
Subject: Re: no true Iterator support in Upp???

Posted by [kohait00](#) on Wed, 29 Sep 2010 09:28:00 GMT

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i'm not too experienced in that all as of now. so this was just state of current knowledge. i remember from c# time, that it has the IEnumerable / IEnumerator helpers that are pretty nice in terms of using foreach keywords on the arbitrary containers. could be a nice feature for upp as well...

this is also the kind of interface i had in mind that did not have explicit container bonding, once you have obtained an instance of it, you can store it together with same iterators but from other container types..(MT stuff is other topic)

sth like this could be possible:

```
Vector<int> vi;  
Array<int> ai;
```

```
Vector<Iterator<int> > iti;  
iti << vi.GetIter();  
iti << ai.GetIter();
```

```
for(int i = 0; i<iti.GetCount(); i++)  
{  
    Iter<int> & it = iti[i];  
    while(it.MoveNext())  
    {  
        int& ii = it.Current();  
        //do stuff with ii, dont care from where element came from  
    }  
}
```

//another thing: with a MACRO stuff like this should be possible:

```
// C# syntax  
// foreach( string i in spp)  
//     System.Console.WriteLine(i);
```

```
Vector<int> vi;  
...
```

```
    FOREACH(int, i, vi)  
        LOG(AsString(i));
```

see

<http://msdn.microsoft.com/en-us/library/ttw7t8t6.aspx>

<http://msdn.microsoft.com/en-us/library/system.collections.ienumerable.getenumerator.aspx>

donno if this is of interest for up at all, maybe if one is in need of things like this one should rethink it's design / model, if it's really correct..

up states with a purpose: "... throw aside some old habits"
