
Subject: Re: how can i use iterators with NTL?
Posted by [mirek](#) on Thu, 05 Jun 2008 03:37:47 GMT
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v2.begin() + some_int?

Does not make sense to me.

Anyway, in U++ closest equivalent is

```
Vector<int> a;  
....  
Vector<int> b;  
b.Append(a, pos, count);
```

if you insist on iterators, you have to "translate" them

```
b.Append(a, begin - a.Begin(), end - begin);
```

Mirek
