
Subject: NTL container equivalent to STL bitset
Posted by [281264](#) on Fri, 02 Nov 2012 21:48:16 GMT
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Is there anything within NTL or U++ equivalent to STL container bitset?

Thanks,

Javier

Subject: Re: NTL container equivalent to STL bitset
Posted by [dolik.rce](#) on Fri, 02 Nov 2012 22:04:40 GMT
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281264 wrote on Fri, 02 November 2012 22:48: Is there anything within NTL or U++ equivalent to STL container bitset?

Thanks,

Javier
Hi Javier,

I think you are looking for Bits

Best regards,
Honza

Subject: Re: NTL container equivalent to STL bitset
Posted by [281264](#) on Sat, 03 Nov 2012 10:25:08 GMT
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Honza,

Yes, Bits looks fine. Any hint about its use?

M Thanks,

Javier

Subject: Re: NTL container equivalent to STL bitset
Posted by [281264](#) on Sat, 03 Nov 2012 11:12:31 GMT
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Vector<bool> looks suitable as well.

Javier

Subject: Re: NTL container equivalent to STL bitset
Posted by [dolik.rce](#) on Sat, 03 Nov 2012 12:06:23 GMT
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281264 wrote on Sat, 03 November 2012 12:12: Vector<bool> looks suitable as well.

Javier

IIRC, Upp::Vector<bool> is NOT optimized for lower memory footprint (unlike std::vector<bool>), but I guess it might be slightly faster. So if you need to optimize memory use, you can use Bits and if you prefer speed, you can use Vector<bool>.

There is not much special about Bits... the interface is simple, basically just Set, Get, Clear and operator[] methods. It behaves the same as other U++ containers - it is moveable, so it can be picked, otherwise, it is basically just a simple array.

Honza
