
Subject: Re: no true Iterator support in Upp???

Posted by [mirek](#) on Wed, 29 Sep 2010 11:44:40 GMT

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[quote title=kohait00 wrote on Wed, 29 September 2010 05:28]

```
Vector<int> vi;  
Array<int> ai;
```

```
Vector<Iterator<int> > iti;  
iti << vi.GetIter();  
iti << ai.GetIter();
```

```
for(int i = 0; i<iti.GetCount(); i++)  
{  
    Iter<int> & it = iti[i];  
    while(it.MoveNext())  
    {  
        int& ii = it.Current();  
        //do stuff with ii, dont care from where element came from  
    }  
}
```

Yes, but indicies are so simple and handy (and effective too).

Also, "enumerator" is not "iterator"