Subject: Re: Add and AddPick should return reference to added element Posted by mirek on Mon, 13 Mar 2006 20:27:10 GMT View Forum Message <> Reply to Message

aroman wrote on Mon, 13 March 2006 14:24Quote:array.Add(someThing).ProcessSomething(r);

I'm not sure this is a good idea. It gives the impression that ProcessSomething is operating on array rather than someThing.

- Augusto

Actually, I thought that it is not a good idea for exactly the opposite reason - because it operates on the Array, not someThing.

In any case, this different interpretations indicate ambiguous interface.

U++ Forum

Mirek

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