
Subject: Re: ESC_STRING and other questions
Posted by [mirek](#) on Sun, 16 Mar 2008 09:41:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Shire wrote on Sun, 16 March 2008 05:18Quote:
Well, that is true, but we are not creating another C++, are we?

This is supposed to be a simple language for simple scripts. If you are running into type issues, you have chosen the wrong tool..

Well, simple script languages must not force user to worry about types. But even non-professional applied programmers differ string and array. Strings have many specific operations, like toupper, find-and-replace, regexp, etc, which is useless on arrays.

Actually, I agree with toupper, but IMO find-and-replace or even regexp are not that useless for arrays...

Quote:
Additionally, IMHO, majority of simple scripts work with strings hard, and I cannot imagine script language without native string type with standard operations.

You do not need to imagine. Esc is one

Quote:
Optimization of map can be done in three ways:

1. Introduce new internal type, ESC_DICTIONARY - internally VectorMap<String, EscValue> - the most effective way, it can remove the difference between global and map.
2. Initialize map with EscDictionary (derived from EscMap and convert it to EscMap when user appends first non-string or non-number key. It is difficult to determine string and non-string.
3. Introduce new type ESC_STRING. Can be combined with 2.

Obviously That was the plan:

Keep array data in String as long as possible, then move to WString, then perhaps Vector<int> or even Vector<double> or Vector<String> or Vector<WString>....

Keep map data in VectorMap<String, EscValue> or VectorMap<int, EscValue> as long as possible.

But do not waste more than 1000 lines of C++ on this

Would be also nice to have some benchmark to prove the approach is really viable.

Mirek
