
Subject: Patch for Algo.h

Posted by [Novo](#) on Sun, 15 Mar 2020 17:56:26 GMT

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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;
}
```
