
Subject: Map with unique keys and transfer semantics?

Posted by [Infausto](#) on Fri, 13 May 2016 03:09:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looking at docs i cannot find any map container that allows only unique keys and have transfer semantics.

ValueMap supports replace of value by key lookup, but it has no transfers semantics.

OTOH VectorMap don't support replacing value by key lookup, but has transfers sematincs.

Any hybrid map that supports this two requirements?

Thanks in advance.

Subject: Re: Map with unique keys and transfer semantics?

Posted by [Lance](#) on Sat, 14 May 2016 03:28:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

If VectorMap otherwise satisfy your need, I would use VectorMap as it appears to be more economic. You have control over the VectorMap object, so you can enforce uniqueness by yourself. If its going to be exposed to somebody else, enclose it in a class and expose Add method that would either replace existing value (value as in key-value pair) or throw or return false...

The fact VectorMap allow multiple record to have the same key (kind of like std::multimap) should not prevent you from enforcing uniqueness as you have full control over its object.

Just my 2 cents.

Subject: Re: Map with unique keys and transfer semantics?

Posted by [Lance](#) on Sat, 14 May 2016 04:26:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

for an idea of what I explained

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

```
using namespace Upp;
```

```
template <class K, class T>
```

```
struct UMap : VectorMap<K, T>{
```

```
    T&    Add(const K& k, const T& x)    { return value[FindAdd(k)]=x; }
```

```
    T&    AddPick(const K& k, T rval_ x) { return value[FindAdd(k)]=pick(x); }
```

```

T&    Add(const K& k)                { return value[FindAdd(k)]=K(); }
};

CONSOLE_APP_MAIN
{
    UMap<int, String> map;
    String s="Hello, world!";

    map.Add(1)="Hello";
    DUMPC(map);
    // unfortunately String doesn't have move assignment(xfer) operator
    // so the following downgraded to Add
    map.AddPick(1, pick(s));
    DUMPC(map);
    map.Add(1,"Unique Vector Map");
    DUMPC(map);
}

```

Subject: Re: Map with unique keys and transfer semantics?

Posted by [Infausto](#) on Sun, 15 May 2016 07:11:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Smart as simple. Good tip, Lance. Now, according to documentation, the `AMap<class K, class T, class V, class HashFn>::FindAdd()` method returns negative if the key is not found. I suppose that de docs are outdated because names a param that is no there:

```

int FindAdd(const K& k)
...
x          Key to find.
h          Precomputed hash value.
Return value  Position of element or a negative value if element is not in AMap.

```

[http://www.ultimatepp.org/src\\$Core\\$AMap\\$en-us.html](http://www.ultimatepp.org/src$Core$AMap$en-us.html)

Anyway, many thanks!

Subject: Re: Map with unique keys and transfer semantics?

Posted by [Lance](#) on Sun, 15 May 2016 12:21:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Suppose the document is right, ie. `FindAdd` returns negative if it added a new entry, you can simply add a call to `abs()`, or you can even compose a method doing what the current `FindAdd` is

doing. The code and logic is open, the "key, value" are protected memebers of AMap so that inherited classes can access freely. Not much work added really.
