

U++ - Feature #838

Consider adding multireplace to the Core

08/27/2014 11:14 AM - Miroslav Fidler

Status:	Approved	Start date:	08/27/2014
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<pre>String Replace(const String& s, const VectorMap<String, String>& replace) { String r; int i = 0; while(i < s.GetCount()) { int best = -1; int bestlen = 0; int len = s.GetCount() - i; const char *q = ~s + i; for(int j = 0; j < replace.GetCount(); j++) { const String& m = replace.GetKey(j); int l = m.GetCount(); if(l <= len && l > bestlen && memcmp(~m, q, l) == 0) { bestlen = l; best = j; } } if(best >= 0) { i += bestlen; r.Cat(replace[best]); } else { r.Cat(*q); i++; } } return r; }</pre>			

History

#1 - 09/22/2014 04:07 PM - Miroslav Fidler

- Status changed from New to Approved