

CommonLibs

1.1

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Chapter 1

Home

1.1 Introduction

Library contains custom types and utilities (vector, string, etc.) created with minimal dependency from standard libraries. I implement this for educational purposes only.

1.2 Installation

1. Create Visual Studio solution or use existing one
2. Place this folder into your solution. I recommend using git submodules, because it allows to update lib easily:
 - (a) `git init`, if you do not have repository yet
 - (b) `git submodule add https://github.com/ptrToYuri/CommonLibs.git`
3. Right click on solution in Visual Studio -> Add -> Existing project -> find and select "CommonLibs.vcxproj" in the file explorer
4. Right click on project in which you want to use with this lib -> Add -> Reference -> Select "CommonLibs" -> Ok

1.3 Update

If you downloaded CommonLibs via git submodule, run `git submodule update --recursive --remote`. Otherwise files may be replaced manually.

1.4 Get started

Documentation is available on this website: [Namespaces](#), [List of classes](#), [List of header files](#).

You can use the sidebar and dropdown menu for advanced navigation.

1.5 Reliability

Code is neither enough optimized nor stable. Please, keep in mind that there might be bad practices and mistakes if you want to learn something from this code.

Chapter 2

Todo List

Class `Common::TList< T >`

- Unify methods with vector, add safe and auto methods

- Better iterator support

- Support numeric positions and indexing

- Implement SFINAE to support types without nonparam ctor and types without overloaded == operator

Class `Common::TOptional< T >`

- SFINAE for == operator

Class `Common::TPair< T1, T2 >`

- Placement new

Class `Common::TVector< T >`

- In case of construction errors, do not decrease capacity unless CapacityRule is set to NeverReserve. Capacity management is not consistent now, especially if move operation throws

- Unshift method

- Implement SFINAE to support types without nonparam ctor and types without overloaded == operator

- Better iterator support

Chapter 3

Bug List

Class [Common::TList< T >](#)

Safe iterators do not track element removal

Class [Common::TVector< T >](#)

Object might be copied when it could be moved

Chapter 4

Namespace Index

4.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Common	15
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Chapter 5

Hierarchical Index

5.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 6

Class Index

6.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Common::CBadAlloc	Represents allocation failed error (usually rethrown from new)	25
Common::CDoesNotExist	Represents "Element does not exist" error. Stores message	27
Common::CException	Basic exception class. C-style message is required	28
Common::COutOfRange	Represents "Out of Range" error. Can hold message, requested and expected indices	29
Common::TList< T >::Node	32
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Common::TList< T >	Container representing Doubly linked list	39
Common::TOptional< T >	Represents object that may not exist	58
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Chapter 7

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Chapter 8

Namespace Documentation

8.1 Common Namespace Reference

Namespaces

- [Iterators](#)

Classes

- class [CException](#)
Basic exception class. C-style message is required.
- class [COutOfRange](#)
Represents "Out of Range" error. Can hold message, requested and expected indices.
- class [CBadAlloc](#)
Represents allocation failed error (usually rethrown from new)
- class [CDoesNotExist](#)
Represents "Element does not exist" error. Stores message.
- class [TList](#)
Container representing Doubly linked list.
- class [TOptional](#)
Represents object that may not exist.
- class [TPair](#)
Container that represents a pair of objects.
- class [TVector](#)
Container representing array that can change its size.
- struct [RemoveReference](#)
- struct [RemoveReference< T & >](#)
- struct [RemoveReference< T && >](#)

Functions

- `template<typename T1 , typename T2 >`
`TPair< T1, T2 > MakePair (const T1 &First, const T2 &Second) noexcept`
- `template<typename IteratorType >`
`size_t GetIteratorDistance (IteratorType Begin, IteratorType End)`
Counts elements between two iterators. Range: [Begin: End)
- `template<typename T >`
`void Allocate (size_t NewSize, T *&OutBuffer)`
- `template<typename T >`
`void Deallocate (T *&OutBuffer) noexcept`
- `template<typename T >`
`void Construct (size_t Index, T *OutBuffer, const T &Value)`
- `template<typename T >`
`void Destruct (size_t Index, T *OutBuffer) noexcept`
- `template<typename T >`
`void DestructRange (size_t From, size_t To, T *OutBuffer) noexcept`
- `template<typename T >`
`void DestructAll (size_t Size, T *OutBuffer) noexcept`
- `template<typename T >`
`void SafeMoveBlock (size_t Size, T *FromBuffer, T *ToBuffer)`
- `template<typename T >`
`void SafeMoveBlockReverse (size_t Size, T *FromBuffer, T *ToBuffer)`
- `template<typename T >`
`void Reconstruct (size_t CopySize, size_t NewCapacity, T *&OutBuffer, size_t &OutCapacity, size_t &OutSize)`
- `template<typename IteratorType , typename T >`
`void SafeBulkConstruct (size_t StartPosition, IteratorType From, IteratorType To, T *OutBuffer)`
- `template<typename T >`
`void SafeFillConstruct (size_t StartPosition, size_t EndPosition, T *OutBuffer, const T &Value)`
- `size_t GetRawStringLength (const char *NullTermString)`
Calculates length of the C-string.
- `size_t GetRawStringLength (const char *NullTermString, size_t MaxLength)`
Calculates length of the C-string. Stops when null character is reached or MaxLength elements have been counted. Useful with malformed input.
- `void CopyRawString (const char *NullTermStringFrom, char *const RawStringTo)`
Does the copy of C-style string (ended with '\0').
- `void CopyRawString (const char *NullTermStringFrom, char *RawStringTo, size_t MaxLength)`
Does the copy of C-style string. Stops when null character is reached or MaxLength elements have been copied. Useful when string should be cut.
- `bool AreRawStringsEqual (const char *NullTermString1, const char *NullTermString2)`
Checks whether two C-style strings are equal.
- `bool AreRawStringsEqual (const char *NullTermString1, const char *NullTermString2, size_t MaxCompareLength)`
Checks whether two C-style strings are equal. Use this to compare N first elements, even if strings are not null-terminated.
- `template<typename IteratorType , typename FunctionType >`
`void BubbleSort (IteratorType Begin, IteratorType End, FunctionType Comparator)`
- `template<typename IteratorType , typename FunctionType >`
`void SelectionSort (IteratorType Begin, IteratorType End, FunctionType Comparator)`
- `template<typename IteratorType , typename FunctionType >`
`void QuickSort (IteratorType Begin, IteratorType End, FunctionType Comparator)`
- `template<typename T >`
`RemoveReference< T >::Type && Move (T &&Value)`
- `template<typename T >`
`void Swap (T &First, T &Second)`

8.1.1 Function Documentation

8.1.1.1 MakePair()

```
template<typename T1 , typename T2 >
TPair<T1, T2> Common::MakePair (
    const T1 & First,
    const T2 & Second ) [inline], [noexcept]
```

8.1.1.2 GetIteratorDistance()

```
template<typename IteratorType >
size_t Common::GetIteratorDistance (
    IteratorType Begin,
    IteratorType End )
```

Counts elements between two iterators. Range: [Begin: End)

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one

Returns

Distance between iterators

Note

Begin must not be greater than end (negative results are not supported)

8.1.1.3 Allocate()

```
template<typename T >
void Common::Allocate (
    size_t NewSize,
    T *& OutBuffer ) [inline]
```

8.1.1.4 Deallocate()

```
template<typename T >
void Common::Deallocate (
    T * & OutBuffer ) [inline], [noexcept]
```

8.1.1.5 Construct()

```
template<typename T >
void Common::Construct (
    size_t Index,
    T * OutBuffer,
    const T & Value ) [inline]
```

8.1.1.6 Destruct()

```
template<typename T >
void Common::Destruct (
    size_t Index,
    T * OutBuffer ) [inline], [noexcept]
```

8.1.1.7 DestructRange()

```
template<typename T >
void Common::DestructRange (
    size_t From,
    size_t To,
    T * OutBuffer ) [inline], [noexcept]
```

8.1.1.8 DestructAll()

```
template<typename T >
void Common::DestructAll (
    size_t Size,
    T * OutBuffer ) [inline], [noexcept]
```


8.1.1.9 SafeMoveBlock()

```
template<typename T >
void Common::SafeMoveBlock (
    size_t Size,
    T * FromBuffer,
    T * ToBuffer )
```

8.1.1.10 SafeMoveBlockReverse()

```
template<typename T >
void Common::SafeMoveBlockReverse (
    size_t Size,
    T * FromBuffer,
    T * ToBuffer )
```

8.1.1.11 Reconstruct()

```
template<typename T >
void Common::Reconstruct (
    size_t CopySize,
    size_t NewCapacity,
    T *& OutBuffer,
    size_t & OutCapacity,
    size_t & OutSize )
```

8.1.1.12 SafeBulkConstruct()

```
template<typename IteratorType , typename T >
void Common::SafeBulkConstruct (
    size_t StartPosition,
    IteratorType From,
    IteratorType To,
    T * OutBuffer )
```

8.1.1.13 SafeFillConstruct()

```
template<typename T >
void Common::SafeFillConstruct (
    size_t StartPosition,
    size_t EndPosition,
    T * OutBuffer,
    const T & Value )
```

8.1.1.14 GetRawStringLength() [1/2]

```
size_t Common::GetRawStringLength (
    const char * NullTermString )
```

Calculates length of the C-string.

Parameters

<i>NullTermString</i>	Char array that ends with '\0'
-----------------------	--------------------------------

Returns

Number of actual letters in string ('\0' is not counted)

8.1.1.15 GetRawStringLength() [2/2]

```
size_t Common::GetRawStringLength (
    const char * NullTermString,
    size_t MaxLength )
```

Calculates length of the C-string. Stops when null character is reached or *MaxLength* elements have been counted. Useful with malformed input.

Parameters

<i>NullTermString</i>	Char array that ends with '\0' (or not, if you rely on <i>MaxLength</i> and buffer size)
<i>MaxLength</i>	Max amount of characters to count; does not include the trailing '\0'

Returns

Number of actual letters in string ('\0' is not counted)

8.1.1.16 CopyRawString() [1/2]

```
void Common::CopyRawString (
    const char * NullTermStringFrom,
    char *const RawStringTo )
```

Does the copy of C-style string (ended with '\0').

Parameters

<i>NullTermStringFrom</i>	Source: char array that ends with '\0'
<i>NullTermStringTo</i>	Destination: Char array that is large enough to receive copied elements. May not end with '\0'

8.1.1.17 CopyRawString() [2/2]

```
void Common::CopyRawString (
    const char * NullTermStringFrom,
    char * RawStringTo,
    size_t MaxLength )
```

Does the copy of C-style string. Stops when null character is reached or *MaxLength* elements have been copied. Useful when string should be cut.

Parameters

<i>NullTermStringFrom</i>	Source: char array that ends with '\0' (or not, if you rely on <i>MaxLength</i> and buffer size)
<i>NullTermStringTo</i>	Destination: Char array that is large enough to receive copied elements. May not end with '\0'. After copying it gets '\0' anyway
<i>MaxLength</i>	Max amount of characters to copy; does not include trailing '\0'

8.1.1.18 AreRawStringsEqual() [1/2]

```
bool Common::AreRawStringsEqual (
    const char * NullTermString1,
    const char * NullTermString2 )
```

Checks whether two C-style strings are equal.

Parameters

<i>NullTermString1</i>	First null-terminated string
<i>NullTermString2</i>	Second null-terminated string

Returns

true if characters before '\0' are the same false otherwise

8.1.1.19 AreRawStringsEqual() [2/2]

```
bool Common::AreRawStringsEqual (
    const char * NullTermString1,
    const char * NullTermString2,
    size_t MaxCompareLength )
```

Checks whether two C-style strings are equal. Use this to compare N first elements, even if strings are not null-terminated.

Parameters

<i>NullTermString1</i>	First string (whether null- terminated or limited with MaxCompareLength)
<i>NullTermString2</i>	Second string (whether null- terminated or limited with MaxCompareLength)
<i>MaxComparedLength</i>	Max amount of characters to compare; does not include trailing '\0'

Returns

true if characters before '\0' are the same false otherwise

8.1.1.20 BubbleSort()

```
template<typename IteratorType , typename FunctionType >
void Common::BubbleSort (
    IteratorType Begin,
    IteratorType End,
    FunctionType Comparator )
```

8.1.1.21 SelectionSort()

```
template<typename IteratorType , typename FunctionType >
void Common::SelectionSort (
    IteratorType Begin,
    IteratorType End,
    FunctionType Comparator )
```

8.1.1.22 QuickSort()

```
template<typename IteratorType , typename FunctionType >
void Common::QuickSort (
    IteratorType Begin,
    IteratorType End,
    FunctionType Comparator )
```

8.1.1.23 Move()

```
template<typename T >
RemoveReference<T>::Type&& Common::Move (
    T && Value )
```

8.1.1.24 Swap()

```
template<typename T >
void Common::Swap (
    T & First,
    T & Second )
```

8.2 Common::Iterators Namespace Reference

Classes

- class [TBlockIterator](#)
- class [TReverseBlockIterator](#)
- class [TSafeBlockIterator](#)
- class [TSafeReverseBlockIterator](#)
- class [TDoublyLinkedIterator](#)
- class [TReverseDoublyLinkedIterator](#)
- class [TSafeDoublyLinkedIterator](#)
- class [TSafeReverseDoublyLinkedIterator](#)

Chapter 9

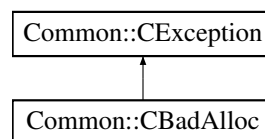
Class Documentation

9.1 Common::CBadAlloc Class Reference

Represents allocation failed error (usually rethrown from new)

```
#include "CommonTypes/Exception.h"
```

Inheritance diagram for Common::CBadAlloc:



Public Member Functions

- [CBadAlloc](#) (const char *[Message](#)) noexcept
Pass only message, if other properties cannot be specified.
- [CBadAlloc](#) (const char *[Message](#), size_t [RequestedAllocSize](#)) noexcept
Also specify requested alloc size.
- size_t [GetRequestedAllocSize](#) ()
Size in bytes that was intended to be allocated.

Protected Attributes

- const size_t [RequestedAllocSize](#) = 0

9.1.1 Detailed Description

Represents allocation failed error (usually rethrown from new)

9.1.2 Constructor & Destructor Documentation

9.1.2.1 CBadAlloc() [1/2]

```
Common::CBadAlloc::CBadAlloc (
    const char * Message ) [inline], [noexcept]
```

Pass only message, if other properties cannot be specified.

Parameters

<i>Message</i>	Description. Will be copied to the inner buffer
----------------	---

Note

If length of message > 47, first 47 symbols will be saved.

9.1.2.2 CBadAlloc() [2/2]

```
Common::CBadAlloc::CBadAlloc (
    const char * Message,
    size_t RequestedAllocSize ) [inline], [noexcept]
```

Also specify requested alloc size.

Parameters

<i>Message</i>	Description. Will be copied to the inner buffer
<i>RequestedAllocSize</i>	Requested allocation size

Returns

9.1.3 Member Function Documentation

9.1.3.1 GetRequestedAllocSize()

```
size_t Common::CBadAlloc::GetRequestedAllocSize ( ) [inline]
```

Size in bytes that was intended to be allocated.

Returns

Requested allocation size, that failed

Note

Returns 0 if constructed only with message.

9.1.4 Member Data Documentation**9.1.4.1 RequestedAllocSize**

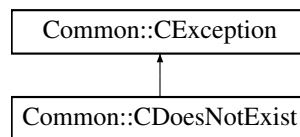
```
const size_t Common::CBadAlloc::RequestedAllocSize = 0 [protected]
```

9.2 Common::CDoesNotExist Class Reference

Represents "Element does not exist" error. Stores message.

```
#include "CommonTypes/Exception.h"
```

Inheritance diagram for Common::CDoesNotExist:

**Public Member Functions**

- [CDoesNotExist](#) (const char *[Message](#)) noexcept
Pass only message, if other properties cannot be specified.

Additional Inherited Members**9.2.1 Detailed Description**

Represents "Element does not exist" error. Stores message.

9.2.2 Constructor & Destructor Documentation**9.2.2.1 CDoesNotExist()**

```
Common::CDoesNotExist::CDoesNotExist (
    const char * Message ) [inline], [noexcept]
```

Pass only message, if other properties cannot be specified.

Parameters

<i>Message</i>	Description. Will be copied to the inner buffer
----------------	---

Note

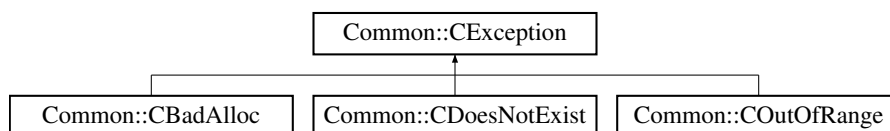
If length of message > 47, first 47 symbols will be saved.

9.3 Common::CException Class Reference

Basic exception class. C-style message is required.

```
#include "CommonTypes/Exception.h"
```

Inheritance diagram for Common::CException:



Public Member Functions

- [CException](#) (const char *[Message](#)) noexcept
All exceptions must provide the message.
- virtual [~CException](#) ()
- virtual const char * [GetMessage](#) () const noexcept
Error message.

Protected Attributes

- char [Message](#) [48]

9.3.1 Detailed Description

Basic exception class. C-style message is required.

9.3.2 Constructor & Destructor Documentation

9.3.2.1 CException()

```
Common::CException::CException (
    const char * Message ) [inline], [noexcept]
```

All exceptions must provide the message.

Parameters

<i>Message</i>	Error description. Will be copied to an inner buffer
----------------	--

Note

If length of message > 47, first 47 symbols will be saved.

9.3.2.2 ~CException()

```
virtual Common::CException::~CException ( ) [inline], [virtual]
```

9.3.3 Member Function Documentation**9.3.3.1 GetMessage()**

```
virtual const char* Common::CException::GetMessage ( ) const [inline], [virtual], [noexcept]
```

Error message.

Returns

C-style string with error description

9.3.4 Member Data Documentation**9.3.4.1 Message**

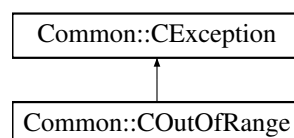
```
char Common::CException::Message[48] [protected]
```

9.4 Common::COutOfRange Class Reference

Represents "Out of Range" error. Can hold message, requested and expected indices.

```
#include "CommonTypes/Exception.h"
```

Inheritance diagram for Common::COutOfRange:



Public Member Functions

- `COutOfRange` (const char *[Message](#)) noexcept
Pass only message, if other properties cannot be specified.
- `COutOfRange` (const char *[Message](#), int [RequestedIndex](#), const `TPair`< size_t, size_t > &[ExpectedIndex](#)) noexcept
Describes valid range and errored value. Contains message.
- const `TPair`< size_t, size_t > & [GetExpectedRange](#) () const noexcept
Specifies valid range.
- int [GetRequestedIndex](#) () const noexcept
Index that caused this exception.

Protected Attributes

- const int [RequestedIndex](#) = 0
- const `TPair`< size_t, size_t > [ExpectedIndex](#) = { 0,0 }

9.4.1 Detailed Description

Represents "Out of Range" error. Can hold message, requested and expected indices.

9.4.2 Constructor & Destructor Documentation

9.4.2.1 COutOfRange() [1/2]

```
Common::COutOfRange::COutOfRange (
    const char * Message ) [inline], [noexcept]
```

Pass only message, if other properties cannot be specified.

Parameters

<i>Message</i>	Description. Will be copied to an inner buffer
----------------	--

Note

Range will be set to empty [0: 0), requested index to 0.
If length of message > 47, first 47 symbols will be saved.

9.4.2.2 COutOfRange() [2/2]

```
Common::COutOfRange::COutOfRange (
    const char * Message,
```

```
int RequestedIndex,
const TPair< size_t, size_t > & ExpectedIndex ) [inline], [noexcept]
```

Describes valid range and errored value. Contains message.

Parameters

<i>Message</i>	Description. Will be copied to an inner buffer
<i>RequestedIndex</i>	Errored index (out of range).
<i>ExpectedIndex</i>	Pair of Min and Max+1 indexes, that were available. Range: [First: Second)

Note

If length of message > 47, first 47 symbols will be saved.

9.4.3 Member Function Documentation

9.4.3.1 GetExpectedRange()

```
const TPair<size_t, size_t>& Common::COutOfRange::GetExpectedRange ( ) const [inline], [noexcept]
```

Specifies valid range.

Returns

Pair of Min and Max+1 indexes, that were available. Range: [First: Second)

Note

Returns 0 Index with [0: 0) range if constructed only with message.

9.4.3.2 GetRequestedIndex()

```
int Common::COutOfRange::GetRequestedIndex ( ) const [inline], [noexcept]
```

Index that caused this exception.

Returns

Value of index, that is not in expected range

Note

Returns 0 Index with [0: 0) range if constructed only with message.

9.4.4 Member Data Documentation

9.4.4.1 RequestedIndex

```
const int Common::COutOfRange::RequestedIndex = 0 [protected]
```

9.4.4.2 ExpectedIndex

```
const TPair<size_t, size_t> Common::COutOfRange::ExpectedIndex = { 0,0 } [protected]
```

9.5 Common::TList< T >::Node Class Reference

```
#include "CommonTypes/List.h"
```

Public Member Functions

- [Node](#) (T Value, [Node](#) *Previous=nullptr, [Node](#) *Next=nullptr)

Public Attributes

- T Buffer
- [Node](#) * Next
- [Node](#) * Previous

9.5.1 Constructor & Destructor Documentation

9.5.1.1 Node()

```
template<typename T >
Common::TList< T >::Node::Node (
    T Value,
    Node * Previous = nullptr,
    Node * Next = nullptr ) [inline]
```

9.5.2 Member Data Documentation

9.5.2.1 Buffer

```
template<typename T >
T Common::TList< T >::Node::Buffer
```

9.5.2.2 Next

```
template<typename T >
Node* Common::TList< T >::Node::Next
```

9.5.2.3 Previous

```
template<typename T >
Node* Common::TList< T >::Node::Previous
```

9.6 Common::RemoveReference< T > Struct Template Reference

```
#include "CommonUtils/TypeOperations.h"
```

Public Types

- typedef T [Type](#)

9.6.1 Member Typedef Documentation

9.6.1.1 Type

```
template<typename T >
typedef T Common::RemoveReference< T >::Type
```

9.7 Common::RemoveReference< T & > Struct Template Reference

```
#include "CommonUtils/TypeOperations.h"
```

Public Types

- typedef T [Type](#)

9.7.1 Member Typedef Documentation

9.7.1.1 Type

```
template<typename T >
typedef T Common::RemoveReference< T & >::Type
```

9.8 Common::RemoveReference< T && > Struct Template Reference

```
#include "CommonUtils/TypeOperations.h"
```

Public Types

- typedef T [Type](#)

9.8.1 Member Typedef Documentation

9.8.1.1 Type

```
template<typename T >
typedef T Common::RemoveReference< T && >::Type
```

9.9 Common::Iterators::TBlockIterator< PtrType, RefType > Class Template Reference

```
#include "CommonTypes/Iterators/Block.h"
```

Public Member Functions

- [TBlockIterator](#) ()
- [TBlockIterator](#) (PtrType InitialPosition)
- const [TBlockIterator](#) & [operator++](#) ()
- [TBlockIterator](#) [operator+](#) (size_t Offset)
- const [TBlockIterator](#) & [operator+=](#) (size_t Offset)
- const [TBlockIterator](#) & [operator--](#) ()
- [TBlockIterator](#) [operator-](#) (size_t Offset)
- const [TBlockIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TBlockIterator](#) &Other)
- bool [operator!=](#) (const [TBlockIterator](#) &Other)
- RefType [operator*](#) ()

9.9.1 Constructor & Destructor Documentation

9.9.1.1 TBlockIterator() [1/2]

```
template<typename PtrType , typename RefType >  
Common::Iterators::TBlockIterator< PtrType, RefType >::TBlockIterator ( )
```

9.9.1.2 TBlockIterator() [2/2]

```
template<typename PtrType , typename RefType >  
Common::Iterators::TBlockIterator< PtrType, RefType >::TBlockIterator (   
    PtrType InitialPosition )
```

9.9.2 Member Function Documentation

9.9.2.1 operator++()

```
template<typename PtrType , typename RefType >  
const TBlockIterator& Common::Iterators::TBlockIterator< PtrType, RefType >::operator++ ( )
```

9.9.2.2 operator+()

```
template<typename PtrType , typename RefType >  
TBlockIterator Common::Iterators::TBlockIterator< PtrType, RefType >::operator+ (   
    size_t Offset )
```

9.9.2.3 operator+=()

```
template<typename PtrType , typename RefType >  
const TBlockIterator& Common::Iterators::TBlockIterator< PtrType, RefType >::operator+= (   
    size_t Offset )
```

9.9.2.4 operator--()

```
template<typename PtrType , typename RefType >
const TBlockIterator& Common::Iterators::TBlockIterator< PtrType, RefType >::operator-- ( )
```

9.9.2.5 operator-()

```
template<typename PtrType , typename RefType >
TBlockIterator Common::Iterators::TBlockIterator< PtrType, RefType >::operator- (
    size_t Offset )
```

9.9.2.6 operator-=()

```
template<typename PtrType , typename RefType >
const TBlockIterator& Common::Iterators::TBlockIterator< PtrType, RefType >::operator-= (
    size_t Offset )
```

9.9.2.7 operator==()

```
template<typename PtrType , typename RefType >
bool Common::Iterators::TBlockIterator< PtrType, RefType >::operator== (
    const TBlockIterator< PtrType, RefType > & Other )
```

9.9.2.8 operator!=(())

```
template<typename PtrType , typename RefType >
bool Common::Iterators::TBlockIterator< PtrType, RefType >::operator!= (
    const TBlockIterator< PtrType, RefType > & Other )
```

9.9.2.9 operator*()

```
template<typename PtrType , typename RefType >
RefType Common::Iterators::TBlockIterator< PtrType, RefType >::operator* ( )
```

9.10 Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType > Class Template Reference

```
#include "CommonTypes/Iterators/DoublyLinked.h"
```

Public Member Functions

- [TDoublyLinkedListIterator](#) ()
- [TDoublyLinkedListIterator](#) (NdPtrType InitialPosition)
- const [TDoublyLinkedListIterator](#) & [operator++](#) ()
- [TDoublyLinkedListIterator](#) [operator+](#) (size_t Offset)
- const [TDoublyLinkedListIterator](#) & [operator+=](#) (size_t Offset)
- const [TDoublyLinkedListIterator](#) & [operator--](#) ()
- [TDoublyLinkedListIterator](#) [operator-](#) (size_t Offset)
- const [TDoublyLinkedListIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TDoublyLinkedListIterator](#) &Other)
- bool [operator!=](#) (const [TDoublyLinkedListIterator](#) &Other)
- ValRefType [operator*](#) ()

Public Attributes

- NdPtrType [NodePointer](#)

9.10.1 Constructor & Destructor Documentation

9.10.1.1 TDoublyLinkedListIterator() [1/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::TDoublyLinkedListIterator ( )
```

9.10.1.2 TDoublyLinkedListIterator() [2/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::TDoublyLinkedListIterator (
    NdPtrType InitialPosition )
```

9.10.2 Member Function Documentation

9.10.2.1 operator++()

```
template<typename NdPtrType , typename ValRefType >
const TDoublyLinkedListIterator& Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator++ ( )
```

9.10.2.2 operator+()

```
template<typename NdPtrType , typename ValRefType >
TDoublyLinkedListIterator Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >↵
::operator+ (
    size_t Offset )
```

9.10.2.3 operator+=()

```
template<typename NdPtrType , typename ValRefType >
const TDoublyLinkedListIterator& Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator+= (
    size_t Offset )
```

9.10.2.4 operator--()

```
template<typename NdPtrType , typename ValRefType >
const TDoublyLinkedListIterator& Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator-- ( )
```

9.10.2.5 operator-()

```
template<typename NdPtrType , typename ValRefType >
TDoublyLinkedListIterator Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >↵
::operator- (
    size_t Offset )
```

9.10.2.6 operator-=()

```
template<typename NdPtrType , typename ValRefType >
const TDoublyLinkedListIterator& Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator-= (
    size_t Offset )
```

9.10.2.7 operator==(())

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::operator==(
    const TDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.10.2.8 operator!=(())

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::operator!= (
    const TDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.10.2.9 operator*()

```
template<typename NdPtrType , typename ValRefType >
ValRefType Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::operator* ( )
```

9.10.3 Member Data Documentation

9.10.3.1 NodePointer

```
template<typename NdPtrType , typename ValRefType >
NdPtrType Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >::NodePointer
```

9.11 Common::TList< T > Class Template Reference

Container representing Doubly linked list.

```
#include "CommonTypes/List.h"
```

Classes

- class [Node](#)

Public Types

- typedef T [value_type](#)
- typedef [Iterators::TDoublyLinkedListIterator](#)< [Node](#) *, T & > [CIterator](#)
Iterator. Implemented op-s: ++, +=, +, -, -=, -, ==, !=, =.
- typedef [Iterators::TDoublyLinkedListIterator](#)< const [Node](#) *, const T & > [CConstIterator](#)
Version of CIterator for const values.
- typedef [Iterators::TReverseDoublyLinkedListIterator](#)< [Node](#) *, T & > [CReverselIterator](#)
Reverse iterator. Increment is actually decrement, etc.
- typedef [Iterators::TReverseDoublyLinkedListIterator](#)< const [Node](#) *, const T & > [CConstReverselIterator](#)
Version of TReverselIterator for const values.
- typedef [Iterators::TSafeDoublyLinkedListIterator](#)< [Node](#) *, T & > [CSafelIterator](#)
Iterator that does bounds checking and throws OutOfRange().
- typedef [Iterators::TSafeDoublyLinkedListIterator](#)< const [Node](#) *, const T & > [CSafeConstIterator](#)
Version of TSafelIterator for const values.
- typedef [Iterators::TSafeReverseDoublyLinkedListIterator](#)< [Node](#) *, T & > [CSafeReverselIterator](#)
Reverse iterator that can throw OutOfRange().
- typedef [Iterators::TSafeReverseDoublyLinkedListIterator](#)< const [Node](#) *, const T & > [CSafeConstReverselIterator](#)
Version of TSafeReverselIterator for const values.

Public Member Functions

- [TList](#) ()=default
Creates empty list.
- [TList](#) (size_t Size, const T &DefaultValue={})
List with pre-created elements.
- [TList](#) (const std::initializer_list< T > &ValuesList)
Modern C++ initialization syntax: name = {...}.
- template<typename IteratorType >
[TList](#) (IteratorType [Begin](#), IteratorType [End](#), typename std::enable_if<!std::is_integral< IteratorType >::value >::type *=0)
Constructor to get values from another container.
- [TList](#) (const [TList](#)< T > &Other)
Initialize by copying another [TList](#).
- [TList](#) ([TList](#)< T > &&Other) noexcept
Move constructor.
- ~[TList](#) ()
- template<typename IteratorType >
void [Assign](#) (IteratorType [Begin](#), IteratorType [End](#))
Allows to copy values from another container.
- [TList](#)< T > & [operator=](#) (const std::initializer_list< T > &ValuesList)
- [TList](#)< T > & [operator=](#) (const [TList](#)< T > &Other)
- [TList](#)< T > & [operator=](#) ([TList](#)< T > &&Other) noexcept
- void [Push](#) (const T &Value)
Adds one element to the end of list.
- template<typename IteratorType >
void [Push](#) (IteratorType [Begin](#), IteratorType [End](#))
Adds multiple elements to the end via iterators.
- void [Unshift](#) (const T &Value)
Adds one element to the beginning of the list.
- template<typename IteratorType >
void [Unshift](#) (IteratorType [Begin](#), IteratorType [End](#))
Adds multiple elements to the beginning via iterators.
- template<typename IteratorType >
void [Insert](#) (IteratorType Position, const T &Value)
Inserts one element to the specified position.
- template<typename IteratorType1 , typename IteratorType2 >
void [Insert](#) (IteratorType1 Position, IteratorType2 [Begin](#), IteratorType2 [End](#))
Adds multiple elements to the end via iterators.
- void [Pop](#) () noexcept
Removes one element from the end of list.
- void [Shift](#) () noexcept
Removes one element from the beginning of list.
- template<typename IteratorType >
void [Erase](#) (IteratorType Position) noexcept
- void [Swap](#) ([TList](#)< T > &Other) noexcept
Swaps two lists internally without deep copy.
- void [Clear](#) () noexcept
Removes all elements from the list.
- size_t [GetSize](#) () const noexcept
Size is number of elements that you can use.
- bool [IsEmpty](#) () const noexcept

- Simple check if size of this list equals 0.*
- T & [Front](#) ()
 - Provides access to the first element.*
- T & [Back](#) ()
 - Provides access to the last element.*
- const T & [Back](#) () const
 - [Back\(\)](#) for const lists.*
- [CIterator Begin](#) ()
 - Iterator pointing to the first elem.*
- [CConstIterator ConstBegin](#) () const
 - Iterator pointing to the first elem (const).*
- [CReverselIterator ReverseBegin](#) ()
 - Reverse iterator pointing to the first elem.*
- [CConstReverselIterator ConstReverseBegin](#) () const
 - Reverse iterator pointing to the first elem (const).*
- [CSafeIterator SafeBegin](#) ()
 - Safe iterator pointing to the first elem.*
- [CSafeConstIterator SafeConstBegin](#) () const
 - Safe iterator pointing to the first elem (const).*
- [CSafeReverselIterator SafeReverseBegin](#) ()
 - Safe reverse iterator pointing to the first elem.*
- [CSafeConstReverselIterator SafeConstReverseBegin](#) () const
 - Safe reverse iterator pointing to the first elem (const).*
- [CIterator End](#) ()
 - Iterator pointing to the elem after last.*
- [CConstIterator ConstEnd](#) () const
 - Iterator pointing to the elem after last (const).*
- [CReverselIterator ReverseEnd](#) ()
 - Reverse iterator pointing to the elem after last.*
- [CConstReverselIterator ConstReverseEnd](#) () const
 - Reverse iterator pointing to the elem after last (const).*
- [CSafeIterator SafeEnd](#) ()
 - Safe iterator pointing to the elem after last.*
- [CSafeConstIterator SafeConstEnd](#) () const
 - Safe iterator pointing to the elem after last (const).*
- [CSafeReverselIterator SafeReverseEnd](#) ()
 - Safe reverse iterator pointing to the elem after last.*
- [CSafeConstReverselIterator SafeConstReverseEnd](#) () const
 - Safe reverse it. pointing to elem after last (const).*
- [CIterator begin](#) ()
 - [Begin\(\)](#) alias (for compatibility)*
- [CConstIterator begin](#) () const
 - [ConstBegin\(\)](#) alias (overloaded, for compatibility)*
- [CConstIterator cbegin](#) () const
 - [ConstBegin\(\)](#) alias (for compatibility)*
- [CReverselIterator rbegin](#) ()
 - [ReverseBegin\(\)](#) alias (for compatibility)*
- [CConstReverselIterator rbegin](#) () const
 - [ConstReverseBegin\(\)](#) alias (overloaded, for compatibility)*
- [CConstReverselIterator crbegin](#) () const
 - [ConstReverseBegin\(\)](#) alias (for compatibility)*

- [CIterator end \(\)](#)
End() alias (for compatibility)
- [CConstIterator end \(\) const](#)
ConstEnd() alias (overloaded, for compatibility)
- [CConstIterator cend \(\) const](#)
ConstEnd() alias (for compatibility)
- [CReverselIterator rend \(\)](#)
ReverseEnd() alias (for compatibility)
- [CConstReverselIterator rend \(\) const](#)
ConstReverseEnd() alias (overloaded, for compatibility)
- [CConstReverselIterator crend \(\) const](#)
ConstReverseEnd() alias (for compatibility)

9.11.1 Detailed Description

```
template<typename T>
class Common::TList< T >
```

Container representing Doubly linked list.

Warning

Work in progress. Sentinel node is not implemented yet, so iterators do not work properly. There may be other bugs

Iterating over elements is slow, so you should use iterators that store position. Supports fixed-time add/removal of elements (and it is very fast).

[TList](#) WILL have methods like indexing for compatibility, but they are supposed to be very slow because iteration is needed.

Exception policy: none (for now).

Note

If the logical result of operation may not be determined, there are two methods: one that throws an exception ("Safe" prefix) and another one that does assertion in debug mode. Custom exception is [COutOfRange](#), derived from [CException](#).

Todo Unify methods with vector, add safe and auto methods

Todo Better iterator support

Todo Support numeric positions and indexing

Todo Implement SFINAE to support types without nonparam ctor and types without overloaded == operator

Bug Safe iterators do not track element removal

9.11.2 Member Typedef Documentation

9.11.2.1 value_type

```
template<typename T >
typedef T Common::TList< T >::value_type
```

9.11.2.2 CIterator

```
template<typename T >
typedef Iterators::TDoublyLinkedListIterator<Node*, T&> Common::TList< T >::CIterator
```

Iterator. Implemented op-s: ++, +=, +, -, -=, -, ==, !=, =.

9.11.2.3 CConstIterator

```
template<typename T >
typedef Iterators::TDoublyLinkedListIterator<const Node*, const T&> Common::TList< T >::CConstIterator
```

Version of CIterator for const values.

9.11.2.4 CReverseliterator

```
template<typename T >
typedef Iterators::TReverseDoublyLinkedListIterator<Node*, T&> Common::TList< T >::CReverseIterator
```

Reverse iterator. Increment is actually decrement, etc.

9.11.2.5 CConstReverseliterator

```
template<typename T >
typedef Iterators::TReverseDoublyLinkedListIterator<const Node*, const T&> Common::TList< T >↵
::CConstReverseIterator
```

Version of TReverseliterator for const values.

9.11.2.6 CSafeIterator

```
template<typename T >
typedef Iterators::TSafeDoublyLinkedListIterator<Node*, T&> Common::TList< T >::CSafeIterator
```

Iterator that does bounds checking and throws OutOfRange().

9.11.2.7 CSafeConstIterator

```
template<typename T >
typedef Iterators::TSafeDoublyLinkedListIterator<const Node*, const T&> Common::TList< T >↵
::CSafeConstIterator
```

Version of TSafeIterator for const values.

9.11.2.8 CSafeReverseIterator

```
template<typename T >
typedef Iterators::TSafeReverseDoublyLinkedListIterator<Node*, T&> Common::TList< T >::CSafeReverseIterator
```

Reverse iterator that can throw OutOfRange().

9.11.2.9 CSafeConstReverseIterator

```
template<typename T >
typedef Iterators::TSafeReverseDoublyLinkedListIterator<const Node*, const T&> Common::TList< T
>::CSafeConstReverseIterator
```

Version of TSafeReverseIterator for const values.

9.11.3 Constructor & Destructor Documentation

9.11.3.1 TList() [1/6]

```
template<typename T >
Common::TList< T >::TList ( ) [default]
```

Creates empty list.

9.11.3.2 TList() [2/6]

```
template<typename T >
Common::TList< T >::TList (
    size_t Size,
    const T & DefaultValue = {} ) [explicit]
```

List with pre-created elements.

Parameters

<i>Size</i>	Number of nodes to create
<i>DefaultValue</i>	Value to initialize with

9.11.3.3 TList() [3/6]

```
template<typename T >
Common::TList< T >::TList (
    const std::initializer_list< T > & ValuesList )
```

Modern C++ initialization syntax: name = {...}.

Parameters

<i>ValuesList</i>	Initializer list
-------------------	------------------

9.11.3.4 TList() [4/6]

```
template<typename T >
template<typename IteratorType >
Common::TList< T >::TList (
    IteratorType Begin,
    IteratorType End,
    typename std::enable_if<!std::is_integral< IteratorType >::value >::type * = 0
)
```

Constructor to get values from another container.

Template Parameters

<i>IteratorType</i>	Iterator that implements ++, != and *
---------------------	---------------------------------------

Parameters

<i>Begin</i>	Iterator referring to the beginning of container
<i>End</i>	Iterator referring to the end of container

9.11.3.5 TList() [5/6]

```
template<typename T >
Common::TList< T >::TList (
    const TList< T > & Other )
```

Initialize by copying another [TList](#).

Parameters

<i>Other</i>	list to copy
--------------	--------------

9.11.3.6 TList() [6/6]

```
template<typename T >
Common::TList< T >::TList (
    TList< T > && Other ) [noexcept]
```

Move constructor.

Parameters

<i>Other</i>	Temporary object to get data from
--------------	-----------------------------------

9.11.3.7 ~TList()

```
template<typename T >
Common::TList< T >::~~TList ( )
```

9.11.4 Member Function Documentation

9.11.4.1 Assign()

```
template<typename T >
template<typename IteratorType >
void Common::TList< T >::Assign (
    IteratorType Begin,
    IteratorType End )
```

Allows to copy values from another container.

Template Parameters

<i>IteratorType</i>	Iterator that implements ++, != and *
---------------------	---------------------------------------

Parameters

<i>Begin</i>	Iterator referring to the beginning of container
<i>End</i>	Iterator referring to the end of container

9.11.4.2 operator=() [1/3]

```
template<typename T >
TList<T>& Common::TList< T >::operator= (
    const std::initializer_list< T > & ValuesList )
```

9.11.4.3 operator=() [2/3]

```
template<typename T >
TList<T>& Common::TList< T >::operator= (
    const TList< T > & Other )
```

9.11.4.4 operator=() [3/3]

```
template<typename T >
TList<T>& Common::TList< T >::operator= (
    TList< T > && Other ) [noexcept]
```

9.11.4.5 Push() [1/2]

```
template<typename T >
void Common::TList< T >::Push (
    const T & Value )
```

Adds one element to the end of list.

Parameters

<i>Value</i>	Element to add
--------------	----------------

9.11.4.6 Push() [2/2]

```
template<typename T >
```

```
template<typename IteratorType >
void Common::TList< T >::Push (
    IteratorType Begin,
    IteratorType End )
```

Adds multiple elements to the end via iterators.

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one

9.11.4.7 Unshift() [1/2]

```
template<typename T >
void Common::TList< T >::Unshift (
    const T & Value )
```

Adds one element to the beginning of the list.

Parameters

<i>Value</i>	Element to add
--------------	----------------

9.11.4.8 Unshift() [2/2]

```
template<typename T >
template<typename IteratorType >
void Common::TList< T >::Unshift (
    IteratorType Begin,
    IteratorType End )
```

Adds multiple elements to the beginning via iterators.

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Begin</i>	Iterator referring to the first element
--------------	---

Parameters

<i>End</i>	Iterator referring to the element after last one
------------	--

9.11.4.9 Insert() [1/2]

```
template<typename T >
template<typename IteratorType >
void Common::TList< T >::Insert (
    IteratorType Position,
    const T & Value )
```

Inserts one element to the specified position.

Parameters

<i>Position</i>	Iterator pointing to insertion place
<i>Value</i>	Value to insert

Note

Position must be iterator to a valid node

9.11.4.10 Insert() [2/2]

```
template<typename T >
template<typename IteratorType1 , typename IteratorType2 >
void Common::TList< T >::Insert (
    IteratorType1 Position,
    IteratorType2 Begin,
    IteratorType2 End )
```

Adds multiple elements to the end via iterators.

Template Parameters

<i>IteratorType1</i>	Must be an iterator pointing to a valid node
<i>IteratorType2</i>	Iterator with implemented ++, != and *

Parameters

<i>Position</i>	Place where to start insertion from
<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one

Note

Position must be iterator to a valid node

9.11.4.11 Pop()

```
template<typename T >
void Common::TList< T >::Pop ( ) [noexcept]
```

Removes one element from the end of list.

Note

List must not be empty.

9.11.4.12 Shift()

```
template<typename T >
void Common::TList< T >::Shift ( ) [noexcept]
```

Removes one element from the beginning of list.

Note

List must not be empty.

9.11.4.13 Erase()

```
template<typename T >
template<typename IteratorType >
void Common::TList< T >::Erase (
    IteratorType Position ) [noexcept]
```

9.11.4.14 Swap()

```
template<typename T >
void Common::TList< T >::Swap (
    TList< T > & Other ) [noexcept]
```

Swaps two lists internally without deep copy.

Parameters

<i>Other</i>	Object to swap resources with
--------------	-------------------------------

9.11.4.15 Clear()

```
template<typename T >
void Common::TList< T >::Clear ( ) [noexcept]
```

Removes all elements from the list.

Parameters

<i>ShrinkBehavior</i>	Optional. Describes how memory is freed
-----------------------	---

9.11.4.16 GetSize()

```
template<typename T >
size_t Common::TList< T >::GetSize ( ) const [noexcept]
```

Size is number of elements that you can use.

Returns

Size of list

9.11.4.17 IsEmpty()

```
template<typename T >
bool Common::TList< T >::IsEmpty ( ) const [noexcept]
```

Simple check if size of this list equals 0.

Returns

True if empty, false if not

9.11.4.18 Front()

```
template<typename T >  
T& Common::TList< T >::Front ( )
```

Provides access to the first element.

Returns

Reference to the first element

Note

List must not be empty.

9.11.4.19 Back() [1/2]

```
template<typename T >  
T& Common::TList< T >::Back ( )
```

Provides access to the last element.

Returns

Reference to the last element

Note

List must not be empty.

9.11.4.20 Back() [2/2]

```
template<typename T >  
const T& Common::TList< T >::Back ( ) const [inline]
```

[Back\(\)](#) for const lists.

9.11.4.21 Begin()

```
template<typename T >  
CIterator Common::TList< T >::Begin ( )
```

Iterator pointing to the first elem.

Returns

CIterator iterator

9.11.4.22 ConstBegin()

```
template<typename T >  
CConstIterator Common::TList< T >::ConstBegin ( ) const
```

Iterator pointing to the first elem (const).

Returns

CConstIterator iterator

9.11.4.23 ReverseBegin()

```
template<typename T >  
CReverseIterator Common::TList< T >::ReverseBegin ( )
```

Reverse iterator pointing to the first elem.

Returns

CReverseliterator iterator

9.11.4.24 ConstReverseBegin()

```
template<typename T >  
CConstReverseIterator Common::TList< T >::ConstReverseBegin ( ) const
```

Reverse iterator pointing to the first elem (const).

Returns

CConstReverseliterator iterator

9.11.4.25 SafeBegin()

```
template<typename T >  
CSafeIterator Common::TList< T >::SafeBegin ( )
```

Safe iterator pointing to the first elem.

Returns

CSafeliterator iterator

9.11.4.26 SafeConstBegin()

```
template<typename T >  
CUnsafeConstIterator Common::TList< T >::SafeConstBegin ( ) const
```

Safe iterator pointing to the first elem (const).

Returns

CUnsafeConstIterator iterator

9.11.4.27 SafeReverseBegin()

```
template<typename T >  
CUnsafeReverseIterator Common::TList< T >::SafeReverseBegin ( )
```

Safe reverse iterator pointing to the first elem.

Returns

CUnsafeReverseIterator iterator

9.11.4.28 SafeConstReverseBegin()

```
template<typename T >  
CUnsafeConstReverseIterator Common::TList< T >::SafeConstReverseBegin ( ) const
```

Safe reverse iterator pointing to the first elem (const).

Returns

CUnsafeConstReverseIterator

9.11.4.29 End()

```
template<typename T >  
CIterator Common::TList< T >::End ( )
```

Iterator pointing to the elem after last.

Returns

CIterator iterator

9.11.4.30 ConstEnd()

```
template<typename T >  
CConstIterator Common::TList< T >::ConstEnd ( ) const
```

Iterator pointing to the elem after last (const).

Returns

CConstIterator iterator

9.11.4.31 ReverseEnd()

```
template<typename T >  
CReverseIterator Common::TList< T >::ReverseEnd ( )
```

Reverse iterator pointing to the elem after last.

Returns

CReverseliterator iterator

9.11.4.32 ConstReverseEnd()

```
template<typename T >  
CConstReverseIterator Common::TList< T >::ConstReverseEnd ( ) const
```

Reverse iterator pointing to the elem after last (const).

Returns

CConstReverseliterator iterator

9.11.4.33 SafeEnd()

```
template<typename T >  
CSafeIterator Common::TList< T >::SafeEnd ( )
```

Safe iterator pointing to the elem after last.

Returns

CSafeliterator iterator

9.11.4.34 SafeConstEnd()

```
template<typename T >  
CUnsafeConstIterator Common::TList< T >::SafeConstEnd ( ) const
```

Safe iterator pointing to the elem after last (const).

Returns

CUnsafeConstIterator iterator

9.11.4.35 SafeReverseEnd()

```
template<typename T >  
CUnsafeReverseIterator Common::TList< T >::SafeReverseEnd ( )
```

Safe reverse iterator pointing to the elem after last.

Returns

CUnsafeReverseIterator iterator

9.11.4.36 SafeConstReverseEnd()

```
template<typename T >  
CUnsafeConstReverseIterator Common::TList< T >::SafeConstReverseEnd ( ) const
```

Safe reverse it. pointing to elem after last (const).

Returns

CUnsafeConstReverseIterator

9.11.4.37 begin() [1/2]

```
template<typename T >  
CIterator Common::TList< T >::begin ( ) [inline]
```

Begin() alias (for compatibility)

9.11.4.38 begin() [2/2]

```
template<typename T >
CConstIterator Common::TList< T >::begin ( ) const [inline]
```

[ConstBegin\(\)](#) alias (overloaded, for compatibility)

9.11.4.39 cbegin()

```
template<typename T >
CConstIterator Common::TList< T >::cbegin ( ) const [inline]
```

[ConstBegin\(\)](#) alias (for compatibility)

9.11.4.40 rbegin() [1/2]

```
template<typename T >
CReverseIterator Common::TList< T >::rbegin ( ) [inline]
```

[ReverseBegin\(\)](#) alias (for compatibility)

9.11.4.41 rbegin() [2/2]

```
template<typename T >
CConstReverseIterator Common::TList< T >::rbegin ( ) const [inline]
```

[ConstReverseBegin\(\)](#) alias (overloaded, for compatibility)

9.11.4.42 crbegin()

```
template<typename T >
CConstReverseIterator Common::TList< T >::crbegin ( ) const [inline]
```

[ConstReverseBegin\(\)](#) alias (for compatibility)

9.11.4.43 end() [1/2]

```
template<typename T >
CIterator Common::TList< T >::end ( ) [inline]
```

[End\(\)](#) alias (for compatibility)

9.11.4.44 end() [2/2]

```
template<typename T >
CConstIterator Common::TList< T >::end ( ) const [inline]
```

[ConstEnd\(\)](#) alias (overloaded, for compatibility)

9.11.4.45 cend()

```
template<typename T >
CConstIterator Common::TList< T >::cend ( ) const [inline]
```

[ConstEnd\(\)](#) alias (for compatibility)

9.11.4.46 rend() [1/2]

```
template<typename T >
CReverseIterator Common::TList< T >::rend ( ) [inline]
```

[ReverseEnd\(\)](#) alias (for compatibility)

9.11.4.47 rend() [2/2]

```
template<typename T >
CConstReverseIterator Common::TList< T >::rend ( ) const [inline]
```

[ConstReverseEnd\(\)](#) alias (overloaded, for compatibility)

9.11.4.48 crend()

```
template<typename T >
CConstReverseIterator Common::TList< T >::crend ( ) const [inline]
```

[ConstReverseEnd\(\)](#) alias (for compatibility)

9.12 Common::TOptional< T > Class Template Reference

Represents object that may not exist.

```
#include "CommonTypes/Optional.h"
```


Public Member Functions

- [TOptional](#) ()=default
No object by default.
- [TOptional](#) (const T &Value)
Initialize optional with existing value (copy).
- [TOptional](#) (const [TOptional](#)< T > &Other)
Initialize by copying another [TOptional](#).
- [TOptional](#) ([TOptional](#)< T > &&Other) noexcept
Move constructor.
- [~TOptional](#) ()
- void [SetValue](#) (const T &Value)
Set value to optional (copy).
- void [Clear](#) () noexcept
Remove value from optional.
- [TOptional](#)< T > & [operator=](#) (const T &Value)
Assign value to the optional (copy).
- [TOptional](#)< T > & [operator=](#) (const [TOptional](#)< T > &Other)
Assign from another optional (copy).
- [TOptional](#)< T > & [operator=](#) ([TOptional](#)< T > &&Other) noexcept
Move assignment.
- void [Swap](#) ([TOptional](#)< T > &Other)
Swaps two optionals without reconstructing values.
- bool [operator==](#) (const [TOptional](#)< T > &Other)
Checks if two optionals contain the same values.
- bool [DoesValueExist](#) () const noexcept
Check if optional contains value.
- const T & [GetValue](#) () const
Gets value if it exists or throws an exception.
- const T & [GetValueOr](#) (const T &OtherVariant) const noexcept
Get value or passed value (if not possible).

9.12.1 Detailed Description

```
template<typename T>
class Common::TOptional< T >
```

Represents object that may not exist.

Todo SFINAE for == operator

9.12.2 Constructor & Destructor Documentation

9.12.2.1 TOptional() [1/4]

```
template<typename T >
Common::TOptional< T >::TOptional ( ) [default]
```

No object by default.

9.12.2.2 TOptional() [2/4]

```
template<typename T >
Common::TOptional< T >::TOptional (
    const T & Value )
```

Initialize optional with existing value (copy).

Parameters

<i>Value</i>	Object to create copy from
--------------	----------------------------

9.12.2.3 TOptional() [3/4]

```
template<typename T >
Common::TOptional< T >::TOptional (
    const TOptional< T > & Other )
```

Initialize by copying another [TOptional](#).

Parameters

<i>Other</i>	Optional to create copy from
--------------	------------------------------

9.12.2.4 TOptional() [4/4]

```
template<typename T >
Common::TOptional< T >::TOptional (
    TOptional< T > && Other ) [noexcept]
```

Move constructor.

Parameters

<i>Other</i>	Temporary object to get data from
--------------	-----------------------------------

9.12.2.5 ~TOptional()

```
template<typename T >
Common::TOptional< T >::~~TOptional ( )
```

9.12.3 Member Function Documentation

9.12.3.1 SetValue()

```
template<typename T >
void Common::TOptional< T >::SetValue (
    const T & Value )
```

Set value to optional (copy).

Parameters

<i>Value</i>	Object to create copy from
--------------	----------------------------

9.12.3.2 Clear()

```
template<typename T >
void Common::TOptional< T >::Clear ( ) [noexcept]
```

Remove value from optional.

Note

This will call destructor on internal object.

9.12.3.3 operator=() [1/3]

```
template<typename T >
TOptional<T>& Common::TOptional< T >::operator= (
    const T & Value )
```

Assign value to the optional (copy).

Parameters

<i>Value</i>	Object to create copy from
--------------	----------------------------

Returns

Reference to this optional

9.12.3.4 operator=() [2/3]

```
template<typename T >
TOptional<T>& Common::TOptional< T >::operator= (
    const TOptional< T > & Other )
```

Assign from another optional (copy).

Parameters

<i>Other</i>	Optional to create copy from
--------------	------------------------------

Returns

Reference to this optional

9.12.3.5 operator=() [3/3]

```
template<typename T >
TOptional<T>& Common::TOptional< T >::operator= (
    TOptional< T > && Other ) [noexcept]
```

Move assignment.

Parameters

<i>Other</i>	Temporary object to get data from
--------------	-----------------------------------

Returns

Reference to this optional

9.12.3.6 Swap()

```
template<typename T >
void Common::TOptional< T >::Swap (
    TOptional< T > & Other )
```

Swaps two optionals without reconstructing values.

Parameters

<i>Other</i>	Object to swap resources with
--------------	-------------------------------

9.12.3.7 operator==()

```
template<typename T >
bool Common::TOptional< T >::operator== (
    const TOptional< T > & Other )
```

Checks if two optionals contain the same values.

Parameters

<i>Other</i>	Other optional to compare
--------------	---------------------------

Returns

True if sizes and values are equal, false otherwise

Note

Containing element must implement == operator.

9.12.3.8 DoesValueExist()

```
template<typename T >
bool Common::TOptional< T >::DoesValueExist ( ) const [noexcept]
```

Check if optional contains value.

Returns

True if value exists, false otherwise

9.12.3.9 GetValue()

```
template<typename T >
const T& Common::TOptional< T >::GetValue ( ) const
```

Gets value if it exists or throws an exception.

Returns

Optional's value

9.12.3.10 GetValueOr()

```
template<typename T >
const T& Common::TOptional< T >::GetValueOr (
    const T & OtherVariant ) const [noexcept]
```

Get value or passed value (if not possible).

Parameters

<i>OtherVariant</i>	Returned if optional is empty
---------------------	-------------------------------

Returns

Optional internal value or provided value

9.13 Common::TPair< T1, T2 > Class Template Reference

Container that represents a pair of objects.

```
#include "CommonTypes/Pair.h"
```

Public Member Functions

- `TPair()`=default
Initialize pair with type default values.
- `TPair` (const T1 &`First`, const T2 &`Second`) noexcept
Creates a pair copying passed values.
- void `MakePair` (T1 `First`, T2 `Second`) noexcept
Assigns two values to pair at once (copy).

Public Attributes

- T1 `First` = T1{}
First value in pair.
- T2 `Second` = T2{}
Second value in pair.

9.13.1 Detailed Description

```
template<typename T1, typename T2>
class Common::TPair< T1, T2 >
```

Container that represents a pair of objects.

Todo Placement new

9.13.2 Constructor & Destructor Documentation

9.13.2.1 TPair() [1/2]

```
template<typename T1 , typename T2 >
Common::TPair< T1, T2 >::TPair ( ) [default]
```

Initialize pair with type default values.

9.13.2.2 TPair() [2/2]

```
template<typename T1 , typename T2 >
Common::TPair< T1, T2 >::TPair (
    const T1 & First,
    const T2 & Second ) [inline], [noexcept]
```

Creates a pair copying passed values.

Parameters

<i>First</i>	First value in pair
<i>Second</i>	Second value in pair

9.13.3 Member Function Documentation

9.13.3.1 MakePair()

```
template<typename T1 , typename T2 >
void Common::TPair< T1, T2 >::MakePair (
```

```
T1 First,  
T2 Second )    [inline], [noexcept]
```

Assigns two values to pair at once (copy).

Parameters

<i>First</i>	First value in pair
<i>Second</i>	Second value in pair

9.13.4 Member Data Documentation

9.13.4.1 First

```
template<typename T1 , typename T2 >
T1 Common::TPair< T1, T2 >::First = T1{}
```

First value in pair.

9.13.4.2 Second

```
template<typename T1 , typename T2 >
T2 Common::TPair< T1, T2 >::Second = T2{}
```

Second value in pair.

9.14 Common::Iterators::TReverseBlockIterator< PtrType, RefType > Class Template Reference

```
#include "CommonTypes/Iterators/Block.h"
```

Public Member Functions

- [TReverseBlockIterator](#) ()
- [TReverseBlockIterator](#) (PtrType InitialPosition)
- const [TReverseBlockIterator](#) & [operator++](#) ()
- [TReverseBlockIterator](#) [operator+](#) (size_t Offset)
- const [TReverseBlockIterator](#) & [operator+=](#) (size_t Offset)
- const [TReverseBlockIterator](#) & [operator--](#) ()
- [TReverseBlockIterator](#) [operator-](#) (size_t Offset)
- const [TReverseBlockIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TReverseBlockIterator](#) &Other)
- bool [operator!=](#) (const [TReverseBlockIterator](#) &Other)
- RefType [operator*](#) ()

9.14.1 Constructor & Destructor Documentation

9.14.1.1 TReverseBlockIterator() [1/2]

```
template<typename PtrType , typename RefType >  
Common::Iterators::TReverseBlockIterator< PtrType, RefType >::TReverseBlockIterator ( )
```

9.14.1.2 TReverseBlockIterator() [2/2]

```
template<typename PtrType , typename RefType >  
Common::Iterators::TReverseBlockIterator< PtrType, RefType >::TReverseBlockIterator (   
    PtrType InitialPosition )
```

9.14.2 Member Function Documentation

9.14.2.1 operator++()

```
template<typename PtrType , typename RefType >  
const TReverseBlockIterator& Common::Iterators::TReverseBlockIterator< PtrType, RefType >↵  
::operator++ ( )
```

9.14.2.2 operator+()

```
template<typename PtrType , typename RefType >  
TReverseBlockIterator Common::Iterators::TReverseBlockIterator< PtrType, RefType >::operator+  
(  
    size_t Offset )
```

9.14.2.3 operator+=()

```
template<typename PtrType , typename RefType >  
const TReverseBlockIterator& Common::Iterators::TReverseBlockIterator< PtrType, RefType >↵  
::operator+= (   
    size_t Offset )
```

9.14.2.4 operator--()

```
template<typename PtrType , typename RefType >
const TReverseBlockIterator& Common::Iterators::TReverseBlockIterator< PtrType, RefType >↵
::operator-- ( )
```

9.14.2.5 operator-()

```
template<typename PtrType , typename RefType >
TReverseBlockIterator Common::Iterators::TReverseBlockIterator< PtrType, RefType >::operator-
(
    size_t Offset )
```

9.14.2.6 operator-=()

```
template<typename PtrType , typename RefType >
const TReverseBlockIterator& Common::Iterators::TReverseBlockIterator< PtrType, RefType >↵
::operator-= (
    size_t Offset )
```

9.14.2.7 operator==()

```
template<typename PtrType , typename RefType >
bool Common::Iterators::TReverseBlockIterator< PtrType, RefType >::operator== (
    const TReverseBlockIterator< PtrType, RefType > & Other )
```

9.14.2.8 operator!=(())

```
template<typename PtrType , typename RefType >
bool Common::Iterators::TReverseBlockIterator< PtrType, RefType >::operator!= (
    const TReverseBlockIterator< PtrType, RefType > & Other )
```

9.14.2.9 operator*()

```
template<typename PtrType , typename RefType >
RefType Common::Iterators::TReverseBlockIterator< PtrType, RefType >::operator* ( )
```

9.15 Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType > Class Template Reference

```
#include "CommonTypes/Iterators/DoublyLinked.h"
```

Public Member Functions

- [TReverseDoublyLinkedListIterator](#) ()
- [TReverseDoublyLinkedListIterator](#) (NdPtrType InitialPosition)
- const [TReverseDoublyLinkedListIterator](#) & [operator++](#) ()
- [TReverseDoublyLinkedListIterator](#) [operator+](#) (size_t Offset)
- const [TReverseDoublyLinkedListIterator](#) & [operator+=](#) (size_t Offset)
- const [TReverseDoublyLinkedListIterator](#) & [operator--](#) ()
- [TReverseDoublyLinkedListIterator](#) [operator-](#) (size_t Offset)
- const [TReverseDoublyLinkedListIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TReverseDoublyLinkedListIterator](#) &Other)
- bool [operator!=](#) (const [TReverseDoublyLinkedListIterator](#) &Other)
- ValRefType [operator*](#) ()

Public Attributes

- NdPtrType [NodePointer](#)

9.15.1 Constructor & Destructor Documentation

9.15.1.1 TReverseDoublyLinkedListIterator() [1/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::TReverseDoublyLinkedListIterator
( )
```

9.15.1.2 TReverseDoublyLinkedListIterator() [2/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::TReverseDoublyLinkedListIterator
(
    NdPtrType InitialPosition )
```

9.15.2 Member Function Documentation

9.15.2.1 operator++()

```
template<typename NdPtrType , typename ValRefType >
const TReverseDoublyLinkedListIterator& Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator++ ( )
```

9.15.2.2 operator+()

```
template<typename NdPtrType , typename ValRefType >
TReverseDoublyLinkedListIterator Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator+ (
    size_t Offset )
```

9.15.2.3 operator+=()

```
template<typename NdPtrType , typename ValRefType >
const TReverseDoublyLinkedListIterator& Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator+= (
    size_t Offset )
```

9.15.2.4 operator--()

```
template<typename NdPtrType , typename ValRefType >
const TReverseDoublyLinkedListIterator& Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator-- ( )
```

9.15.2.5 operator-()

```
template<typename NdPtrType , typename ValRefType >
TReverseDoublyLinkedListIterator Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator- (
    size_t Offset )
```

9.15.2.6 operator-=()

```
template<typename NdPtrType , typename ValRefType >
const TReverseDoublyLinkedListIterator& Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator-= (
    size_t Offset )
```

9.15.2.7 operator==()

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator== (
    const TReverseDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.15.2.8 operator!=()

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator!= (
    const TReverseDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.15.2.9 operator*()

```
template<typename NdPtrType , typename ValRefType >
ValRefType Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator*
( )
```

9.15.3 Member Data Documentation

9.15.3.1 NodePointer

```
template<typename NdPtrType , typename ValRefType >
NdPtrType Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::Node↔
Pointer
```

9.16 Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType > Class Template Reference

```
#include "CommonTypes/Iterators/Block.h"
```

Public Member Functions

- [TSafeBlockIterator](#) (PtrType InitialPosition, const ContType Owner)
- const [TSafeBlockIterator](#) & [operator++](#) ()
- [TSafeBlockIterator](#) [operator+](#) (size_t Offset)
- const [TSafeBlockIterator](#) & [operator+=](#) (size_t Offset)
- const [TSafeBlockIterator](#) & [operator--](#) ()
- [TSafeBlockIterator](#) [operator-](#) (size_t Offset)
- const [TSafeBlockIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TSafeBlockIterator](#) &Other)
- bool [operator!=](#) (const [TSafeBlockIterator](#) &Other)
- RefType [operator*](#) ()

9.16.1 Constructor & Destructor Documentation

9.16.1.1 TSafeBlockIterator()

```
template<typename PtrType , typename RefType , typename ContType >
Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::TSafeBlockIterator (
    PtrType InitialPosition,
    const ContType Owner )
```

9.16.2 Member Function Documentation

9.16.2.1 operator++()

```
template<typename PtrType , typename RefType , typename ContType >
const TSafeBlockIterator& Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType
>::operator++ ( )
```

9.16.2.2 operator+()

```
template<typename PtrType , typename RefType , typename ContType >
TSafeBlockIterator Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::operator+
(
    size_t Offset )
```

9.16.2.3 operator+=()

```
template<typename PtrType , typename RefType , typename ContType >
const TSafeBlockIterator& Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType
>::operator+= (
    size_t Offset )
```

9.16.2.4 operator--()

```
template<typename PtrType , typename RefType , typename ContType >
const TSafeBlockIterator& Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType
>::operator-- ( )
```

9.16.2.5 operator-()

```
template<typename PtrType , typename RefType , typename ContType >
TSafeBlockIterator Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::operator-
(
    size_t Offset )
```

9.16.2.6 operator-=()

```
template<typename PtrType , typename RefType , typename ContType >
const TSafeBlockIterator& Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType
>::operator-= (
    size_t Offset )
```

9.16.2.7 operator==()

```
template<typename PtrType , typename RefType , typename ContType >
bool Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::operator== (
    const TSafeBlockIterator< PtrType, RefType, ContType > & Other )
```

9.16.2.8 operator!=(())

```
template<typename PtrType , typename RefType , typename ContType >
bool Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::operator!= (
    const TSafeBlockIterator< PtrType, RefType, ContType > & Other )
```

9.16.2.9 operator*()

```
template<typename PtrType , typename RefType , typename ContType >
RefType Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >::operator* ( )
```

9.17 Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType > Class Template Reference

```
#include "CommonTypes/Iterators/DoublyLinked.h"
```


Public Member Functions

- [TSafeDoublyLinkedListIterator](#) ()
- [TSafeDoublyLinkedListIterator](#) (NdPtrType InitialPosition)
- const [TSafeDoublyLinkedListIterator](#) & [operator++](#) ()
- [TSafeDoublyLinkedListIterator](#) [operator+](#) (size_t Offset)
- const [TSafeDoublyLinkedListIterator](#) & [operator+=](#) (size_t Offset)
- const [TSafeDoublyLinkedListIterator](#) & [operator--](#) ()
- [TSafeDoublyLinkedListIterator](#) [operator-](#) (size_t Offset)
- const [TSafeDoublyLinkedListIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TSafeDoublyLinkedListIterator](#) &Other)
- bool [operator!=](#) (const [TSafeDoublyLinkedListIterator](#) &Other)
- ValRefType [operator*](#) ()

Public Attributes

- NdPtrType [NodePointer](#)

9.17.1 Constructor & Destructor Documentation

9.17.1.1 TSafeDoublyLinkedListIterator() [1/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::TSafeDoublyLinkedListIterator
( )
```

9.17.1.2 TSafeDoublyLinkedListIterator() [2/2]

```
template<typename NdPtrType , typename ValRefType >
Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::TSafeDoublyLinkedListIterator
(
    NdPtrType InitialPosition )
```

9.17.2 Member Function Documentation

9.17.2.1 operator++()

```
template<typename NdPtrType , typename ValRefType >
const TSafeDoublyLinkedListIterator& Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType,
ValRefType >::operator++ ( )
```

9.17.2.2 operator+()

```
template<typename NdPtrType , typename ValRefType >
TSafeDoublyLinkedListIterator Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator+ (
    size_t Offset )
```

9.17.2.3 operator+=()

```
template<typename NdPtrType , typename ValRefType >
const TSafeDoublyLinkedListIterator& Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType,
ValRefType >::operator+= (
    size_t Offset )
```

9.17.2.4 operator--()

```
template<typename NdPtrType , typename ValRefType >
const TSafeDoublyLinkedListIterator& Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType,
ValRefType >::operator-- ( )
```

9.17.2.5 operator-()

```
template<typename NdPtrType , typename ValRefType >
TSafeDoublyLinkedListIterator Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType
>::operator- (
    size_t Offset )
```

9.17.2.6 operator-=()

```
template<typename NdPtrType , typename ValRefType >
const TSafeDoublyLinkedListIterator& Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType,
ValRefType >::operator-= (
    size_t Offset )
```

9.17.2.7 operator==(())

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::operator==( (
    const TSafeDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.17.2.8 operator!=(())

```
template<typename NdPtrType , typename ValRefType >
bool Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::operator!= (
    const TSafeDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.17.2.9 operator*()

```
template<typename NdPtrType , typename ValRefType >
ValRefType Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::operator* (
    )
```

9.17.3 Member Data Documentation

9.17.3.1 NodePointer

```
template<typename NdPtrType , typename ValRefType >
NdPtrType Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >::NodePointer
```

9.18 Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType > Class Template Reference

```
#include "CommonTypes/Iterators/Block.h"
```

Public Member Functions

- [TSafeReverseBlockIterator](#) (PtrType InitialPosition, const ContType Owner)
- const [TSafeReverseBlockIterator](#) & [operator++](#) ()
- [TSafeReverseBlockIterator](#) [operator+](#) (size_t Offset)
- const [TSafeReverseBlockIterator](#) & [operator+=](#) (size_t Offset)
- const [TSafeReverseBlockIterator](#) & [operator--](#) ()
- [TSafeReverseBlockIterator](#) [operator-](#) (size_t Offset)
- const [TSafeReverseBlockIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TSafeReverseBlockIterator](#) &Other)
- bool [operator!=](#) (const [TSafeReverseBlockIterator](#) &Other)
- RefType [operator*](#) ()

9.18.1 Constructor & Destructor Documentation

9.18.1.1 TSafeReverseBlockIterator()

```
template<typename PtrType , typename RefType , class ContType >
Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::TSafeReverseBlockIterator
(
    PtrType InitialPosition,
    const ContType Owner )
```

9.18.2 Member Function Documentation

9.18.2.1 operator++()

```
template<typename PtrType , typename RefType , class ContType >
const TSafeReverseBlockIterator& Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator++ ( )
```

9.18.2.2 operator+()

```
template<typename PtrType , typename RefType , class ContType >
TSafeReverseBlockIterator Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator+ (
    size_t Offset )
```

9.18.2.3 operator+=()

```
template<typename PtrType , typename RefType , class ContType >
const TSafeReverseBlockIterator& Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator+= (
    size_t Offset )
```

9.18.2.4 operator--()

```
template<typename PtrType , typename RefType , class ContType >
const TSafeReverseBlockIterator& Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator-- ( )
```

9.18.2.5 operator-()

```
template<typename PtrType , typename RefType , class ContType >
TSafeReverseBlockIterator Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType,
ContType >::operator- (
    size_t Offset )
```

9.18.2.6 operator-=()

```
template<typename PtrType , typename RefType , class ContType >
const TSafeReverseBlockIterator& Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator-= (
    size_t Offset )
```

9.18.2.7 operator==()

```
template<typename PtrType , typename RefType , class ContType >
bool Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator== (
    const TSafeReverseBlockIterator< PtrType, RefType, ContType > & Other )
```

9.18.2.8 operator!=()

```
template<typename PtrType , typename RefType , class ContType >
bool Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator!= (
    const TSafeReverseBlockIterator< PtrType, RefType, ContType > & Other )
```

9.18.2.9 operator*()

```
template<typename PtrType , typename RefType , class ContType >
RefType Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >::operator*
( )
```

9.19 Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType > Class Template Reference

```
#include "CommonTypes/Iterators/DoublyLinked.h"
```

Public Member Functions

- [TSafeReverseDoublyLinkedListIterator](#) ()
- [TSafeReverseDoublyLinkedListIterator](#) (NdPtrType InitialPosition)
- const [TSafeReverseDoublyLinkedListIterator](#) & [operator++](#) ()
- [TSafeReverseDoublyLinkedListIterator](#) [operator+](#) (size_t Offset)
- const [TSafeReverseDoublyLinkedListIterator](#) & [operator+=](#) (size_t Offset)
- const [TSafeReverseDoublyLinkedListIterator](#) & [operator--](#) ()
- [TSafeReverseDoublyLinkedListIterator](#) [operator-](#) (size_t Offset)
- const [TSafeReverseDoublyLinkedListIterator](#) & [operator-=](#) (size_t Offset)
- bool [operator==](#) (const [TSafeReverseDoublyLinkedListIterator](#) &Other)
- bool [operator!=](#) (const [TSafeReverseDoublyLinkedListIterator](#) &Other)
- ValRefType [operator*](#) ()

Public Attributes

- NdPtrType [NodePointer](#)

9.19.1 Constructor & Destructor Documentation

9.19.1.1 TSafeReverseDoublyLinkedListIterator() [1/2]

```
template<class NdPtrType , typename ValRefType >
Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::TSafeReverseDoublyLinkedListIterator
( )
```

9.19.1.2 TSafeReverseDoublyLinkedListIterator() [2/2]

```
template<class NdPtrType , typename ValRefType >
Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::TSafeReverseDoublyLinkedListIterator
(
    NdPtrType InitialPosition )
```

9.19.2 Member Function Documentation

9.19.2.1 operator++()

```
template<class NdPtrType , typename ValRefType >
const TSafeReverseDoublyLinkedListIterator& Common::Iterators::TSafeReverseDoublyLinkedListIterator<
NdPtrType, ValRefType >::operator++ ( )
```

9.19.2.2 operator+()

```
template<class NdPtrType , typename ValRefType >
TSafeReverseDoublyLinkedListIterator Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator+ (
    size_t Offset )
```

9.19.2.3 operator+=()

```
template<class NdPtrType , typename ValRefType >
const TSafeReverseDoublyLinkedListIterator& Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator+= (
    size_t Offset )
```

9.19.2.4 operator--()

```
template<class NdPtrType , typename ValRefType >
const TSafeReverseDoublyLinkedListIterator& Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator-- ( )
```

9.19.2.5 operator-()

```
template<class NdPtrType , typename ValRefType >
TSafeReverseDoublyLinkedListIterator Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator- (
    size_t Offset )
```

9.19.2.6 operator-=()

```
template<class NdPtrType , typename ValRefType >
const TSafeReverseDoublyLinkedListIterator& Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator-= (
    size_t Offset )
```

9.19.2.7 operator==(())

```
template<class NdPtrType , typename ValRefType >
bool Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator==(
    (
        const TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.19.2.8 operator!=(())

```
template<class NdPtrType , typename ValRefType >
bool Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::operator!=(
(
    const TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType > & Other )
```

9.19.2.9 operator*()

```
template<class NdPtrType , typename ValRefType >
ValRefType Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >↔
::operator* ( )
```

9.19.3 Member Data Documentation

9.19.3.1 NodePointer

```
template<class NdPtrType , typename ValRefType >
NdPtrType Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >::Node↔
Pointer
```

9.20 Common::TVector< T > Class Template Reference

Container representing array that can change its size.

```
#include "CommonTypes/Vector.h"
```

Public Types

- enum class [EReservedCapacityRule](#) : uint8_t { [Exponential](#) , [Linear](#) , [NeverReserve](#) }
Defines how extra Capacity is reserved.
- enum class [EShrinkBehavior](#) { [Require](#) , [Allow](#) , [Deny](#) }
Overrides CapacityRule for specific element removal case.
- typedef T [value_type](#)
- typedef [Iterators::TBlockIterator](#)< T *, T & > [CIterator](#)
Iterator. Implemented op-s: ++, +=, +, -, -=, -, ==, !=, =.
- typedef [Iterators::TBlockIterator](#)< const T *, const T & > [CConstIterator](#)
Version of CIterator for const values.
- typedef [Iterators::TReverseBlockIterator](#)< T *, T & > [CReverselIterator](#)
Reverse iterator. Increment is actually decrement, etc.
- typedef [Iterators::TReverseBlockIterator](#)< const T *, const T & > [CConstReverselIterator](#)
Version of TReverselIterator for const values.
- typedef [Iterators::TSafeBlockIterator](#)< T *, T &, [TVector](#)< T > * > [CSafelIterator](#)
Iterator that does bounds checking and throws OutOfRange().
- typedef [Iterators::TSafeBlockIterator](#)< const T *, const T &, const [TVector](#)< T > * > [CSafeConstIterator](#)
Version of TSafelIterator for const values.
- typedef [Iterators::TSafeReverseBlockIterator](#)< T *, T &, [TVector](#)< T > * > [CSafeReverselIterator](#)
Reverse iterator that can throw OutOfRange().
- typedef [Iterators::TSafeReverseBlockIterator](#)< const T *, const T &, const [TVector](#)< T > * > [CSafeConstReverselIterator](#)
Version of TSafeReverselIterator for const values.

Public Member Functions

- [TVector](#) ([EReservedCapacityRule](#) CapacityRule=[EReservedCapacityRule::Exponential](#)) noexcept
Creates empty vector with Capacity preset predefined.
- [TVector](#) (size_t Size, const T &DefaultValue={}, [EReservedCapacityRule](#) CapacityRule=[EReservedCapacityRule::Exponential](#))
Vector with pre-created elements.
- [TVector](#) (size_t Size, const T *const Array, [EReservedCapacityRule](#) CapacityRule=[EReservedCapacityRule::Exponential](#))
Vector constructed from raw dynamic array (copy).
- [TVector](#) (const std::initializer_list< T > &ValuesList)
Modern C++ initialization syntax: name = {...}.
- template<typename IteratorType >
[TVector](#) (IteratorType [Begin](#), IteratorType [End](#), [EReservedCapacityRule](#) CapacityRule=[EReservedCapacityRule::Exponential](#),
typename std::enable_if<!std::is_integral< IteratorType >::value >::type *==0)
Constructor to get values from another container.
- [TVector](#) (const [TVector](#)< T > &Other)
Initialize by copying another TVector.
- [TVector](#) ([TVector](#)< T > &&Other) noexcept
Move constructor.
- [~TVector](#) ()
- template<typename IteratorType >
void [Assign](#) (IteratorType [Begin](#), IteratorType [End](#), [EShrinkBehavior](#) ShrinkBehavior=[EShrinkBehavior::Allow](#))
Allows to copy values from another container.
- [TVector](#)< T > & [operator=](#) (const std::initializer_list< T > &ValuesList)
Allows assignment with = {...} style.
- [TVector](#)< T > & [operator=](#) (const [TVector](#)< T > &Other)
Makes a copy of another vector.
- [TVector](#)< T > & [operator=](#) ([TVector](#)< T > &&Other) noexcept
Move assignment.
- T & [operator\[\]](#) (size_t Index)
Index operator that provides access to the element.
- const T & [operator\[\]](#) (size_t Index) const
Index operator for const vectors.
- T & [SafeAt](#) (size_t Index)
[] with range check.
- const T & [SafeAt](#) (size_t Index) const
SafeAt() for const vectors.
- T & [AutoAt](#) (size_t Index, const T &DefaultValue={})
Provides access to the element. If range check fails, will auto fill vector up to Index with DefaultValue.
- T * [RawData](#) () noexcept
Provides access to the internal buffer.
- const T * [RawData](#) () const noexcept
RawData() for const vectors.
- bool [operator==](#) (const [TVector](#)< T > &Other) const noexcept
Checks if two vectors contain the same values by calling equality operator recursively.
- bool [operator!=](#) (const [TVector](#)< T > &Other) const noexcept
Opposite to operator ==.
- [TVector](#)< T > & [operator+=](#) (const [TVector](#)< T > &Other)
Concatenates vectors (push 1 with 2)
- [TVector](#)< T > [operator+](#) (const [TVector](#)< T > &Other) const
Concatenates vectors (push 1 with 2)
- void [Push](#) (const T &Value)

- Adds one element to the end of vector.*

 - `template<typename IteratorType >`
`void Push (IteratorType Begin, IteratorType End)`
Adds multiple elements to the end via iterators.
 - `void Insert (size_t Position, const T &Value)`
Inserts one element to the specified position.
 - `void SafeInsert (size_t Position, const T &Value)`
[Insert\(\)](#) with range check.
 - `void AutoInsert (size_t Position, const T &Value, const T &DefaultValue={})`
Inserts element, extends vector if range check failed.
 - `template<typename IteratorType >`
`void Insert (size_t Position, IteratorType Begin, IteratorType End)`
Inserts range of elements, starting at Position.
 - `template<typename IteratorType >`
`void SafeInsert (size_t Position, IteratorType Begin, IteratorType End)`
[Insert\(\)](#) with range check.
 - `template<typename IteratorType >`
`void AutoInsert (size_t Position, IteratorType Begin, IteratorType End, const T &DefaultValue={})`
Inserts range of elements, starting at Position. Extends vector if range check failed.
 - `void Pop (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes one element from the end of vector.
 - `void SafePop (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[Pop\(\)](#) with range check.
 - `T SafePopGet (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[SafePop\(\)](#) that returns removed value.
 - `void PopMultiple (size_t ElementsCount, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes N elements from the end of vector.
 - `void Shift (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes one element from the beginning of vector.
 - `void SafeShift (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[Shift\(\)](#) with range check.
 - `T SafeShiftGet (EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[SafeShift\(\)](#) that returns removed value.
 - `void ShiftMultiple (size_t ElementsToShift, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes N elements from the beginning of vector.
 - `void Erase (size_t Position, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes element with specified position.
 - `void SafeErase (size_t Position, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[Erase\(\)](#) with range check.
 - `T SafeEraseGet (size_t Position, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
[SafeErase\(\)](#) that returns removed value.
 - `void EraseMultiple (size_t PositionFrom, size_t PositionTo, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Removes range of elements from vector.
 - `void Reserve (size_t NewCapacity)`
Allocates elements internally for the future use.
 - `void Resize (size_t NewSize, const T &DefaultValue={}, EShrinkBehavior ShrinkBehavior=EShrinkBehavior::Allow)`
Changes size of vector.
 - `void Swap (TVector< T > &Other) noexcept`
Swaps two vectors internally without deep copy.
 - `void ShrinkToFit ()`
Clears memory that was reserved for future use.

- void [Clear](#) ([EShrinkBehavior](#) ShrinkBehavior=[EShrinkBehavior::Allow](#))
Removes all elements from the vector.
- size_t [GetSize](#) () const noexcept
Size is number of elements that you can use.
- size_t [GetCapacity](#) () const noexcept
Capacity is Size + reserved space for the future use.
- bool [IsEmpty](#) () const noexcept
Simple check if size of this vector equals 0.
- void [SetCapacityRule](#) ([EReservedCapacityRule](#) CapacityRule) noexcept
Set enum value that will describe how re-allocation works when elements are added / removed from vector. Reallocation on removal happens only if bool bAllowAutoShrink was passed with supported operation.
- [EReservedCapacityRule](#) [GetCapacityRule](#) () const noexcept
Returns Capacity rule that is currently applied. It affects how elements are allocated & destructed.
- T & [Front](#) ()
Provides access to the first element.
- const T & [Front](#) () const
[Front\(\)](#) for const vectors.
- T & [SafeFront](#) ()
[Front\(\)](#) with range check.
- const T & [SafeFront](#) () const
[SafeFront\(\)](#) for const vectors.
- T & [Back](#) ()
Provides access to the last element.
- const T & [Back](#) () const
[Back\(\)](#) for const vectors.
- T & [SafeBack](#) ()
[Back\(\)](#) with range check.
- const T & [SafeBack](#) () const
[SafeBack\(\)](#) for const vectors.
- [CIterator](#) [Begin](#) ()
Iterator pointing to the first elem.
- [CConstIterator](#) [ConstBegin](#) () const
Iterator pointing to the first elem (const).
- [CReverseIterator](#) [ReverseBegin](#) ()
Reverse iterator pointing to the first elem.
- [CConstReverseIterator](#) [ConstReverseBegin](#) () const
Reverse iterator pointing to the first elem (const).
- [CSafeIterator](#) [SafeBegin](#) ()
Safe iterator pointing to the first elem.
- [CSafeConstIterator](#) [SafeConstBegin](#) () const
Safe iterator pointing to the first elem (const).
- [CSafeReverseIterator](#) [SafeReverseBegin](#) ()
Safe reverse iterator pointing to the first elem.
- [CSafeConstReverseIterator](#) [SafeConstReverseBegin](#) () const
Safe reverse iterator pointing to the first elem (const).
- [CIterator](#) [End](#) ()
Iterator pointing to the elem after last.
- [CConstIterator](#) [ConstEnd](#) () const
Iterator pointing to the elem after last (const).
- [CReverseIterator](#) [ReverseEnd](#) ()
Reverse iterator pointing to the elem after last.

- [CConstReverseliterator ConstReverseEnd \(\)](#) const
Reverse iterator pointing to the elem after last (const).
- [CSafeliterator SafeEnd \(\)](#)
Safe iterator pointing to the elem after last.
- [CSafeConstliterator SafeConstEnd \(\)](#) const
Safe iterator pointing to the elem after last (const).
- [CSafeReverseliterator SafeReverseEnd \(\)](#)
Safe reverse iterator pointing to the elem after last.
- [CSafeConstReverseliterator SafeConstReverseEnd \(\)](#) const
Safe reverse it. pointing to elem after last (const).
- [Cliterator begin \(\)](#)
Begin() alias (for compatibility)
- [CConstliterator begin \(\)](#) const
ConstBegin() alias (overloaded, for compatibility)
- [CConstliterator cbegin \(\)](#) const
ConstBegin() alias (for compatibility)
- [CReverseliterator rbegin \(\)](#)
ReverseBegin() alias (for compatibility)
- [CConstReverseliterator rbegin \(\)](#) const
ConstReverseBegin() alias (overloaded, for compatibility)
- [CConstReverseliterator crbegin \(\)](#) const
ConstReverseBegin() alias (for compatibility)
- [Cliterator end \(\)](#)
End() alias (for compatibility)
- [CConstliterator end \(\)](#) const
ConstEnd() alias (overloaded, for compatibility)
- [CConstliterator cend \(\)](#) const
ConstEnd() alias (for compatibility)
- [CReverseliterator rend \(\)](#)
ReverseEnd() alias (for compatibility)
- [CConstReverseliterator rend \(\)](#) const
ConstReverseEnd() alias (overloaded, for compatibility)
- [CConstReverseliterator crend \(\)](#) const
ConstReverseEnd() alias (for compatibility)

9.20.1 Detailed Description

```
template<typename T>
class Common::TVector< T >
```

Container representing array that can change its size.

Fast in accessing elements as offsets are used, but not very effective in terms of adding and removing elements. To minimize those drawbacks, there are memory reserving rules that you can manage.

Unlike `std::vector`, this has utilities to manage capacity outside. `EReservedCapacityRule` describes how extra capacity is reserved. This value is class member (get/set are possible). `EShrinkBehavior` can be passed to every function that is supposed to decrease `TVector` capacity, overriding `EReservedCapacityRule` in terms of removing elements in this specific case.

Exception policy: Generally, `TVector` stays in the previous state if operation fails. `TVector` is cleared if move construction of the underlying object failed. `TVector` is in the broken state if exception occurred from `TVector` constructor, but destruction is handled correctly. Rethrows original exception. Capacity is not changed if `CapacityRule` is NOT `NeverReserve`.

Note

If the logical result of operation may not be determined, there are two methods: one that throws an exception ("Safe" prefix) and another one that does assertion in debug mode. Custom exception is [COutOfRange](#), derived from [CException](#).

Underlying object must be copy and move constructible.

Todo In case of construction errors, do not decrease capacity unless CapacityRule is set to NeverReserve. Capacity management is not consistent now, especially if move operation throws

Todo Unshift method

Todo Implement SFINAE to support types without nonparam ctor and types without overloaded == operator

Todo Better iterator support

Bug Object might be copied when it could be moved

9.20.2 Member Typedef Documentation

9.20.2.1 value_type

```
template<typename T >
typedef T Common::TVector< T >::value\_type
```

9.20.2.2 CIterator

```
template<typename T >
typedef Iterators::TBlockIterator<T\*, T&> Common::TVector< T >::CIterator
```

Iterator. Implemented op-s: ++, +=, +, -, -=, -, ==, !=, =.

9.20.2.3 CConstIterator

```
template<typename T >
typedef Iterators::TBlockIterator<const T\*, const T&> Common::TVector< T >::CConstIterator
```

Version of CIterator for const values.

9.20.2.4 CReverseliterator

```
template<typename T >
typedef Iterators::TReverseBlockIterator<T*, T&> Common::TVector< T >::CReverseIterator
```

Reverse iterator. Increment is actually decrement, etc.

9.20.2.5 CConstReverseliterator

```
template<typename T >
typedef Iterators::TReverseBlockIterator<const T*, const T&> Common::TVector< T >::CConstReverseIterator
```

Version of TReverseliterator for const values.

9.20.2.6 CSafeliterator

```
template<typename T >
typedef Iterators::TSafeBlockIterator<T*, T&, TVector<T>*> Common::TVector< T >::CSafeIterator
```

Iterator that does bounds checking and throws OutOfRange().

9.20.2.7 CSafeConstliterator

```
template<typename T >
typedef Iterators::TSafeBlockIterator<const T*, const T&, const TVector<T>*> Common::TVector<
T >::CSafeConstIterator
```

Version of TSafeliterator for const values.

9.20.2.8 CSafeReverseliterator

```
template<typename T >
typedef Iterators::TSafeReverseBlockIterator<T*, T&, TVector<T>*> Common::TVector< T >↵
::CSafeReverseIterator
```

Reverse iterator that can throw OutOfRange().

9.20.2.9 CSafeConstReverseliterator

```
template<typename T >
typedef Iterators::TSafeReverseBlockIterator<const T*, const T&, const TVector<T>*> Common::TVector<
T >::CSafeConstReverseIterator
```

Version of TSafeReverseliterator for const values.

9.20.3 Member Enumeration Documentation

9.20.3.1 EReservedCapacityRule

```
template<typename T >
enum Common::TVector::EReservedCapacityRule : uint8_t [strong]
```

Defines how extra Capacity is reserved.

Enumerator

Exponential	[ADD] allocates (NewSize-1)*2 if capacity exceed and vector is not small enough [DEL] allocates 2*Size if Capacity > 4 * Size and vector is not small enough
Linear	[ADD] allocates NewSize + 3 + 32 / sizeof(T) if capacity exceed [DEL] allocates Size + 4 + 32 / sizeof(T) if size exceeds capacity by more than 2*(8 + 64 / sizeof(T))
NeverReserve	[ADD, DEL] memory is never reserved automatically; Decrease of vector size causes ShrinkToFit() immediately

9.20.3.2 EShrinkBehavior

```
template<typename T >
enum Common::TVector::EShrinkBehavior [strong]
```

Overrides CapacityRule for specific element removal case.

Enumerator

Require	Force reallocation if possible. Same as calling ShrinkToFit() after each operation or setting EReservedCapacityRule to NeverReserve
Allow	Used as default value. Inherits behavior from EReservedCapacityRule. See also EReservedCapacityRule for more info about presets.
Deny	Do not deallocate memory, even if EReservedCapacityRule prescribes that.

9.20.4 Constructor & Destructor Documentation

9.20.4.1 TVector() [1/7]

```
template<typename T >
Common::TVector< T >::TVector (
    EReservedCapacityRule CapacityRule = EReservedCapacityRule::Exponential ) [noexcept]
```

Creates empty vector with Capacity preset predefined.

Parameters

<i>CapacityRule</i>	Optional. Describes how memory is reserved
---------------------	--

See also

[EReservedCapacityRule](#) for more info about presets.

9.20.4.2 TVector() [2/7]

```
template<typename T >
Common::TVector< T >::TVector (
    size_t Size,
    const T & DefaultValue = {},
    EReservedCapacityRule CapacityRule = EReservedCapacityRule::Exponential )
```

Vector with pre-created elements.

Parameters

<i>Size</i>	Number of elements to allocate
<i>DefaultValue</i>	Value to initialize with
<i>CapacityRule</i>	Optional. Describes how memory is reserved

See also

[EReservedCapacityRule](#) for more info about presets.

9.20.4.3 TVector() [3/7]

```
template<typename T >
Common::TVector< T >::TVector (
```



```

size_t Size,
const T *const Array,
EReservedCapacityRule CapacityRule = EReservedCapacityRule::Exponential )

```

Vector constructed from raw dynamic array (copy).

Parameters

<i>Size</i>	Number of elements in original array
<i>Array</i>	Pointer to heap with C-style array
<i>CapacityRule</i>	Optional. Describes how memory is reserved

Note

Array[0] to Array[Size-1] must exist and have the same type as vector value_type.

See also

[EReservedCapacityRule](#) for more info about presets.

9.20.4.4 TVector() [4/7]

```

template<typename T >
Common::TVector< T >::TVector (
    const std::initializer_list< T > & ValuesList )

```

Modern C++ initialization syntax: name = {...}.

Parameters

<i>ValuesList</i>	Initializer list
-------------------	------------------

9.20.4.5 TVector() [5/7]

```

template<typename T >
template<typename IteratorType >
Common::TVector< T >::TVector (
    IteratorType Begin,
    IteratorType End,
    EReservedCapacityRule CapacityRule = EReservedCapacityRule::Exponential,
    typename std::enable_if<!std::is_integral< IteratorType >::value >::type * = 0
)

```

Constructor to get values from another container.

Template Parameters

<i>IteratorType</i>	Iterator that implements ++, != and *
---------------------	---------------------------------------

Parameters

<i>Begin</i>	Iterator referring to the beginning of container
<i>End</i>	Iterator referring to the end of container
<i>CapacityRule</i>	Optional. Describes how memory is reserved

See also

[EReservedCapacityRule](#) for more info about presets.

9.20.4.6 TVector() [6/7]

```
template<typename T >
Common::TVector< T >::TVector (
    const TVector< T > & Other )
```

Initialize by copying another [TVector](#).

Parameters

<i>Other</i>	vector to copy
--------------	----------------

9.20.4.7 TVector() [7/7]

```
template<typename T >
Common::TVector< T >::TVector (
    TVector< T > && Other ) [noexcept]
```

Move constructor.

Parameters

<i>Other</i>	Temporary object to get data from
--------------	-----------------------------------

9.20.4.8 ~TVector()

```
template<typename T >
Common::TVector< T >::~~TVector ( )
```

9.20.5 Member Function Documentation

9.20.5.1 Assign()

```
template<typename T >
template<typename IteratorType >
void Common::TVector< T >::Assign (
    IteratorType Begin,
    IteratorType End,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Allows to copy values from another container.

Template Parameters

<i>IteratorType</i>	Iterator that implements ++, != and *
---------------------	---------------------------------------

Parameters

<i>Begin</i>	Iterator referring to the beginning of container
<i>End</i>	Iterator referring to the end of container
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

See also

ShrinkBehavior for more info about patterns.

9.20.5.2 operator=() [1/3]

```
template<typename T >
TVector<T>& Common::TVector< T >::operator= (
    const std::initializer_list< T > & ValuesList )
```

Allows assignment with = {...} style.

Parameters

<i>ValuesList</i>	Initializer list
-------------------	------------------

Returns

Reference to this vector

9.20.5.3 operator=() [2/3]

```
template<typename T >
TVector<T>& Common::TVector< T >::operator= (
    const TVector< T > & Other )
```

Makes a copy of another vector.

Parameters

<i>Other</i>	vector
--------------	--------

Returns

Reference to this vector

9.20.5.4 operator=() [3/3]

```
template<typename T >
TVector<T>& Common::TVector< T >::operator= (
    TVector< T > && Other ) [noexcept]
```

Move assignment.

Parameters

<i>Other</i>	Temporary object to get data from
--------------	-----------------------------------

Returns

Reference to this vector

9.20.5.5 operator[]() [1/2]

```
template<typename T >
T& Common::TVector< T >::operator[] (
    size_t Index )
```

Index operator that provides access to the element.

Parameters

<i>Index</i>	aka offset value
--------------	------------------

Returns

Reference to the requested element

Note

Element with requested index must exist in vector.

9.20.5.6 operator[]() [2/2]

```
template<typename T >
const T& Common::TVector< T >::operator[] (
    size_t Index ) const [inline]
```

Index operator for const vectors.

9.20.5.7 SafeAt() [1/2]

```
template<typename T >
T& Common::TVector< T >::SafeAt (
    size_t Index )
```

[] with range check.

9.20.5.8 SafeAt() [2/2]

```
template<typename T >
const T& Common::TVector< T >::SafeAt (
    size_t Index ) const [inline]
```

SafeAt() for const vectors.

9.20.5.9 AutoAt()

```
template<typename T >
T& Common::TVector< T >::AutoAt (
    size_t Index,
    const T & DefaultValue = {} )
```

Provides access to the element. If range check fails, will auto fill vector up to Index with DefaultValue.

Parameters

<i>Index</i>	Element index
<i>DefaultValue</i>	Value to initialize added elements

Returns

Reference to the requested element

See also

Use operator [] if you are sure that element exists

9.20.5.10 RawData() [1/2]

```
template<typename T >
T* Common::TVector< T >::RawData ( ) [noexcept]
```

Provides access to the internal buffer.

Returns

Pointer to c-style heap array

9.20.5.11 RawData() [2/2]

```
template<typename T >
const T* Common::TVector< T >::RawData ( ) const [inline], [noexcept]
```

[RawData\(\)](#) for const vectors.

9.20.5.12 operator==()

```
template<typename T >
bool Common::TVector< T >::operator== (
    const TVector< T > & Other ) const [noexcept]
```

Checks if two vectors contain the same values by calling equality operator recursively.

Parameters

<i>Other</i>	Other vector to compare
--------------	-------------------------

Returns

True if sizes and values are equal, false otherwise

Note

Containing elements must implement == operator

9.20.5.13 operator"!="()

```
template<typename T >
bool Common::TVector< T >::operator!= (
    const TVector< T > & Other ) const [noexcept]
```

Opposite to operator ==.

9.20.5.14 operator+=()

```
template<typename T >
TVector<T>& Common::TVector< T >::operator+= (
    const TVector< T > & Other )
```

Concatenates vectors (push 1 with 2)

Parameters

<i>Other</i>	Other vector to copy values from
--------------	----------------------------------

Returns

Reference to this vector

9.20.5.15 operator+()

```
template<typename T >
TVector<T> Common::TVector< T >::operator+ (
    const TVector< T > & Other ) const
```

Concatenates vectors (push 1 with 2)

Parameters

<i>Other</i>	Other vector to copy values from
--------------	----------------------------------

Returns

New vector, containing elements from both vectors

9.20.5.16 Push() [1/2]

```
template<typename T >
void Common::TVector< T >::Push (
    const T & Value )
```

Adds one element to the end of vector.

Parameters

<i>Value</i>	Element to add
--------------	----------------

See also

Call [ShrinkToFit\(\)](#) to clear reserved memory, [Reserve\(\)](#) to increase its amount

9.20.5.17 Push() [2/2]

```
template<typename T >
template<typename IteratorType >
void Common::TVector< T >::Push (
    IteratorType Begin,
    IteratorType End )
```

Adds multiple elements to the end via iterators.

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one

9.20.5.18 Insert() [1/2]

```
template<typename T >
void Common::TVector< T >::Insert (
```



```
size_t Position,
const T & Value )
```

Inserts one element to the specified position.

Parameters

<i>Position</i>	Index where to insert
<i>Value</i>	Value to insert

Note

Position must not exceed Size

9.20.5.19 SafeInsert() [1/2]

```
template<typename T >
void Common::TVector< T >::SafeInsert (
    size_t Position,
    const T & Value )
```

[Insert\(\)](#) with range check.

9.20.5.20 AutoInsert() [1/2]

```
template<typename T >
void Common::TVector< T >::AutoInsert (
    size_t Position,
    const T & Value,
    const T & DefaultValue = {} )
```

Inserts element, extends vector if range check failed.

Parameters

<i>Position</i>	
<i>Value</i>	Value to insert
<i>DefaultValue</i>	Value to fill with if Position > Size

See also

[Insert\(\)](#) if you are sure that Position <= Size

9.20.5.21 Insert() [2/2]

```
template<typename T >
template<typename IteratorType >
void Common::TVector< T >::Insert (
    size_t Position,
    IteratorType Begin,
    IteratorType End )
```

Inserts range of elements, starting at Position.

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Position</i>	Index of the first inserted element
<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one

Note

Position must not exceed Size

9.20.5.22 SafeInsert() [2/2]

```
template<typename T >
template<typename IteratorType >
void Common::TVector< T >::SafeInsert (
    size_t Position,
    IteratorType Begin,
    IteratorType End )
```

[Insert\(\)](#) with range check.

9.20.5.23 AutoInsert() [2/2]

```
template<typename T >
template<typename IteratorType >
void Common::TVector< T >::AutoInsert (
    size_t Position,
    IteratorType Begin,
    IteratorType End,
    const T & DefaultValue = {} )
```

Inserts range of elements, starting at Position. Extends vector if range check failed.

Template Parameters

<i>IteratorType</i>	Iterator with implemented ++, != and *
---------------------	--

Parameters

<i>Position</i>	Index of the first inserted element
<i>Begin</i>	Iterator referring to the first element
<i>End</i>	Iterator referring to the element after last one
<i>DefaultValue</i>	Value to fill with if Position > Size

See also

[Insert\(\)](#) if you are sure that Position <= Size

9.20.5.24 Pop()

```
template<typename T >
void Common::TVector< T >::Pop (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes one element from the end of vector.

Parameters

<i>ShrinkBehavior</i>	Optional. Describes how memory is freed
-----------------------	---

Note

Vector must not be empty.

9.20.5.25 SafePop()

```
template<typename T >
void Common::TVector< T >::SafePop (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

[Pop\(\)](#) with range check.

9.20.5.26 SafePopGet()

```
template<typename T >
T Common::TVector< T >::SafePopGet (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

[SafePop\(\)](#) that returns removed value.

9.20.5.27 PopMultiple()

```
template<typename T >
void Common::TVector< T >::PopMultiple (
    size_t ElementsCount,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes N elements from the end of vector.

Parameters

<i>ElementsCount</i>	Number of elements to be removed
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

Note

If ElementsCount >= Size, clears vector

9.20.5.28 Shift()

```
template<typename T >
void Common::TVector< T >::Shift (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes one element from the beginning of vector.

Parameters

<i>ShrinkBehavior</i>	Optional. Describes how memory is freed
-----------------------	---

Note

Vector must not be empty.

9.20.5.29 SafeShift()

```
template<typename T >
void Common::TVector< T >::SafeShift (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Shift() with range check.

9.20.5.30 SafeShiftGet()

```
template<typename T >
T Common::TVector< T >::SafeShiftGet (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

SafeShift() that returns removed value.

9.20.5.31 ShiftMultiple()

```
template<typename T >
void Common::TVector< T >::ShiftMultiple (
    size_t ElementsToShift,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes N elements from the beginning of vector.

Parameters

<i>ElementsCount</i>	Number of elements to be removed
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

Note

If ElementsCount >= Size, clears vector

9.20.5.32 Erase()

```
template<typename T >
void Common::TVector< T >::Erase (
    size_t Position,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes element with specified position.

Parameters

<i>Position</i>	Position of element to be removed
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

Attention

This method removes one element. To remove multiple, use [EraseMultiple\(\)](#). Your code with such a mistake may be compiled because of optional param.

9.20.5.33 SafeErase()

```
template<typename T >
void Common::TVector< T >::SafeErase (
    size_t Position,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

[Erase\(\)](#) with range check.

9.20.5.34 SafeEraseGet()

```
template<typename T >
T Common::TVector< T >::SafeEraseGet (
    size_t Position,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

[SafeErase\(\)](#) that returns removed value.

9.20.5.35 EraseMultiple()

```
template<typename T >
void Common::TVector< T >::EraseMultiple (
    size_t PositionFrom,
    size_t PositionTo,
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes range of elements from vector.

Parameters

<i>PositionFrom</i>	Starting index for erase
<i>PositionTo</i>	End point for erase (after the last element)
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

Note

Ignores elements at unavailable positions.

Attention

This method removes multiple elements. To remove one, use [Erase\(\)](#). Your code with such a mistake may be compiled because of optional param.

9.20.5.36 Reserve()

```
template<typename T >
void Common::TVector< T >::Reserve (
    size_t NewCapacity )
```

Allocates elements internally for the future use.

Parameters

<i>NewCapacity</i>	If greater than size, will update internal capacity
--------------------	---

See also

Call [ShrinkToFit\(\)](#) to clear reserved memory.

Attention

Upon elements removal, vector can be shrinked if CapacityRule and ShrinkBehavior allow that

9.20.5.37 Resize()

```
template<typename T >
void Common::TVector< T >::Resize (
    size_t NewSize,
    const T & DefaultValue = {},
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Changes size of vector.

Parameters

<i>NewSize</i>	New size of vector. If NewSize < Size, deletes last elements. Otherwise, creates new with passed value.
<i>DefaultValue</i>	Value to initialize added elements
<i>ShrinkBehavior</i>	Optional. Describes how memory is freed

9.20.5.38 Swap()

```
template<typename T >
void Common::TVector< T >::Swap (
    TVector< T > & Other ) [noexcept]
```

Swaps two vectors internally without deep copy.

Parameters

<i>Other</i>	Object to swap resources with
--------------	-------------------------------

9.20.5.39 ShrinkToFit()

```
template<typename T >
void Common::TVector< T >::ShrinkToFit ( )
```

Clears memory that was reserved for future use.

See also

Methods that can reserve memory: [Push\(\)](#), [Reserve\(\)](#), etc.

9.20.5.40 Clear()

```
template<typename T >
void Common::TVector< T >::Clear (
    EShrinkBehavior ShrinkBehavior = EShrinkBehavior::Allow )
```

Removes all elements from the vector.

Parameters

<i>ShrinkBehavior</i>	Optional. Describes how memory is freed
-----------------------	---

9.20.5.41 GetSize()

```
template<typename T >
size_t Common::TVector< T >::GetSize ( ) const [noexcept]
```

Size is number of elements that you can use.

Returns

Size of vector

9.20.5.42 GetCapacity()

```
template<typename T >
size_t Common::TVector< T >::GetCapacity ( ) const [noexcept]
```

Capacity is Size + reserved space for the future use.

Returns

Capacity of vector

9.20.5.43 IsEmpty()

```
template<typename T >
bool Common::TVector< T >::IsEmpty ( ) const [noexcept]
```

Simple check if size of this vector equals 0.

Returns

True if empty, false if not

9.20.5.44 SetCapacityRule()

```
template<typename T >
void Common::TVector< T >::SetCapacityRule (
    EReservedCapacityRule CapacityRule ) [noexcept]
```

Set enum value that will describe how re-allocation works when elements are added / removed from vector. Re-allocation on removal happens only if bool bAllowAutoShrink was passed with supported operation.

Parameters

<i>CapacityRule</i>	Preset value from EReservedCapacityRule
---------------------	---

Note

If bAllowAutoShrink was passed with operation, size that you have manually reserved may also be deallocated

9.20.5.45 GetCapacityRule()

```
template<typename T >
EReservedCapacityRule Common::TVector< T >::GetCapacityRule ( ) const [noexcept]
```

Returns Capacity rule that is currently applied. It affects how elements are allocated & destructed.

Returns

EReservedCapacityRule Current capacity rule

See also

[EReservedCapacityRule](#) for more info about presets.

9.20.5.46 Front() [1/2]

```
template<typename T >
T& Common::TVector< T >::Front ( )
```

Provides access to the first element.

Returns

Reference to the first element

Note

Vector must not be empty.

9.20.5.47 Front() [2/2]

```
template<typename T >
const T& Common::TVector< T >::Front ( ) const [inline]
```

[Front\(\)](#) for const vectors.

9.20.5.48 SafeFront() [1/2]

```
template<typename T >
T& Common::TVector< T >::SafeFront ( )
```

[Front\(\)](#) with range check.

9.20.5.49 SafeFront() [2/2]

```
template<typename T >
const T& Common::TVector< T >::SafeFront ( ) const [inline]
```

[SafeFront\(\)](#) for const vectors.

9.20.5.50 Back() [1/2]

```
template<typename T >
T& Common::TVector< T >::Back ( )
```

Provides access to the last element.

Returns

Reference to the last element

Note

Vector must not be empty.

9.20.5.51 Back() [2/2]

```
template<typename T >
const T& Common::TVector< T >::Back ( ) const [inline]
```

[Back\(\)](#) for const vectors.

9.20.5.52 SafeBack() [1/2]

```
template<typename T >
T& Common::TVector< T >::SafeBack ( )
```

[Back\(\)](#) with range check.

9.20.5.53 SafeBack() [2/2]

```
template<typename T >
const T& Common::TVector< T >::SafeBack ( ) const [inline]
```

[SafeBack\(\)](#) for const vectors.

9.20.5.54 Begin()

```
template<typename T >  
CIterator Common::TVector< T >::Begin ( )
```

Iterator pointing to the first elem.

Returns

CIterator iterator

9.20.5.55 ConstBegin()

```
template<typename T >  
CConstIterator Common::TVector< T >::ConstBegin ( ) const
```

Iterator pointing to the first elem (const).

Returns

CConstIterator iterator

9.20.5.56 ReverseBegin()

```
template<typename T >  
CReverseIterator Common::TVector< T >::ReverseBegin ( )
```

Reverse iterator pointing to the first elem.

Returns

CReverseIterator iterator

9.20.5.57 ConstReverseBegin()

```
template<typename T >  
CConstReverseIterator Common::TVector< T >::ConstReverseBegin ( ) const
```

Reverse iterator pointing to the first elem (const).

Returns

CConstReverseIterator iterator

9.20.5.58 SafeBegin()

```
template<typename T >  
CSafeIterator Common::TVector< T >::SafeBegin ( )
```

Safe iterator pointing to the first elem.

Returns

CSafeliterator iterator

9.20.5.59 SafeConstBegin()

```
template<typename T >  
CSafeConstIterator Common::TVector< T >::SafeConstBegin ( ) const
```

Safe iterator pointing to the first elem (const).

Returns

CSafeConstIterator iterator

9.20.5.60 SafeReverseBegin()

```
template<typename T >  
CSafeReverseIterator Common::TVector< T >::SafeReverseBegin ( )
```

Safe reverse iterator pointing to the first elem.

Returns

CSafeReverseIterator iterator

9.20.5.61 SafeConstReverseBegin()

```
template<typename T >  
CSafeConstReverseIterator Common::TVector< T >::SafeConstReverseBegin ( ) const
```

Safe reverse iterator pointing to the first elem (const).

Returns

CSafeConstReverseIterator

9.20.5.62 End()

```
template<typename T >  
CIterator Common::TVector< T >::End ( )
```

Iterator pointing to the elem after last.

Returns

CIterator iterator

9.20.5.63 ConstEnd()

```
template<typename T >  
CConstIterator Common::TVector< T >::ConstEnd ( ) const
```

Iterator pointing to the elem after last (const).

Returns

CConstIterator iterator

9.20.5.64 ReverseEnd()

```
template<typename T >  
CReverseIterator Common::TVector< T >::ReverseEnd ( )
```

Reverse iterator pointing to the elem after last.

Returns

CReverseIterator iterator

9.20.5.65 ConstReverseEnd()

```
template<typename T >  
CConstReverseIterator Common::TVector< T >::ConstReverseEnd ( ) const
```

Reverse iterator pointing to the elem after last (const).

Returns

CConstReverseIterator iterator

9.20.5.66 SafeEnd()

```
template<typename T >  
CSafeIterator Common::TVector< T >::SafeEnd ( )
```

Safe iterator pointing to the elem after last.

Returns

CSafeliterator iterator

9.20.5.67 SafeConstEnd()

```
template<typename T >  
CSafeConstIterator Common::TVector< T >::SafeConstEnd ( ) const
```

Safe iterator pointing to the elem after last (const).

Returns

CSafeConstIterator iterator

9.20.5.68 SafeReverseEnd()

```
template<typename T >  
CSafeReverseIterator Common::TVector< T >::SafeReverseEnd ( )
```

Safe reverse iterator pointing to the elem after last.

Returns

CSafeReverseIterator iterator

9.20.5.69 SafeConstReverseEnd()

```
template<typename T >  
CSafeConstReverseIterator Common::TVector< T >::SafeConstReverseEnd ( ) const
```

Safe reverse it. pointing to elem after last (const).

Returns

CSafeConstReverseIterator

9.20.5.70 begin() [1/2]

```
template<typename T >
CIterator Common::TVector< T >::begin ( ) [inline]
```

[Begin\(\)](#) alias (for compatibility)

9.20.5.71 begin() [2/2]

```
template<typename T >
CConstIterator Common::TVector< T >::begin ( ) const [inline]
```

[ConstBegin\(\)](#) alias (overloaded, for compatibility)

9.20.5.72 cbegin()

```
template<typename T >
CConstIterator Common::TVector< T >::cbegin ( ) const [inline]
```

[ConstBegin\(\)](#) alias (for compatibility)

9.20.5.73 rbegin() [1/2]

```
template<typename T >
CReverseIterator Common::TVector< T >::rbegin ( ) [inline]
```

[ReverseBegin\(\)](#) alias (for compatibility)

9.20.5.74 rbegin() [2/2]

```
template<typename T >
CConstReverseIterator Common::TVector< T >::rbegin ( ) const [inline]
```

[ConstReverseBegin\(\)](#) alias (overloaded, for compatibility)

9.20.5.75 crbegin()

```
template<typename T >
CConstReverseIterator Common::TVector< T >::crbegin ( ) const [inline]
```

[ConstReverseBegin\(\)](#) alias (for compatibility)

9.20.5.76 end() [1/2]

```
template<typename T >
CIterator Common::TVector< T >::end ( ) [inline]
```

[End\(\)](#) alias (for compatibility)

9.20.5.77 end() [2/2]

```
template<typename T >
CConstIterator Common::TVector< T >::end ( ) const [inline]
```

[ConstEnd\(\)](#) alias (overloaded, for compatibility)

9.20.5.78 cend()

```
template<typename T >
CConstIterator Common::TVector< T >::cend ( ) const [inline]
```

[ConstEnd\(\)](#) alias (for compatibility)

9.20.5.79 rend() [1/2]

```
template<typename T >
CReverseIterator Common::TVector< T >::rend ( ) [inline]
```

[ReverseEnd\(\)](#) alias (for compatibility)

9.20.5.80 rend() [2/2]

```
template<typename T >
CConstReverseIterator Common::TVector< T >::rend ( ) const [inline]
```

[ConstReverseEnd\(\)](#) alias (overloaded, for compatibility)

9.20.5.81 crend()

```
template<typename T >
CConstReverseIterator Common::TVector< T >::crend ( ) const [inline]
```

[ConstReverseEnd\(\)](#) alias (for compatibility)

Chapter 10

File Documentation

10.1 CommonTypes/Exception.h File Reference

```
#include "Pair.h"  
#include "../CommonUtils/RawString.h"
```

Classes

- class [Common::CException](#)
Basic exception class. C-style message is required.
- class [Common::COutOfRange](#)
Represents "Out of Range" error. Can hold message, requested and expected indices.
- class [Common::CBadAlloc](#)
Represents allocation failed error (usually rethrown from new)
- class [Common::CDoesNotExist](#)
Represents "Element does not exist" error. Stores message.

Namespaces

- [Common](#)

10.2 CommonTypes/Iterators/Block.h File Reference

```
#include "../Exception.h"  
#include "../Private/Iterators/Block.tpp"
```

Classes

- class [Common::Iterators::TBlockIterator< PtrType, RefType >](#)
- class [Common::Iterators::TReverseBlockIterator< PtrType, RefType >](#)
- class [Common::Iterators::TSafeBlockIterator< PtrType, RefType, ContType >](#)
- class [Common::Iterators::TSafeReverseBlockIterator< PtrType, RefType, ContType >](#)

Namespaces

- [Common](#)
- [Common::Iterators](#)

10.3 CommonTypes/Iterators/DoublyLinked.h File Reference

```
#include "../Exception.h"
#include "../Private/Iterators/DoublyLinked.hpp"
```

Classes

- class [Common::Iterators::TDoublyLinkedListIterator< NdPtrType, ValRefType >](#)
- class [Common::Iterators::TReverseDoublyLinkedListIterator< NdPtrType, ValRefType >](#)
- class [Common::Iterators::TSafeDoublyLinkedListIterator< NdPtrType, ValRefType >](#)
- class [Common::Iterators::TSafeReverseDoublyLinkedListIterator< NdPtrType, ValRefType >](#)

Namespaces

- [Common](#)
- [Common::Iterators](#)

10.4 CommonTypes/List.h File Reference

```
#include <initializer_list>
#include "Iterators/DoublyLinked.h"
#include "../CommonUtils/TypeOperations.h"
#include "Private/List/List.hpp"
#include "Private/List/Iterator.hpp"
```

Classes

- class [Common::TList< T >](#)
Container representing Doubly linked list.
- class [Common::TList< T >::Node](#)

Namespaces

- [Common](#)

10.5 CommonTypes/Optional.h File Reference

```
#include <new>
#include "Exception.h"
#include "../CommonUtils/TypeOperations.h"
#include "Private/Optional.hpp"
```

Classes

- class [Common::TOptional< T >](#)
Represents object that may not exist.

Namespaces

- [Common](#)

10.6 CommonTypes/Pair.h File Reference

Classes

- class [Common::TPair< T1, T2 >](#)
Container that represents a pair of objects.

Namespaces

- [Common](#)

Functions

- `template<typename T1 , typename T2 >`
`TPair< T1, T2 > Common::MakePair (const T1 &First, const T2 &Second) noexcept`

10.7 CommonTypes/Vector.h File Reference

```
#include <initializer_list>
#include <type_traits>
#include "Exception.h"
#include "Iterators/Block.h"
#include "../CommonUtils/Assert.h"
#include "../CommonUtils/TypeOperations.h"
#include "../CommonUtils/AdvancedIteration.h"
#include "../CommonUtils/BlockAllocation.h"
#include "Private/Vector/Vector.hpp"
#include "Private/Vector/Iterator.hpp"
```

Classes

- class [Common::TVector< T >](#)
Container representing array that can change its size.

Namespaces

- [Common](#)

10.8 CommonUtils/AdvancedIteration.h File Reference

```
#include "Private/AdvancedIteration.tpp"
```

Namespaces

- [Common](#)

Functions

- template<typename IteratorType >
size_t [Common::GetIteratorDistance](#) (IteratorType Begin, IteratorType End)
Counts elements between two iterators. Range: [Begin: End)

10.9 CommonUtils/Assert.h File Reference

```
#include <iostream>
```

Macros

- #define [ASSERT](#)(Condition, Message)

10.9.1 Macro Definition Documentation

10.9.1.1 ASSERT

```
#define ASSERT(  
    Condition,  
    Message )
```

Value:

```
do { \
    if (!(Condition)) { \
        std::cerr << "ASSERTION (" #Condition ") FAILED in " << __FILE__ \
            << ", line " << __LINE__ << ": " << (Message) << std::endl; \
        std::abort(); \
    } \
} while (false)
```

10.10 CommonUtils/BlockAllocation.h File Reference

```
#include <new>
#include "../CommonTypes/Exception.h"
#include "TypeOperations.h"
#include "Private/BlockAllocation.tpp"
```

Namespaces

- [Common](#)

Functions

- `template<typename T >`
void [Common::Allocate](#) (size_t NewSize, T *&OutBuffer)
- `template<typename T >`
void [Common::Deallocate](#) (T *&OutBuffer) noexcept
- `template<typename T >`
void [Common::Construct](#) (size_t Index, T *OutBuffer, const T &Value)
- `template<typename T >`
void [Common::Destruct](#) (size_t Index, T *OutBuffer) noexcept
- `template<typename T >`
void [Common::DestructRange](#) (size_t From, size_t To, T *OutBuffer) noexcept
- `template<typename T >`
void [Common::DestructAll](#) (size_t Size, T *OutBuffer) noexcept
- `template<typename T >`
void [Common::SafeMoveBlock](#) (size_t Size, T *FromBuffer, T *ToBuffer)
- `template<typename T >`
void [Common::SafeMoveBlockReverse](#) (size_t Size, T *FromBuffer, T *ToBuffer)
- `template<typename T >`
void [Common::Reconstruct](#) (size_t CopySize, size_t NewCapacity, T *&OutBuffer, size_t &OutCapacity, size_t &OutSize)
- `template<typename IteratorType, typename T >`
void [Common::SafeBulkConstruct](#) (size_t StartPosition, IteratorType From, IteratorType To, T *OutBuffer)
- `template<typename T >`
void [Common::SafeFillConstruct](#) (size_t StartPosition, size_t EndPosition, T *OutBuffer, const T &Value)

10.11 CommonUtils/RawString.h File Reference

Namespaces

- [Common](#)

Functions

- `size_t Common::GetRawStringLength` (const char *NullTermString)
Calculates length of the C-string.
- `size_t Common::GetRawStringLength` (const char *NullTermString, size_t MaxLength)
Calculates length of the C-string. Stops when null character is reached or MaxLength elements have been counted. Useful with malformed input.
- `void Common::CopyRawString` (const char *NullTermStringFrom, char *const RawStringTo)
Does the copy of C-style string (ended with '\0').
- `void Common::CopyRawString` (const char *NullTermStringFrom, char *RawStringTo, size_t MaxLength)
Does the copy of C-style string. Stops when null character is reached or MaxLength elements have been copied. Useful when string should be cut.
- `bool Common::AreRawStringsEqual` (const char *NullTermString1, const char *NullTermString2)
Checks whether two C-style strings are equal.
- `bool Common::AreRawStringsEqual` (const char *NullTermString1, const char *NullTermString2, size_t MaxCompareLength)
Checks whether two C-style strings are equal. Use this to compare N first elements, even if strings are not null-terminated.

10.12 CommonUtils/Sort.h File Reference

```
#include "TypeOperations.h"
#include "AdvancedIteration.h"
#include "Private/Sort.tpp"
```

Namespaces

- [Common](#)

Functions

- `template<typename IteratorType, typename FunctionType>`
`void Common::BubbleSort` (IteratorType Begin, IteratorType End, FunctionType Comparator)
- `template<typename IteratorType, typename FunctionType>`
`void Common::SelectionSort` (IteratorType Begin, IteratorType End, FunctionType Comparator)
- `template<typename IteratorType, typename FunctionType>`
`void Common::QuickSort` (IteratorType Begin, IteratorType End, FunctionType Comparator)

10.13 CommonUtils/TypeOperations.h File Reference

```
#include "Private/TypeOperations.tpp"
```

Classes

- `struct Common::RemoveReference< T >`
- `struct Common::RemoveReference< T & >`
- `struct Common::RemoveReference< T && >`

Namespaces

- [Common](#)

Functions

- `template<typename T >`
 `RemoveReference< T >::Type && Common::Move (T &&Value)`
- `template<typename T >`
 `void Common::Swap (T &First, T &Second)`

10.14 A:/Yuri - work/Desktop/CommonLibs/Pages.dox File Reference

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