
Subject: Re: Quiz #5

Posted by [Lance](#) on Tue, 28 Dec 2021 02:04:12 GMT

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It's good to understand the logic the system used to order Ctrls. So I copy the Predicate here

```
bool RectLess(const Rect& a, const Rect& b)
{
    int d = min(a.bottom, b.bottom) - max(a.top, b.top);
    int w = min(a.GetHeight(), b.GetHeight());
    return d > w / 2 ? a.left < b.left : a.top < b.top;
}
```

If the height of common vertical part is over half of height of the shorter ctrs, compare horizontally, otherwise , compare vertically.

Given any two Ctrls, the predicate is deterministic. Is this predicate not transitive, ie. $a < b$, $b < c$ doesn't imply $a < c$? What if we pass the predicate to a quicksort like algorithm?
