
Subject: Re: The problem with 'Null'

Posted by [gridem](#) on Thu, 19 Mar 2009 07:42:02 GMT

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I found a dirty trick:

```
template<typename T>
struct PickedVector : Vector<T>
{
    PickedVector()
    {
        Vector<T>() = *this;
    }
};
```

```
template<typename T>
const Vector<T>& VectorNull()
{
    return Single<PickedVector<T> >();
}
```

```
template<typename T>
bool IsNull(const Vector<T>& v)
{
    return v.IsPicked();
}
```

```
Cout() << "Is Null: " << IsNull(Vector<int>()) << EOL;
Cout() << "Is Null: " << IsNull(VectorNull<int>()) << EOL;
```

output:

Is Null: false

Is Null: true

and picked state may be treated as Null.