Subject: Re: Core chat...
Posted by mdelfede on Thu, 25 Oct 2007 12:06:05 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 25 October 2007 05:33
Consider composition a.At(x).At(y)... It can become tedious.

yes, but finding At() kind of bugs can be even more tedious...
There you could write :

```
a.CheckSize(x).CheckSize(y);
a[x][y];
```

if [][] operators can be joined, if not

```
a.CheckSize(x).CheckSize(y);
a.At(x).At(y)
```

You need only CheckSize to return a reference to array a as usual in upp.

Quote:
Also, this is not the only place you need be aware of the problem:

```
a.Add() = a[0];
```

That could be solved with a construct like

```
a.Dup(0);
```

where Dup() should have an obvious function.or

```
a.Grow(1);
a.Last() = a[0]
```

for example, or something similar. The point is to avoid potentially dangerous cases.
Of course, all that cost something in term of code lines, (besides the Dup() example...) but nothing in terms of code speed, but avoids many possible caveats.
I *do not* criticize retourning references, that's needed for speed sakes, but I think a generic class like an array should make potentially dangerous constructs impossible.

Ciao

Max