Subject: Re: Anonymous delegates Posted by Zardos on Wed, 05 Dec 2007 20:33:43 GMT View Forum Message <> Reply to Message

luzr wrote on Wed, 05 December 2007 15:33Zardos wrote on Wed, 07 November 2007 21:17If you use it, please be aware it's still only a macro.

To illustrate the fundamentel 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]);</pre>
```

... 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

Yes, but you are a very experienced c++ programmer. You know "foreach" is a macro and simply expect "macro behaviour".

If a "foreach" would be available in c++ it would probably evaluate CreateResultVector only once like in C#, Python or Ruby.

For example the following ruby code evaluates create_result_vector only once:

def create_result_vector

[1, 2, 3]
end
for e in create_result_vector do
 puts e
end

- Ralf

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