

Maps in C++17 Exercises

Loops and Structured Bindings

- (Optional)
- Write a simple program which populates a `std::map` object
- Use a structured binding to print out its elements

Checking `std::map insert()` in C++17

- (Optional)
- Write a program which calls `insert()` to add an element to an `std::map` object
- Use a structured binding to check the return value from the call

insert_or_assign()

- Briefly describe the insert_or_assign() member function of std::map

insert_or_assign()

- (Optional)
- Write a simple program which populates a `std::map` object
- Call the map's `insert_or_assign()` member function and use a structured binding to check its return value
- Modify your program to use an if statement with an initializer