

## Re: Hashmaps

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/alt.comp.lang.learn.c-cpp/2003-12/0606.html](http://coding.derkeiler.com/Archive/C_CPP/alt.comp.lang.learn.c-cpp/2003-12/0606.html)

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**From:** Greg Comeau ([comeau\\_at\\_panix.com](mailto:comeau_at_panix.com))

**Date:** 12/05/03

Date: 5 Dec 2003 12:07:59 -0500

In article <kM1Ab.201\$R6.200@newsread2.news.pas.earthlink.net>, Jon Cosby <[qwerty@nospam.net](mailto:qwerty@nospam.net)> wrote:

> "Robert W Hand" <[rwhand@NOSPAMoperamail.com](mailto:rwhand@NOSPAMoperamail.com)> wrote in message  
> news:00hvsvopnm5gdqm3k4jvrbm1ps7elg0rar@4ax.com...

>> On Sat, 29 Nov 2003 17:10:01 GMT, "Jon Cosby" <[qwerty@abc.net](mailto:qwerty@abc.net)> wrote:

>>

>>> `hash_map <int, string> hm1;`

>>> `typedef pair <int, string> str_pair;`

>>>

>>> `hm1.insert(str_pair(1, "Hello"));`

>>>

>>> crashes, pointing to something in "xhash". Is there a brief tutorial on

>>> this

>>> somewhere?

>>

>> I am not aware that `hash_map` is in the C++ Standard. SGI has come  
>> information at

>>

>> [http://www.sgi.com/tech/stl/hash\\_map.html](http://www.sgi.com/tech/stl/hash_map.html)

>>

>> Dinkum has information about it too, but I cannot get them online at  
>> present. Other vendors who offer it as an extension may also have  
>> documentation papers. Lastly, there are books since it is a common  
>> extension with several different implementations.

>> --

>

> Thanks for the info. No, I guess it's not part of the standard C++ library.

> VC lists it so, though.

(Jumbo ellie phant take note of what Jon just said -- see how misinformation sometimes gets spread by MS documentation? (In fairness, this is not just an MS problem.))

Robert is correct, there is no `hash_map` in standard C++. However, many implementations provide (different) ones (libcomo has what I'll call a defunct one, since it's not supported by Standard C++). Furthermore, the C++ Library TR (Technical Report), which is not part of any Standard C++,

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contains one, and it's likely to become part of C++0x,  
perhaps with some modifications still.

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Greg Comeau/4.3.3:Full C++03 core language + more Windows backends  
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