
Subject: ValueArray, ValueMap now have Pick
Posted by [mirek](#) on Wed, 23 Apr 2014 07:29:47 GMT
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It makes some tasks easier and more effective, like sorting them (reference example):

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    ValueArray va;
    va << 12 << 3 << 5 << 1 << 10;
    DUMP(va);
    Vector<Value> v = va.Pick();
    Sort(v);
    va = pick(v);
    DUMP(va);

    ValueMap vm;
    vm(1, "world")(2, "hello");
    DUMP(vm);
    VectorMap<Value, Value> m = vm.Pick();
    SortByValue(m);
    vm = pick(m);
    DUMP(vm);
}
```