
Subject: Re: Upp::Vector FindIndex by value of Object
Posted by [Xemuth](#) on Fri, 25 Oct 2019 09:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here is how I did it
#include <Core/Core.h>

using namespace Upp;

```
template <class T>
T& FindOne(Vector<T>& data, bool(predicate)(const T& t2)){
    for(T& t : data){
        if(predicat(t)) return t;
    }
    throw std::exception();
}
```

```
template <class T>
Vector<T> Find(Vector<T>& data, bool(predicate)(const T& t2)){
    Vector<T> buffer;
    for(T& t : data){
        if(predicat(t)) buffer.Create(t);
    }
    return buffer;
}
```

```
CONSOLE_APP_MAIN
{
    Vector<String> allStrings{"one","two","three","four","five","six","seven","eight","nine"};
    try{
        String& theStringFinded=FindOne<String>(allStrings,[](const String& s1){
            return s1.IsEqual("six");
        });
        Cout() << theStringFinded <<"\n"; //six

        auto result = Find<String>(allStrings,[](const String& s1){
            return (s1[0] == 'f');
        });

        for(const String& res : result){
            Cout() << res << EOL; //four;five
        }
    }catch(...){
        Cout() << "Error" << EOL;
        return;
    }
}
```
