
Subject: VectorIndex

Posted by [exdatis](#) on Wed, 30 Dec 2009 09:14:07 GMT

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Is that right ?

```
int index_test = 0;
for(Vector<TownLs>::Iterator q = ls_town->Begin(), e = ls_town->End(); q != e; q++)
{
    TownLs temp = *q;
    if(temp.getName() == "Pancevo")
        break;
    index_test++;
}
PromptOK(AsString(index_test)); // index
```

//desc: ls_town is pointer (Vector<TownLs>)

Better method, any?

Thanks.

Subject: Re: VectorIndex

Posted by [dolik.rce](#) on Wed, 30 Dec 2009 10:31:56 GMT

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Hi exdatis,

```
You can write it without the ugly iterators as int index_test;
for(index_test = 0; index_test < ls_town->GetCount(); index_test++){
    if((*ls_town)[index_test].getName()=="Pancevo") break;
}
```

```
PromptOK(AsString(index_test));
```

There are probably even better/faster solutions, but those would depend on how TownLs class looks like...

Best regards,
Honza

EDIT:Oops, I missed that ls_town is a pointer Corrected now

Subject: Re: VectorIndex

Posted by [exdatis](#) on Wed, 30 Dec 2009 11:02:45 GMT

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Thank You!
That's right!
//
TownLs is a simple,
id and town_name, ... (db.table) ,couple methods.
and Vector* is arg for others (fill drop_grid in some form/class).
index, just for update(
if(*q.GetId() == int_town_id) break;
) , append is easy.
//
Is that ok?

Subject: Re: VectorIndex
Posted by [mirek](#) on Wed, 30 Dec 2009 11:06:57 GMT
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exdatis wrote on Wed, 30 December 2009 04:14Is that right ?

```
int index_test = 0;
for(Vector<TownLs>::Iterator q = ls_town->Begin(), e = ls_town->End(); q != e; q++)
{
    TownLs temp = *q;
    if(temp.getName() == "Pancevo")
        break;
    index_test++;
}
PromptOK(AsString(index_test)); // index
```

//desc: ls_town is pointer (Vector<TownLs>)

Better method, any?

Thanks.

Consider using Index instead of Vector...

Mirek

Subject: Re: VectorIndex
Posted by [dolik.rce](#) on Wed, 30 Dec 2009 12:36:13 GMT
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luzr wrote on Wed, 30 December 2009 12:06Consider using Index instead of Vector...

That's exactly what I thought by "faster solutions"

Another (maybe easier) way would be VectorMap...

Honza

Subject: Re: VectorIndex

Posted by [mirek](#) on Thu, 31 Dec 2009 00:23:46 GMT

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dolik.rce wrote on Wed, 30 December 2009 07:36luzr wrote on Wed, 30 December 2009 12:06Consider using Index instead of Vector...

That's exactly what I thought by "faster solutions"
Another (maybe easier) way would be VectorMap...

Honza

Well, this slow is like slow recreation of Index

Speaking about it, there is also slow iteration algorithm in U++ which something similiar, "FindIndex".

Mirek
