
Subject: Date& operator++

Posted by [koldo](#) on Mon, 09 Jan 2012 14:48:35 GMT

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

May it be added?

```
Date& operator++(Date& a)    { a.Set(a.Get() + 1); return a; }
Date& operator--(Date& a)    { a.Set(a.Get() - 1); return a; }
```

Subject: Re: Date& operator++

Posted by [mirek](#) on Mon, 09 Jan 2012 15:55:15 GMT

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

Why not, its there (as member function).

What about a little optimization:

```
Date& operator++()          { if(day < 28) day++; else Set(Get() + 1); return *this; }
```

?

Mirek

Subject: Re: Date& operator++

Posted by [koldo](#) on Mon, 09 Jan 2012 21:03:22 GMT

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

Subject: Re: Date& operator++

Posted by [koldo](#) on Tue, 10 Jan 2012 14:51:27 GMT

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

So would this be possible ?

```
Date& operator--() { if(day) day--; else Set(Get() - 1); return *this; }
```

Subject: Re: Date& operator++

Posted by [Zbych](#) on Tue, 10 Jan 2012 15:11:50 GMT

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

koldo wrote on Tue, 10 January 2012 15:51 So would this be possible ?

```
Date& operator--() { if(day [B]> 1[/B]) day--; else Set(Get() - 1); return *this; }
```

Subject: Re: Date& operator++

Posted by [mirek](#) on Tue, 10 Jan 2012 20:12:36 GMT

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

koldo wrote on Tue, 10 January 2012 09:51 So would this be possible ?

```
Date& operator--() { if(day) day--; else Set(Get() - 1); return *this; }
```

Sure, already done, not worth mentioning (as it is the same trick)

Mirek

Subject: Re: Date& operator++

Posted by [koldo](#) on Tue, 10 Jan 2012 20:14:09 GMT

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

Uuups, true .

Subject: Re: Date& operator++

Posted by [mr_ped](#) on Wed, 11 Jan 2012 09:22:15 GMT

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

"day > 1" would work a tad better (as Zbych tried to point out)? Or it doesn't matter?

Subject: Re: Date& operator++

Posted by [Zbych](#) on Wed, 11 Jan 2012 09:59:21 GMT

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

mr_ped wrote on Wed, 11 January 2012 10:22 "day > 1" would work a tad better (as Zbych tried to point out)? Or it doesn't matter?

As far as I know day numbers start from 1 not from 0

And this bug is already in SVN:

[http://code.google.com/p/upp-mirror/source/diff?spec=svn4382
&r=4382&format=side&path=/trunk/uppsrc/Core/Time Date.h](http://code.google.com/p/upp-mirror/source/diff?spec=svn4382&r=4382&format=side&path=/trunk/uppsrc/Core/Time Date.h)

Subject: Re: Date& operator++
Posted by [koldo](#) on Wed, 11 Jan 2012 10:23:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

TTTrue!

Subject: Re: Date& operator++
Posted by [mirek](#) on Wed, 11 Jan 2012 10:53:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zbych wrote on Wed, 11 January 2012 04:59mr_ped wrote on Wed, 11 January 2012 10:22"day > 1" would work a tad better (as Zbych tried to point out)? Or it doesn't matter?

As far as I know day numbers start from 1 not from 0
And this bug is already in SVN:
<http://code.google.com/p/upp-mirror/source/diff?spec=svn4382&r=4382&format=side&path=/trunk/uppsrc/Core/Time Date.h>

Ops. Yes. Sry.

Mirek
