
Subject: Re: U++ Command Line Argument Processor Package

Posted by [mdelfede](#) on Wed, 25 Jan 2017 18:02:56 GMT

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Hi, I guess that a bugfix is needed, as it is if ONE option matches the whole stuff do, even if some are missing.

I replaced ArgProcessor::MatchesOptions with the following :

```
bool ArgProcessor::MatchesOptions(Ptr<ArgSet> arg_set)
```

```
{
    // check for required options
    for(int i=0; i<arg_set->_options.GetCount(); i++)
    {
        if(arg_set->_options[i]->IsRequired())
        {
            bool found = false;

            for(int j=0; j<_arg_list.GetCount(); j++)
            {
                if(arg_set->_options[i] == _arg_list[j])
                {
                    if(arg_set->_options[i]->IsSet())
                    {
                        found = true;
                        break;
                    }
                }
            }
            if(!found)
                return false;
        }
    }
}
```

```
// check for spurious options
for(int j=0; j<_arg_list.GetCount(); j++)
{
    bool found = false;
    for(int i=0; i<arg_set->_options.GetCount(); i++)
    {
        if(arg_set->_options[i] == _arg_list[j])
        {
            found = true;
            break;
        }
    }
    if(!found)
        return false;
}
```

```
}  
return true;  
}
```

No time to check if it solves all problems, but in my case it's ok.
Now it's checking that ALL required options are there and that NO un-listed option is there.

Ciao

Massimo
