NAME

vec_t, cvec_t – Data Vector Classes

SYNOPSIS

```
#include <vec_t.h>

class cvec_t {
    friend class vec_t; // so vec_t can look at VEC_t
public:
    cvec_t();
    cvec_t(const cvec_t& v1, const cvec_t& v2);
    cvec_t(const void* p, size_t l);
    cvec_t(const cvec_t& v, size_t offset, size_t limit);

    ~cvec_t();

    void split(size_t l1, cvec_t& v1, cvec_t& v2);
    cvec_t& put(const cvec_t& v, size_t offset, size_t nbytes);
    cvec_t& put(const void* p, size_t l);
    cvec_t& put(const cvec_t& v);
    cvec_t& reset();
    cvec_t& set(const cvec_t& v1, const cvec_t& v2);
    cvec_t& set(const cvec_t& v);

    cvec_t& set(const void* p, size_t l);
    cvec_t& set(const cvec_t& v, size_t offset, size_t limit);

    size() const;
    size_t copy_to(void* p, size_t limit = 0x7fffffff) const;
    int cmp(const cvec_t& v, size_t* common_size = 0) const;
    int cmp(const void* s, size_t len) const;

    static int cmp(const cvec_t& v1, const cvec_t& v2, size_t* common_size = 0)
    int count() const;

    int checksum() const;
    void calc_kvl(uint4& h) const;
    void init();

    is_pos_inf() const;
    is_neg_inf() const;

    friend inline bool operator<(const cvec_t& v1, const cvec_t& v2);
    friend inline bool operator<=(const cvec_t& v1, const cvec_t& v2);
    friend inline bool operator>=(const cvec_t& v1, const cvec_t& v2);
    friend inline bool operator>(const cvec_t& v1, const cvec_t& v2);
    friend inline bool operator==(const cvec_t& v1, const cvec_t& v2);
    friend inline bool operator!=(const cvec_t& v1, const cvec_t& v2);

    static cvec_t pos_inf;
    static cvec_t neg_inf;

class vec_t : public cvec_t {
public:
```

```
        vec_t();
        vec_t(const cvec_t& v1, const cvec_t& v2);
        vec_t(const void* p, size_t l);
        vec_t(const vec_t& v, size_t offset, size_t limit);

        /*
         *  copy_from() does not change vec_t itself, but overwrites
         *  the data area to which the vec points
         *  (temporarily made const for VAS compatibility)
         */
        const vec_t& copy_from(
          const void* p,
          size_t limit,
          size_t offset = 0) const;   // offset tells where
                                 //in the vec to begin to copy

        vec_t& copy_from(const cvec_t& v);
        vec_t& copy_from(
          const cvec_t& v,
          size_t offset,          // offset in v
          size_t limit,           // # bytes
          size_t myoffset = 0);   // offset in this

        void*   ptr(int index) const;
        size_t  len(int index) const;

        static vec_t& pos_inf;
        static vec_t& neg_inf;
    };
```

DESCRIPTION

TODO

VERSION

This manual page applies to Version 1.1 of the Shore software.

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