
Subject: Re: Some 'missing' string functions
Posted by [phirox](#) on Fri, 06 Jun 2008 21:21:22 GMT
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I really needed a similar thing as `find_first_of`, and found this topic. It seems there still isn't an implementation or the suggested `Filter` method, so I wrote my own:

It is modelled after `Find` and should be added to `String.h` and `AString.hpp`. I tested it with `String` and `WString`, and couldn't find any bugs. A `FindFirstNotOf`, `FindLastOf`, etc. shouldn't be so hard to copy from this model.

```
int FindFirstOf(int len, const tchar *s, int from) const;
int FindFirstOf(const tchar *s, int from = 0) const;
int FindFirstOf(const String& s, int from = 0) const { return FindFirstOf(s.GetCount(), ~s, from);
}
```

```
template <class B>
int AString<B>::FindFirstOf(int len, const tchar *s, int from) const
{
    ASSERT(from >= 0 && from <= GetLength());
    const tchar *ptr = B::Begin();
    const tchar *e = End();
    const tchar *se = s + (len * sizeof(tchar));
    for(const tchar *bs = ptr + from; bs < e; bs++)
        for(const tchar *ss = s; ss < se; ss++)
            if(*bs == *ss)
                return (int)(bs - ptr);
    return -1;
}
template <class B>
int AString<B>::FindFirstOf(const tchar *s, int from) const
{
    return FindFirstOf(strlen__(s), s, from);
}
```