Subject: Patch for Algo.h
Posted by Novo on Sun, 15 Mar 2020 17:56:26 GMT
View Forum Message <> Reply to Message

Below is a tiny patch for Algo.h
Storing r.GetCount() on stack improves performance with ranges which do not store length explicitly.

```
template <class Range, class C>
int FindMatch(const Range& r, const C& match, int from = 0)
{
 const int count = r.GetCount();
 for(int i = from; i < count; i++)
  if(match(r[i])) return i;
 return -1;
}

template <class Range, class V>
int FindIndex(const Range& r, const V& value, int from = 0)
{
 const int count = r.GetCount();
 for(int i = from; i < count; i++)
  if(r[i] == value) return i;
 return -1;
}

template <class Range, class Predicate>
Vector<int> FindAll(const Range& r, Predicate match, int from = 0)
{
 Vector<int> ndx;
 const int count = r.GetCount();
 for(int i = from; i < count; i++)
  if(match(r[i]))
   ndx.Add(i);
 return ndx;
}

template <class Range, class Predicate>
Vector<int> FindAlli(const Range& r, Predicate match, int from = 0)
{
 Vector<int> ndx;
 const int count = r.GetCount();
 for(int i = from; i < count; i++)
  if(match(i))
   ndx.Add(i);
 return ndx;
}
```