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Subject: Re: ESC\_STRING and other questions  
Posted by [Shire](#) on Sat, 15 Mar 2008 17:53:34 GMT  
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Quote:

What Esc does is to have only 3 basic value types - number, array of anything and map of anything.

Ignoring effectivity, this covers everything you ever need...

User cannot differ array of numbers and string, and cannot debug wrong conversion. Strings can have stronger restrictions and easy native processing routines (without double conversation to and from WString)

Quote:

I do not quite see how path processing is inferior to e.g. C. In fact, C seems to implement all strings as array of numbers just like Esc...

(in C++) this pointer incapsulated in typed `std::string` or `String`. Compare `String` and `Vector<char>`

Quote:

OK, good point. I guess we should divide to `CoreStdLib` (without file ops) and `StdLib` - correct?

Well, I prefer more modular structure. Like `Std`, `StreamIO`, `FileIO`, `Codecs`, `DateTime`, `SQL`, etc. It can help apply restrictions easier.

Quote:

Well, if you have time, you can try to optimize `EscValue`

Yes, I'll try it.

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