

U++ - Bug #470

ValueMap::RemoveKey

05/15/2013 11:29 AM - Miroslav Fidler

Status:	Approved	Start date:	05/15/2013
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			

History

#1 - 08/16/2013 07:03 AM - Sender Ghost

- File 470a_uppsrc.diff added
- File 470b_uppsrc.diff added
- Status changed from New to Patch ready

Since, there are no concrete requirements, I made two variants of patches:

- a) The ValueMap::RemoveKey removes keys and corresponding values.
- b) The ValueMap::RemoveKey just uses [Index::RemoveKey](#) for keys.

#2 - 08/20/2013 08:44 PM - Miroslav Fidler

- Status changed from Patch ready to Ready for CR
- Assignee changed from Miroslav Fidler to Sender Ghost

Thanks, I have started with a), but used "mass" removal Remove... (Vector is capable of removing sorted set of indicies in single operation).

#3 - 08/21/2013 05:14 PM - Sender Ghost

- Assignee changed from Sender Ghost to Miroslav Fidler

Miroslav Fidler wrote:

Vector is capable of removing sorted set of indicies in single operation.

Agreed, this is much faster.

The changes are ok.

#4 - 08/29/2013 08:24 AM - Miroslav Fidler

- Status changed from Ready for CR to Approved

Files

470a_uppsrc.diff	1.51 KB	08/16/2013	Sender Ghost
470b_uppsrc.diff	1.28 KB	08/16/2013	Sender Ghost