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c++ template class bubble sort operand error

```
if (dev.isBored() || job.sucks()) {
    searchJobs({flexibleHours: true, companyCulture: 100});
}

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```

Hi i trying to create a template method to sort a vector of object by their x coordinate. They are giving me operand error with the '=' sign

Inside main have some codes, vector point2d have already data being populated.

```
vector<Point2D> point2d;
.....
point2d = sortByAscX(point2d, point2d.size());
my template.h
```

```
template <class T>
vector<T> sortByAscX(vector<T> a1, int size) {
    for(int x=0; x<size; x++) {</pre>
        for(int y=0; y<size-1; y++) {</pre>
             if(a1[y].getX()<a1[y+1].getX()) {
                 int temp = a1[y+1].getX();
                 a1[y+1].setX(a1[y].getX());
                 a1[y].setX(temp);
         }
     return a1;
Error
MyTemplates.h:32:20: error: lvalue required as left operand of assignment
     a1[y+1].getX() = a1[y].getX();
MyTemplates.h:34:18: error: lvalue required as left operand of assignment
      a1[y].getX() = temp;
      sorting
             templates
```

edited May 22 '15 at 18:27

asked May 22 '15 at 18:16



getX() returns a value. you're assigning a literal to yet another literal. – Achilles Rasquinha May 22 '15 at 18:21

I tried changing to set value but it come out 0 - Tommy Yap May 22 '15 at 18:28

3 Answers

The reason you are getting this error is that you are calling a getx() function and trying to set it equal to a value. You need to have or call a setx() function and pass your value through it. You can only get a value with a get function.

answered May 22 '15 at 18:19



i tried doing this and it produce 0 int temp = a1[y+1].getX(); a1[y+1].setX(a1[y].getX()); a1[y].setX(temp); - Tommy Yap May 22 '15 at 18:24

What do you mean it produced 0. In the code you have it looks like you are trying to swap the X values of 2 elements of a vector. Please be more specific. – NendoTaka May 22 '15 at 18:45

```
if (dev.isBored() || job.sucks()) {
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}

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```

As @NendoTaka correctly explained, you are trying to assign to a rvalue. If you want to use the same function for both a getter/setter, then make it return a reference

```
T& getX() { ...}
```

although now the name will be a tad confusing, as most people expect the getter to return an non-mutable object.

answered May 22 '15 at 18:22



I tried changing to set value but it come out 0 - Tommy Yap May 22 '15 at 18:34

What does getX() return? It must not be an assignable value because that is what the compiler

is complaining about. If it returns a reference of the X value, you can assign to it, but if it is const or returns a copy you can't assign to it.

answered May 22 '15 at 18:23



I tried changing to set value but it come out 0 - Tommy Yap May 22 '15 at 18:34

Can you post your relevant Point2D code? – pelotron May 22 '15 at 22:07