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Subject: Re: Algorithms and Vectors

Posted by [dolik.rce](#) on Wed, 18 Aug 2010 16:52:29 GMT

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Oh, ok, I see... Well, I don't have right now time to test compiling the code, but I can tell you right away, that you actually don't need this. Find(), FindBinary(), FindUpperBound() etc are doing something little else. They return index where the element should be inserted to keep the array sorted. Check the manual for details.

The simple way to find something, is to just go through the array in for cycle and look for the element you need. For simple struct like yours this should be pretty fast, especially if you check only value of one member.

If you need somewhat complex checking or exact equality of members, I would recommend you using ArrayIndex instead of Array. The only requirement is that you have to implement GetHashCode() function. If I remember correctly that is described quite good in Core Values Tutorial. Then you can search just using myindex.Find(myobject).

Sorry for not giving deeper explanation, I'm in hurry now

Honza

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