Subject: Re: HELPER: Value grouping to ValueArray
Posted by kohait00 on Sat, 20 Nov 2010 18:48:12 GMT
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What about doing this as constructor overloads? Perhaps starting with 2 parameters to avoid copy variant. Or is it too ambiguous?

as far as got to know the ValueArray code, it does adding values by adding it to internal Vector<Value> anyway.
doing it like in the example above already provides the prepared Vector<Value> to pick, so no copy is done. and it saves the ValueArray interface from growing and remains optional usage.

ambiguity maybe could be a side effect some day in other occassions.. i consider ValueArray(_pick Vector<Value>&) flexible enough if you ask me..

it'd also be possible to leave it like it is now and simply do

Value v = ValueArray(Vector<Value>() << 123 << "Hallo" << 34.9);

its not so nice, but neither generates extra code in Upp base to manage

it was just an idea, to increase readability