

## U++ - Bug #1735

### Improve ReverseRange

06/02/2017 09:19 AM - Miroslav Fidler

<b>Status:</b>	Rejected	<b>Start date:</b>	06/02/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour

#### Description

This should work:

```
CONSOLE_APP_MAIN
{
    VectorMap<int, String> h;
    h(1, "one")(2, "two");

    for(const auto& x : ReverseRange(~h))
        DLOG(x.key << ' ' << x.value);
}
```

#### History

#1 - 06/02/2017 01:09 PM - Miroslav Fidler

- Description updated

#2 - 06/03/2017 10:49 PM - Zbigniew Rebacz

- Category set to Core

#3 - 06/04/2017 08:36 PM - Miroslav Fidler

- Status changed from New to Rejected