

## Re: how to build a recursive map ?

**Source:** <http://coding.derkeiler.com/Archive/C/ CPP/comp.lang.cpp/2004-04/3626.html>

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Karl Heinz Buchegger <[kbuchegg@gascad.at](mailto:kbuchegg@gascad.at)> wrote in message news:<40853AAB.18C8762@gascad.at>...

> *jose luis fernandez diaz wrote:*

>>

>> *I want to define a map where each element is a map. Something similar to:*

>>

>> *map<string, map \*> m1;*

>

> *This is not a map of maps, it is a map of pointers to maps.*

> *Anyway: what is your problem?*

>

> *lets say you have a map, which maps int to double*

>

> *map< int, double >*

>

> *you now want to build a map out of this, such that a string*

> *selects the map which maps int to double.*

>

> *map< string, map< int, double > >*

I need something like this:

```
template<class key, class T, ...>
```

```
class map
```

```
{
```

```
    typedef Key key_type;
```

```
// typedef T mapped_type;
```

```
    typedef map *mapped_type;
```

```
    ...
```

```
}
```

```
map<string> m1;
```

```
m1["one"] = NULL;
```

```
m2["two"] = m1;
```

but I think that it is not possible.

I tried to simulate it with:

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```
map<string, map<string, map<string ... string> ... > m_n;
```

```
m_1["one"] = "zero";
```

```
m_2["two"] = m1["one];
```

```
...
```

```
m_n["n"] = n_n_1["n-1"];
```

but this is ugly.

Regards,

Jose Luis.