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Subject: Proposal: BinFindIndex should return 0 for empty container

Posted by [hans](#) on Fri, 01 Sep 2006 17:41:13 GMT

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Currently BinFindIndex returns -1 if container is empty.

As the returned value is the slot where the element could be inserted with correct sorting, it would be possible to return 0 for empty container.

The returned value can always be out of valid range index, so I see no point for special case for empty container.

This would avoid some test code in client:

```
Vector<String> v;
v.Add(L"alf");
v.Add(L"berta");
v.Add(L"caesar");

..
// some func getting v (possibly empty)
String s= L"x";
int n= BinFindIndex(v, s); // returns 3.
if (n<0) n= 0; // currently client must cope with empty container case
v.Insert(n, s);
```

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Subject: Re: Proposal: BinFindIndex should return 0 for empty container

Posted by [mirek](#) on Fri, 01 Sep 2006 22:15:54 GMT

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hans wrote on Fri, 01 September 2006 13:41 Currently BinFindIndex returns -1 if container is empty.

I am not sure. I see if(begin==end) return 0; in my version...

Mirek

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Subject: Re: Proposal: BinFindIndex should return 0 for empty container

Posted by [hans](#) on Sat, 02 Sep 2006 10:36:41 GMT

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You are right, I compared to an old upp version.  
Sorry for the confusion

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