
Subject: Re: how can i use iterators with NTL?

Posted by [ajmf77](#) on Thu, 05 Jun 2008 12:30:13 GMT

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thax for your quick reply!

i has some errors in my former explanation, but you catch my idea.

Well, i use Insert(...), altought Append(...) is more appropriate.

And, again over iterators, in

template <class T, class Less> void Sort(T& c, const Less& less)

if my class T have two components, i. e.

class Point

```
{  
float x,y
```

```
.  
. .  
}
```

and i want to use in a class like

kdtree

```
{  
. .  
. some declarations
```

```
.  
}
```

i can employ, in a STL style, a

class PXorder{

bool operator () (point &u, point &v)

```
{  
. .  
. some returns, based on if u>v or u<v  
. .  
}  
}
```

declared and implemented within kdtree class

but if we use

Vector<point> v;

Sort(v,PXorder());

the compiler returns ERROR: 'const PXorder' as argument 'this' in PXorder(Point,Point), discard qualifiers?

any suggestion?

PD: I will post source code later, thanx!
