Subject: operator< for container sorting (small confusion)
Posted by Andy2222 on Sat, 08 Dec 2007 19:10:10 GMT

I'm trying to store my own data type inside a Index<> so far i made it "movable" and it has the needed hashing call and a == operator.

Im just not sure how can i sort the Index using the Sort() function?

I saw some examples where the global operator< is overloaded by like this.

```
bool operator<(const XDCCPackage& a, const XDCCPackage& b)
{
 return a.Filename < b.Filename;
}
```

So i don't define one inside the class and overload the global operator<?

I tryed doing this but it seem also need to define the operator= or a swap call?
Little confused right now small hints pls?

PS: is there a U++ nooby section?

Subject: Re: operator< for container sorting (small confusion)
Posted by mirek on Sun, 09 Dec 2007 06:54:21 GMT

Andy2222 wrote on Sat, 08 December 2007 14:10I'm trying to store my own data type inside a Index<> so far i made it "movable" and it has the needed hashing call and a == operator.

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Well, it can be global, but IMO the main problem is that you cannot Sort Index (that is that missing Swap).

If you really need to sort Index, convert it to Vector, sort and convert back.

(Use PickKeys to convert to Vector and constructor variant for conversion back).

Mirek

Subject: Re: operator< for container sorting (small confusion)
Posted by Andy2222 on Sun, 09 Dec 2007 13:48:20 GMT
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ah oki,

is there a std::map<> equivalent container?
Or do i call Sort on Vector<> / Array<> before i need it sorted or use the GetSortOrder() call?

Subject: Re: operator< for container sorting (small confusion)
Posted by mirek on Sun, 09 Dec 2007 15:18:54 GMT
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Andy2222 wrote on Sun, 09 December 2007 08:48ah oki,

is there a std::map<> equivalent container?

No.

Quote:
Or do i call Sort on Vector<> / Array<> before i need it sorted or use the GetSortOrder() call?

In most cases, GetSortOrder for Index / ArrayMap / VectorMap is the best aproach (also generally faster than the cost of maintaining nodebased tree structure like std::map).

Mirek