
Subject: FIX FindBest in Algo.h

Posted by [masu](#) on Wed, 06 Aug 2014 14:56:08 GMT

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

Hi,

I took a look into Algo.h especially the Min and Max functions.

Both functions call FindBest (starting at line 64) which I think should be fixed, because it does not respect its pos and count parameters appropriately.

Here is the fix:

```
template <class C, class Pred>
int FindBest(const C& c, int pos, int count, const Pred& pred)
{
    ==> if(c.GetCount() == 0)
        return -1;
    typename C::ValueType m = c[pos];
    int mi = pos;
    ==> for(int i = pos+1; i < count; i++)
        if(pred(c[i], m)) {
            m = c[i];
            mi = i;
        }
    return mi;
}
```

Regards

Matthias

Subject: Re: FIX FindBest in Algo.h

Posted by [mirek](#) on Wed, 06 Aug 2014 15:51:43 GMT

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

Thanks you are right. In the process I have also removed requirement of deep copy.
