
Subject: decode

Posted by [mirek](#) on Sat, 23 Mar 2013 10:10:14 GMT

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

New small utility function 'decode' serves to convert some particular values to other values as demonstrated by this testing code:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    ASSERT(decode(0, 1, "one", 2, "two", 3, "three", "unknown") == String("unknown"));  
    ASSERT(decode(1, 1, "one", 2, "two", 3, "three", "unknown") == String("one"));  
    ASSERT(decode(2, 1, "one", 2, "two", 3, "three", "unknown") == String("two"));  
    ASSERT(decode(3, 1, "one", 2, "two", 3, "three", "unknown") == String("three"));  
    ASSERT(decode(3, 1, "one", 2, "two", 3.0, "three", "unknown") == String("three"));  
    ASSERT(decode(4, 1, "one", 2, "two", 3, "three", "unknown") == String("unknown"));
```

```
    String s = "3";
```

```
    ASSERT(decode(s, "3", 3, -1) == 3);  
    ASSERT(decode(s, "4", 3, -1) == -1);  
}
```