

# Map Emplace Exercises

# emplace()

- What is meant "emplacement", when inserting an element into an STL container?
- Write a program which uses emplacement to add a new element to an STL container

# emplace() and maps

- Give some disadvantages of using emplacement with maps

# try\_emplace()

- How does try\_emplace() overcome these disadvantages?

# try\_emplace()

- Briefly describe the interface of std::map's try\_emplace member function

# try\_emplace()

- Write a program which uses the `try_emplace` member function to insert a new element into an `std::map`
- Check your program works both for inserting a new element and assigning an existing element