

U++ - Feature #718

Add Tie

03/12/2014 08:33 PM - Miroslav Fidler

Status:	Approved	Start date:	03/12/2014
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<pre>template <class A, class B> struct Tie2{ A& a; B& b; void operator=(const Tuple2&&A, B&&s) { a = s.a; b = s.b; } Tie2(A& a, B& b) : a(a), b(b) {} }; template <class A, class B> Tie2<A, B> Tie(A& a, B& b) { return Tie2<A, B>(a, b); }</pre> <pre>CONSOLE_APP_MAIN { // std::initializer_list<Tuple2<int, int>> l = { { 1, 2}, {3, 4} }; // for(auto x: l) // DDUMP; Tuple2&&int, int&&x = MakeTuple(1, 2); int a, b; Tie(a, b) = x;</pre>			

History

#1 - 03/15/2014 06:16 PM - Miroslav Fidler

- Status changed from New to Approved