Subject: Re: ESC_STRING and other questions
Posted by mirek on Sat, 15 Mar 2008 10:13:23 GMT
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Shire wrote on Sat, 15 March 2008 05:37Is reasonable to add ESC_STRING (internally WString)
type? Now strings are represented as arrays of ESC_NUMBER values, with large overhead and
collisions when typecasting to StdValue.
Separate string type can faster execution. Strings can declare all array operations and explicit
convertions to/from arrays.

That is true. However, this would break "typeless" design paradigm.

Anyway, the idea was to optimize EscValue so that it will store string data as (surprise) WString
as long as possible. In fact, maybe even as String - that would only be better

However, so far, despite being ineffective, Esc implementation was "good enough" for target
applications...

Quote:
Also, I think, that ESC_MAP's keys can be strictly ESC_STRING or ESC_NUMBER - other types
have questionable usability. Key type is possible to detect at definition time.

Ditto It should be possible to optimize EscValue for this.

Quote:
I also think, that file operations in Standarrd library are unsafe. Would you separate them?

Unsafe? Why?

Quote:
And the last question, will U++ team continue development of Esc?Esc language is very good to
understandinh and embedding in application. Additionally, it fully open and compatible with UPP.

Esc is an important part of several comercial applications, so you should not be afraid this is a
dead end. We have to maintain it...

The only problem seems to be that generally, current implementation satisfies our need Means
there is only a little reason to optimize Esc.

Mirek