one. Refer to Find(...), FindPtr() for template class AMap (who is the base of VectorMap)

Subject: Re: VectorMap picks two vectors
Posted by [nejnadusho](#) on Mon, 03 Dec 2012 04:56:21 GMT
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I am not sure if I expressed myself correctly.

First,I need to merge two vectors/arrays into one map like structure.

Second, being able to find the string by the integer.

However the integer value/key should be different than the position index.

I hope I am getting better in the explanations.

Best
Georgi

Subject: Re: VectorMap picks two vectors
Posted by [Lance](#) on Mon, 03 Dec 2012 05:30:40 GMT
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OIC. so before merge, the two vectors have exact same number of elements and the ones with same index correspond to each other.

```
VectorMap<int, String> myMap;  
Vector<String> v1;  
Vector<int> v2;
```

```
for (int i = 0; i < 10; ++i){
```

```
    v1.Add("String " + AsString(i));  
    v2.Add(i); // change here!!  
}
```

```
for (int i = 0; i < 10; ++i){
```

```
    string a = v1[i];  
    cout << a << endl;  
    cout << v2[i] << endl;  
    myMap.AddPick(v2[i],v1[i]); // do it here one by one
```

```
}
```

//myMap.AddPick(&v2, &v1); // correct me if there is a member function do what you intended in a single call.

HTH

Subject: Re: VectorMap picks two vectors
Posted by [nejnadusho](#) on Mon, 03 Dec 2012 05:46:30 GMT
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Lance,

Thank you.

I did exactly what you posted and it works.

I thought that there was a constructor that can merge them.

Best,
Georgi

Subject: Re: VectorMap picks two vectors
Posted by [dolik.rce](#) on Mon, 03 Dec 2012 06:18:30 GMT
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Lance wrote on Mon, 03 December 2012 06:30 correct me if there is a member function do what you intended in a single call This can be done in single call, but only in constructor: Vector<String>

```
v1;  
Vector<int> v2;
```

```
for (int i = 0; i < 10; ++i){  
    v1.Add("String " + AsString(i));  
    v2.Add(i);  
}
```

```
VectorMap<int, String> myMap(v2,v1);
```

```
StdLogSetup(LOG_CERR);  
DUMP(v1.IsPicked());  
DUMP(v2.IsPicked());  
DUMPM(myMap);
```

Best regards,
Honza

Subject: Re: VectorMap picks two vectors
Posted by [Lance](#) on Mon, 03 Dec 2012 23:49:20 GMT

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Hi Honza:

Thanks. That would suit nejnadusho's needs. He can always construct the VectorMap when both Vectors and ready. This might be a easy way of switching Key and Value in a VectorMap.

Subject: Re: VectorMap picks two vectors
Posted by [nejnadusho](#) on Fri, 07 Dec 2012 16:44:17 GMT
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Honza,

Thank you again.

That was exactly what I have been looking for.

Best,
Georgi
