
Subject: Re: Algorithms and Vectors

Posted by [281264](#) on Wed, 18 Aug 2010 10:30:30 GMT

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Thanks. This is an easy example, but it does not work

```
struct A:Moveable<A>{

    int a;
    A(int x){a=x;}
};

class Predicate
{

public:

    bool operator()(const A& lhs, const A& rhs){
        return lhs.a==rhs.a;
    }

};

int main(){

    A vector_b(1);
    Vector<A> vector_a;

    vector_a.Add(1);
    vector_a.Add(2);

    FindBinary(vector_a,vector_b,Predicate());

    return 0;
}
```

why?

Cheers,

Javier
