Subject: simple queue form Array(Vector...)
Posted by qwerty on Thu, 01 Jun 2006 09:00:28 GMT
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some simple way(other than fundametnally Array && few C++ code:)) to set the size of array and if size of Array reach specified size_value, the first element will disapperar to keep size latest recently values in :> ???

Subject: Re: simple queue form Array(Vector...)
Posted by mr_ped on Thu, 01 Jun 2006 12:03:22 GMT
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qwerty: what you are looking for is some sort of FIFO queue, which is not directly part of U++ core (AFAIK).
(well, actually the BiVector *IS* FIFO queue, but it lacks some auto-size guard, etc.. i.e. some higher logic of some queue, but there's no point to add such logic into basic container class IMHO).

What's wrong with BiVector and few lines of C++ code?

As the AddHead(const T& x) and AddTail(const T& x) and few others are not virtual, you can't simply derive new BiVector class and add automatic guard of number of elements with "AutoDrop" feature, yet I think the classic "few C++ code" solution is a good choice here.

```
BiVector<element> myQueue;
int myQueueMaxLength = 40;

void AddAndKeepSize(const element & el) {
   while ( myQueue.GetCount() >= myQueueMaxLength )
      myQueue.DropHead();
   myQueue.AddTail(el);
}

//to add new element use:
AddAndKeepSize(element);
```

That's basically it. It would be nice to embed it into some class ... depends where and how you need it and how much you dislike globals + globals functions outside of any class.

Subject: Re: simple queue form Array(Vector...)
Posted by qwerty on Thu, 01 Jun 2006 12:49:57 GMT
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yes, I have something like that, but with Array<String>, remove(0) if over etc... than you