

Hello,

I have such a piece of code:

```
class Item {
public:
    int id;
    void do(int);
};

Array<Item> items;
Array<int> data;

/*
 * ... filling arrays with items here ...
 */

//section ONE
{
    ArrayMap<int, int> idx;
    for(int i = 0; i < items.GetCount(); ++i) {
        idx.Add(i, items[i].id);
    }

    Vector<int> idx_order = GetSortOrder(idx.GetValues());
    int ni = 0; // count of the items with unique id
    for(int i = 1; i < idx_order.GetCount(); ++i) {
        ni += items[idx_order[i - 1]].id ==
            items[idx_order[i]].id ? 0 : 1;
    }
}

// section TWO
for(int d = 0; d < data.GetCount(); ++d) {
    for(int i = 0; i < items.GetCount(); ++i) {
        if(items[i].id == d) {
            items[i].do(d);
        }
    }
}
```

section ONE:

I am doing this, because I want the count of unique 'items' by the their 'id', as it can be seen. Is there better approach? (need persistency, thus Array)

optional: sorting the array by their's item's property was for me interesting topic too(by one/two functions of course)

section TWO:

There is redundancy. Bad. I believe, that it can be solved better using upp without adding anything to Item. Maybe.

thank you very much for your optional suggestions
