
Subject: Re: Arrys vs Vectors

Posted by [281264](#) on Tue, 21 Dec 2010 20:54:47 GMT

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Quote:why cant Line2D have Point2D copies in it?

Actually this is the current design (+Vectors) to store the geometrical classes. I am dubious about the appropriateness of using Array + pointers.

In general the construction of geometrical entities is done from bottom up: first points, then lines/curves that contain end/intermediate points, then surfaces than contain lines or curves, then solid objects that contain surfaces. So, every class needs to reference somehow to its constitutive lower classes (a line to its two points, etc). So my question is:

1.- either to copy the classes of the lower elements inside the upper element: I think this would imply more space to store de data; this solution can be solved by using Vector as container. I think this option is faster since Vector is faster than Array.

2.-or to use pointers to achieve the same, then the model will be smaller. This needs the usage of Array. This option looks slower than 1.

Thanks.

Best wishes,
Javier
