


Chapter IV

Exercise 00: Easy find

	Exercise : 00
Easy find	
Turn-in directory : <i>ex00/</i>	
Files to turn in : <code>Makefile</code> , <code>main.cpp</code> , <code>easyfind.{h, hpp}</code> and optional file: <code>easyfind.hpp</code>	
Forbidden functions : None	

A first easy exercise is the way to start off on the right foot.

Write a function template `easyfind` that accepts a type `T`. It takes two parameters. The first one has type `T` and the second one is an integer.

Assuming `T` is a container **of integers**, this function has to find the first occurrence of the second parameter in the first parameter.

If no occurrence is found, you can either throw an exception or return an error value of your choice. If you need some inspiration, analyze how standard containers behave.

Of course, implement and turn in your own tests to ensure everything works as expected.



You don't have to handle associative containers.