Subject: How to do interation on Vector<String>
Posted by johnevans77 on Fri, 20 Jul 2007 07:05:27 GMT
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Dear all,

I followed tutorial on Container. Tried Vector<int> and worked. No problem.

Then i try to use Vector<String>. But, why this iteration code produce error message?

```
Vector<String> v2;

v2.Add("Str1");
v2.Add("Str2");
v2.Add("Str3");


for (Vector<String>::Iterator b = v.Begin(), e = v.End(); b != e; b++)
{
 std::cout << "member " << " : " << *b << std::endl;
}
```

Please advise,
JE

Subject: Re: How to do interation on Vector<String>
Posted by mirek on Fri, 20 Jul 2007 08:12:55 GMT
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Replace "v2" for "v" in the for statement...

Anyway, iterators are just "std::" compatibility thing. For normal code, I suggest to use indicies - simpler syntax and less oportunity for errors.

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Fri, 20 Jul 2007 11:20:52 GMT
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Sorry again for another careless question

And, thanks for the suggestion

JE

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Fri, 20 Jul 2007 12:06:31 GMT
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I have revised the code:

```
Vector<String> v2;

v2.Add("Str1");
v2.Add("Str2");
v2.Add("Str3");


for (Vector<String>::Iterator b = v2.Begin(), e = v2.End(); b != e; b++)
{
 std::cout << "member " << " : " << *b << std::endl;
}
```

Compiles OK, but i have this strange output:

```
member  : 0x80cafb0
member  : 0x80cafb4
member  : 0x80cafb8
```

Not, Str1, Str2, Str3 as expected.

UPDATED:
and now it behave strange. I compile it second time and many errors are produced. I am using Slackware 11, with GCC version 3.4.6.

Thanks
JE

Subject: Re: How to do interation on Vector<String>
Posted by fudadmin on Fri, 20 Jul 2007 13:20:24 GMT
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johnevans77, my general advice for you would be:
1. move your way of thinking from abstract to concrete;
2. start coding your real project;
3. throw away all C++ books related to std:: ;

4. try to use simple things first, if that doesn't work - ask questions here...
e.g.

```
String out;
Vector<String> vs;

vs.Add("Str1");
vs.Add("Str2");
vs.Add("Str3");

for (int i=0; i<vs.GetCount(); i++) {
  out<<vs[i]<<"\n";  //or similar
}
// output out somewhere...
```

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Sat, 21 Jul 2007 05:48:28 GMT
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Thank you

I will follow you advise.

Regarding to your code above.

It works. But i usually using cout to output something to console. When i try to use std::cout, the compilation produced many errors.

I can forget std namespace if there is alternative. In this case, how to output the 'out' variable to console?

Thank you,
JE

Subject: Re: How to do interation on Vector<String>
Posted by fudadmin on Sat, 21 Jul 2007 10:25:09 GMT
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johnevans77 wrote on Sat, 21 July 2007 06:48
...
1. But i usually using cout to output something to console.

Waste of time, very bad and stupid . Don't be insulted it's not at you. It's at a bit of a joke at the habit from pre-historic (pre-GUI) computers age...

Seriously, Why?
1. Is your apps interface mostly console?
2. The result is temporary:
3. you don't have "written" proof to show to other people
4. can't compare to the other tests or runs.
5. can't have history.
6. have to wait while console opens
7. have to close the console window.
8. can't use that piece of code in real app.
9. ...

Strong advice:
1. do tests with your real small GUI's (or one for that purpose)
2. OR/AND learn and use ingenious U++ logging system!!!
3. AND/OR create a file, include it into the pr-aux package and do outputs to it (or use "always awake" editor like ADIE)

johnevans77 wrote on Sat, 21 July 2007 06:48
2. When i try to use std::cout, the compilation produced many errors.

Does any other console apps from examples work?
Have you setup your console package correctly (CONSOLE macro & CONSOLE flag) ?

johnevans77 wrote on Sat, 21 July 2007 06:48
3. I can forget std namespace if there is alternative.

I didn't say forget... but the alternative is very clear

johnevans77 wrote on Sat, 21 July 2007 06:48
4.In this case, how to output the 'out' variable to console?

...
anyone with a clever answer?

P.S. to be continued (have to go..)

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Sat, 21 Jul 2007 11:02:34 GMT
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[quote title=fudadmin wrote on Sat, 21 July 2007 12:25]johnevans77 wrote on Sat, 21 July 2007 06:48
...
1. But i usually using cout to output something to console.

Quote:Waste of time, very bad and stupid . Don't be insulted it's not at you. It's at a bit of a joke at

the habit from pre-historic (pre-GUI) computers age...
No problem Hehe.

Quote:
Seriously, Why?
1. Is your apps interface mostly console?
2. The result is temporary:
3. you don't have "written" proof to show to other people
4. can't compare to the other tests or runs.
5. can't have history.
6. have to wait while console opens
7. have to close the console window.
8. can't use that piece of code in real app.
9. ...

Sometimes, i usually print variable's value in console, when running in debug mode. So, i need this feature When console is not open, should there is no problem. Just nothing is printed.

Quote:
Strong advice:
1. do tests with your real small GUI's (or one for that purpose)
2. OR/AND learn and use ingenious U++ logging system!!!
3. AND/OR create a file, include it into the pr-aux package and do outputs to it (or use "always awake" editor like ADIE)

what is logging function/macro i can use?

Quote:
johnevans77 wrote on Sat, 21 July 2007 06:48
2. When i try to use std::cout, the compilation produced many errors.

Does any other console apps from examples work?
Have you setup your console package correctly (CONSOLE macro & CONSOLE flag) ?

yes. All examples are working. Using vector<int>, std::cout also work. But not with vector<String>.

Quote:
johnevans77 wrote on Sat, 21 July 2007 06:48
3. I can forget std namespace if there is alternative.

I didn't say forget... but the alternative is very clear

can you tell me what are the alternatives? I am very new to ultimate++.

Subject: Re: How to do interation on Vector<String>
Posted by fudadmin on Sat, 21 Jul 2007 12:33:41 GMT
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johnevans77 wrote on Sat, 21 July 2007 12:02
...
In this case, how to output the 'out' variable to console?
...
yes. All examples are working.
...

then you HAD to notice e.g in CParser package:
Cout() << "Expresion: ";

Subject: Re: How to do interation on Vector<String>
Posted by mirek on Sat, 21 Jul 2007 13:11:26 GMT
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johnevans77 wrote on Sat, 21 July 2007 01:48Thank you

I will follow you advise.

Regarding to your code above.

It works. But i usually using cout to output something to console. When i try to use std::cout, the compilation produced many errors.

I can forget std namespace if there is alternative. In this case, how to output the 'out' variable to console?

Thank you,
JE

Well, I think the reason is that there is no

operator<<(ostream&, String)

Before going into the details, you can easily fix that by using Cout() (U++ thing) instead of std::cout.

Cout() << " member is " << *b;

Mirek

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Sat, 21 Jul 2007 15:30:26 GMT
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Really big thanks, Fudadmin and Mirek

If U++ has replacement for std::cout with Cout(), do we also have replacement for std::cin and std::endl?

And, where can i get documentation of that so i am not bothering you again any longer

JE

Subject: Re: How to do interation on Vector<String>
Posted by fudadmin on Sat, 21 Jul 2007 15:48:20 GMT
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johnevans77 wrote on Sat, 21 July 2007 16:30Really big thanks, Fudadmin and Mirek

If U++ has replacement for std::cout with Cout(), do we also have replacement for std::cin and std::endl?

And, where can i get documentation of that so i am not bothering you again any longer

JE

Don't worry about "bothering" but ...
the next line (61) after that one I mentioned in CParser reference package:
```
 Cout() << "Expresion: ";
  String l = ReadStdIn();
```
and for std::endl is ok to use '\n' in most cases, I think.
And, have you tried to press F1?

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Sat, 21 Jul 2007 16:05:25 GMT
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Thanks Fudadmin

Yes, i have pressed F1 But I have to get my self common to TheIDE.

Thanks for ReadStdin() I found it in Core -> Stream Utilities from F1 Help.

And, for \n, is it cross platform? Please correct me if i am wrong, but i think it would be different on Windows and Linux.

JE

Subject: Re: How to do interation on Vector<String>
Posted by fudadmin on Sat, 21 Jul 2007 17:21:26 GMT
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johnevans77 wrote on Sat, 21 July 2007 17:05
...
And, for \n, is it cross platform? Please correct me if i am wrong, but i think it would be different on Windows and Linux.

JE
About CR -you should read this topic:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2525& amp;start=0&

Subject: Re: How to do interation on Vector<String>
Posted by johnevans77 on Sat, 21 Jul 2007 17:49:01 GMT
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Thanks Fudadmin

Thats clear.

JE