Subject: FIX FindBest in Algo.h
Posted by masu on Wed, 06 Aug 2014 14:56:08 GMT
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Hi,

I took a look into Algo.h especially the Min and Max functions.
Both functions call FindBest (starting at line 64) which I think should be fixed, because it does not respect its pos and count parameters appropriately.

Here is the fix:

```
template <class C, class Pred>
int FindBest(const C& c, int pos, int count, const Pred& pred)
{
===> if(c.GetCount() == 0)
  return -1;
 typename C::ValueType m = c[pos];
 int mi = pos;
===> for(int i = pos+1; i < count; i++)
  if(pred(c[i], m)) {
   m = c[i];
   mi = i;
  }
 return mi;
}
```

Regards
Matthias

Subject: Re: FIX FindBest in Algo.h
Posted by mirek on Wed, 06 Aug 2014 15:51:43 GMT
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Thanks you are right. In the process I have also removed requirement of deep copy.