Subject: Upp::Vector FindIndex by value of Object
Posted by Xemuth on Tue, 22 Oct 2019 09:12:18 GMT
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Hello community,

I'm looking for something like this :

```
 Vector<String> m;
 String& find = m.GetIndex([](String toFind,String inMyVector){return
toFind.IsEqual(inMyVector);});
```

It allow me to retrieve index of object by calling lambda function.
Do it exist ?

Thanks in advance.
Best regards

Subject: Re: Upp::Vector FindIndex by value of Object
Posted by Xemuth on Fri, 25 Oct 2019 09:01:21 GMT
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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;
}

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{
```

```
 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;
 }
}
```

Subject: Re: Upp::Vector FindIndex by value of Object
Posted by mirek on Thu, 31 Oct 2019 18:43:52 GMT
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Xemuth wrote on Tue, 22 October 2019 11:12Hello community,

I'm looking for something like this :

```
 Vector<String> m;
 String& find = m.GetIndex([](String toFind,String inMyVector){return
toFind.IsEqual(inMyVector);});
```

It allow me to retrieve index of object by calling lambda function.
Do it exist ?

```
int i = FindIndex(m, toFind);
```

Mirek

Subject: Re: Upp::Vector FindIndex by value of Object
Posted by Xemuth on Thu, 07 Nov 2019 12:55:00 GMT
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Thanks