
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;  
}
```

```
CONSOLE_APP_MAIN  
{
```

```

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
