
Subject: Re: SortedIndex and Less

Posted by [keltor](#) on Wed, 25 Sep 2013 06:12:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK, sorry. But really all I did was to add that line to the bottom of your code. Here's the full program:

```
#include <Core/Core.h>

using namespace Upp;

struct rho : Moveable<rho> {
    int x,y,z;

    rho(int x,int y,int z) : x(x), y(y), z(z) {}
    rho() {}

    String ToString() const { return AsString(x) + ' ' + AsString(y) + ' ' + AsString(z); }
};

bool operator < (const rho& a, const rho& b){
    return a.x == b.x ? (a.y == b.y ? a.z < b.z : a.y < b.y) : a.x < b.x;
}

CONSOLE_APP_MAIN{
    StdLogSetup(LOG_FILE);

    SortedIndex<rho> data;
    data.Add(rho(1, 2, 3));
    data.Add(rho(1, 1, 1));
    data.Add(rho(1, 2, 0));
    data.FindAdd(rho(1, 2, 3));

    DDUMPC(data);
}
```

Thanks for the help Mirek
