
Subject: Re: Anonymous delegates

Posted by [mirek](#) on Wed, 05 Dec 2007 14:33:20 GMT

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Zardos wrote on Wed, 07 November 2007 21:17: If you use it, please be aware it's still only a macro.

To illustrate the fundamental problem a simple example:

```
Vector<int> CreateResultVector() {  
    Vector<int> r;  
    r.Add(1);  
    r.Add(2);  
    r.Add(3);  
    return r;  
}
```

...

```
foreach(int e, CreateResultVector())  
    DUMP(e);
```

Basically the code is stupidly translated to something like this:

```
for(int i = 0; i < CreateResultVector().GetCount(); i++)  
    DUMP(CreateResultVector()[i]);
```

... CreateResultVector is called multiple times!

But this is probably not what you would expect from a real foreach build into the language!

Curiously, this is exactly what I would expect... (I mean, called multiple times).

Mirek
