
Subject: DropDownList::Find() error?

Posted by [unodgs](#) **on** Wed, 23 May 2007 10:17:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shouldn't DropDownList::Find(const Value& key) look like this:

```
int Find(const Value& k) const { return list.Find(k); }
```

instead of

```
int Find(const Value& k) const { return key.Find(k); }
```

Now FindKey is a copy of Find.

Subject: Re: DropDownList::Find() error?

Posted by [mirek](#) **on** Thu, 24 May 2007 21:22:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Wed, 23 May 2007 06:17 Shouldn't DropDownList::Find(const Value& key) look like this:

```
int Find(const Value& k) const { return list.Find(k); }
```

instead of

```
int Find(const Value& k) const { return key.Find(k); }
```

Now FindKey is a copy of Find.

It's rather obsolete name. Naming there would be "FindValue" for what you suggest.

The "value" of DropDownList is always its key (little bit confusing if you write it down , so unless there is "Value" in method name, it is about the key).

Mirek

Subject: Re: DropDownList::Find() error?

Posted by [unodgs](#) **on** Thu, 24 May 2007 21:45:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok. May I add FindValue?

Subject: Re: DropDownList::Find() error?

Posted by [mirek](#) **on** Thu, 24 May 2007 21:46:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, a good idea. Just add Topic++ entry too
