
Subject: Re: stl-compatibility

Posted by [mirek](#) on Sat, 20 Apr 2013 16:59:54 GMT

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It should be now fixed, except Sector, which is totally obsolete...

This now compiles:

```
#include <Core/Core.h>

using namespace Upp;

template <class T>
void Check()
{
    T a;
    std::includes(a.begin(), a.end(), a.begin(), a.end());

    const T& b = a;
    std::includes(b.begin(), b.end(), b.begin(), b.end());
}

CONSOLE_APP_MAIN
{
    Check< Vector<int> > ();
    Check< Array<int> > ();

    Check< BiVector<int> > ();
    Check< BiArray<int> > ();

    Check< Index<int> > ();
    Check< ArrayIndex<int> > ();
    Check< VectorMap<int, int> > ();
    Check< ArrayMap<int, int> > ();

    Check< InVector<int> > ();
    Check< InArray<int> > ();

    Check< SortedIndex<int> > ();
    Check< SortedVectorMap<int, int> > ();
    Check< SortedArrayMap<int, int> > ();
}
```
