

Re: Iterating through an enum???

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"muchan" <usenet@usenet.usenet> wrote in message
news:Jzajc.1608\$37.234736@news.siol.net...

>>

>> *The names of the enums don't exist at runtime, and no checking is done
that*

>> *the value is one of the defined values. So you can just use the enum as
a*

>> *number. The above example, using enums as a set of flags, is quite
common.*

>>

>

> *Interesting. And in this case, what ++ operator should do with enum? 8)*

I think that is rather the point. Schobi defined a ++ operator which skipped through the **defined** values of the enum. I did the same, only in a more generic manner using a set to hold the values. (It would be better as a template class and I have in fact templated a version but I doubt it is worth posting here.) A specialized iterator onto an underlying vector would probably be a better choice; I coded up a set implementation as it avoided the use of an iterator (in the style of STL iterators, anyway) so the control variable could be of the enum type itself.

S.