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Subject: how can i use iterators with NTL?

Posted by [ajmf77](#) on Wed, 04 Jun 2008 21:46:14 GMT

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Hi everyone!

My question arises from my need to translate a KD-tree header. In the STL view of the world, initializing a vector variable with another previous existent vector, we can use iterators in one line. How can i do the same with NTL?

ALA STL example:

```
vector<float> v1;
***
vector<float> v2(v1.begin,v2.begin+some_int);
```

thanxs in advance!

from Chile

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Subject: Re: how can i use iterators with NTL?

Posted by [mirek](#) on Thu, 05 Jun 2008 03:37:47 GMT

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v2.begin() + some\_int?

Does not make sense to me.

Anyway, in U++ closest equivalent is

```
Vector<int> a;
....
Vector<int> b;
b.Append(a, pos, count);
```

if you insist on iterators, you have to "translate" them

```
b.Append(a, begin - a.Begin(), end - begin);
```

Mirek

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Subject: Re: how can i use iterators with NTL?

Posted by [ajmf77](#) on Thu, 05 Jun 2008 12:30:13 GMT

thax for your quick reply!

i has some errors in my former explanation, but you catch my idea.

Well, i use Insert(...), altought Append(...) is more appropriate.

And, again over iterators, in

template <class T, class Less> void Sort(T& c, const Less& less)

if my class T have two components, i. e.

```
class Point
```

```
{  
float x,y
```

```
.  
. .  
}
```

and i want to use in a class like

```
kdtree
```

```
{  
. .  
. some declarations
```

```
.  
}
```

i can employ, in a STL style, a

```
class PXorder{
```

```
bool operator () (point &u, point &v)
```

```
{  
. .  
. some returns, based on if u>v or u<v  
. .  
}
```

```
declared and implemented within kdtree class
```

but if we use

```
Vector<point> v;
```

```
Sort(v,PXorder());
```

the compiler returns ERROR: 'const PXorder' as argument 'this' in PXorder(Point,Point), discard qualifiers?

any suggestion?

PD: I will post source code later, thanx!

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Subject: Re: how can i use iterators with NTL?

Posted by [mirek](#) on Thu, 05 Jun 2008 14:40:02 GMT

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```
bool operator () (const point &u, const point &v) const
```

