

### Biferno array methods

int **Add**(nonames obj *element*...)

array **Count**(obj *element*)

void **Delete**(int start, int end)

string **GetElemClass**(void)

int **Find**(obj *element*)

int **Index**(string elementName)

void **Insert**(nonames int pos, obj *elementN*...)

int **Max**(void)

int **Min**(void)

void **Reset**(void)

void **Reverse**(void)

void **SetDim**(int newDim)

void **SetElemClass**(string className)

void **Sort**(int mode=asc, string compareFunc, int alg)

array **SubArray**(int start, int end)

void **Swap**(int index1, int index2)

string **ToString**(string separator=", ", boolean alsoName=false)

[Biferno array object methods reference](#)

### Salamander mascot



### Biferno array properties

int **dim**

string[] **name**

[Biferno array object properties reference](#)

### Biferno array constants

static const int **asc**

static const int **bubble**

static const int **desc**

static const int **shell**

[Biferno array object constants reference](#)

### Biferno array errors

static const error **ErrBadElementName**

static const error **ErrBadEndIndex**

static const error **ErrBadStartIndex**

[Biferno array object errors reference](#)



By **Sandro Bilbeisi**  
(sandrobilbeisi)

[cheatography.com/sandrobilbeisi/](https://cheatography.com/sandrobilbeisi/)  
[sandrobilbeisi.net](https://sandrobilbeisi.net)

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Page 1 of 1.

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