

Help with containers, pointers, and threads.

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Hi guys, I have a C++ app right now that is currently not threaded. I use pointers to elements in maps and vectors. As I understand it, the pointers could be invalidated if I had say, a thread, adding items to the map or list in the background right?

A solution to this would be to use copies of the object to be truly safe which is fine but would increase my memory footprint.

My question is, would C# references have the same problem? Are the references automatically updated if the object is moved around in the container? What about java?

Are the .net collection classes thread safe?

Are the java collection classes thread safe?

Thanks for the help!

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