Subject: [FEATURE REQUEST] bool AMap::HasKey(K key) ;
Posted by omari on Thu, 08 May 2014 15:41:19 GMT
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Hi,

instead of :

if (map.Find(k) >= 0)

I like to have a function that returns a bool depending on whether it find the key or not:

if(map.HasKey(k))
or
if(map.ContainsKey(k))

Subject: Re: [FEATURE REQUEST] bool AMap::HasKey(K key) ;
Posted by mirek on Fri, 16 May 2014 07:04:13 GMT
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Well, I understand that comparing for >= 0 might be confusing at first, but, generally:

- complexity of HasKey is the same as Find

- Find provides more information

- there are many places with similar situation, e.g. String::Find

- less methods in interface are usually better

Mirek

Subject: Re: [FEATURE REQUEST] bool AMap::HasKey(K key) ;
Posted by omari on Fri, 16 May 2014 09:04:22 GMT
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Thank you Mirek,

I do not want a replacement of Find ().

usually, i check if the map contains a key or not, in this situation, the position of the key (if exist) does not interest me, then there is a risk of forgetting of (>= 0) (that happened to me twice)

a function (bool Haskey (K k)) seems more natural in this situation.

for example

bool Haskey (K& k){return ++Find(k));}

or

bool Haskey (K& k){return Find (k)>= 0);}
