

Byte array Index Of

```
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using System;
using System.Collections.Generic;
using System.Text;

namespace Walkmen.Util
{
public sealed class ByteUtils
{
private ByteUtils()
{
}

public static int IndexOf(byte[] array, byte[] pattern, int
offset)
{
int success = 0;
for (int i = offset; i < array.Length; i++) { if (array[i] ==
pattern[success]) { success++; } else { success = 0; } if
(pattern.Length == success) { return i - pattern.Length + 1; }
} return -1; } } } [/csharp]
```