

Module `sui::table_vec`

A basic scalable vector library implemented using Table.

Create an empty TableVec.

Return a TableVec of size one containing element `e`.

Return the length of the TableVec.

Return if the TableVec is empty or not.

Acquire an immutable reference to the `i`th element of the TableVec `t`. Aborts if `i` is out of bounds.

Add element `e` to the end of the TableVec `t`.

Return a mutable reference to the `i`th element in the TableVec `t`. Aborts if `i` is out of bounds.

Pop an element from the end of TableVec `t`. Aborts if `t` is empty.

Destroy the TableVec `t`. Aborts if `t` is not empty.

Drop a possibly non-empty TableVec `t`. Usable only if the value type Element has the [drop](#) ability

Swaps the elements at the `i`th and `j`th indices in the TableVec `t`. Aborts if `i` or `j` is out of bounds.

Swap the `i`th element of the TableVec `t` with the last element and then pop the TableVec. This is $O(1)$, but does not preserve ordering of elements in the TableVec. Aborts if `i` is out of bounds.

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Destroy the TableVec *t*. Aborts if *t* is not empty.

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Drop a possibly non-empty TableVec t. Usable only if the value type Element has the [drop](#) ability

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Swaps the elements at the ith and jth indices in the TableVec t. Aborts if i or j is out of bounds.

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## Constants

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