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Tomb Raider Touch Card Game Game pc, Download Game android ps3 pc, free. Ps3,Wii,Xbox,Playstation,Winning Eleven,Q: Using a for loop to create and add to a scala map I'm having trouble trying to use a loop to create and then add to a scala map. This is my code: var al = Array("a", "b", "c") var m = Map[String, Int]().withDefaultValue(0) for (i x.head == "a").map(x => "a").map(x == "a").map(x ==x.tail -> i) + m.getOrElse(al: *-> i) println("new value for m: " + m) } What I'm trying to do is "create" a map of al, starting with the entry "a" with a value of 0 and then adding values for each "a" to that. What I think my problem is, I think i is referencing the i in the for loop as a mutable variable and so the map is getting a 0 value for all iterations. I realise that there's probably a better way of doing this but any help would be appreciated. A: Why don't you use a filter for initial creations instead of adding maps? for (i x.head == "a") m = initialMap.map(x => x.tail -> i) println("new value")for m: " + m) } Got a big car? The big boys up there have a lot of money to spend and the market is very competitive these days. How are you going to be the best of the best? Be the most attractive, the most comfortable and for god sake, the most safe. Well, this fancy car company wants to tell you how to build the safest car in the world. Advertisement They're calling themselves the "rethink automotive" company, and they're making a big deal out of safety and things that fall into the "safety field." Based on the fact that the big, safe cars sold these days have three times the airbags

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