
Subject: Re: Esc: how to convert from string to number (or integer)?

Posted by [mirek](#) on Fri, 05 May 2006 16:24:56 GMT

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fudadmin wrote on Fri, 05 May 2006 12:16luzr wrote on Fri, 05 May 2006 13:37fudadmin wrote on Fri, 05 May 2006 07:52If that not exists, then I'll try to write in EscStdLib... It might be more useful later?

It might be. I think, as long as there is to_string, there likely should be some sort of atoi (or to_int)?

Go on, do it, post here, I will add it to EscStdLib. (actually, it will be about 5 lines

Mirek

```
//in EscStdLib.cpp
//aris +8lines
void ESC_to_number(EscEscape& e)
{
    if(e[0].IsArray()){
        String s=e[0];
        double d = ScanDouble(s);
        e = e[0].ToNumber(d);
    }
}
//...
```

```
void StdLib(ArrayMap<String, EscValue>& global)
{
    Escape(global, "is_number(value)", ESC_is_number);
    Escape(global, "is_array(value)", ESC_is_array);
    Escape(global, "is_map(value)", ESC_is_map);
    Escape(global, "is_void(value)", ESC_is_void);
    Escape(global, "int(value)", ESC_int);
    Escape(global, "to_string(value)", ESC_to_string);
//aris +1 line
    Escape(global, "to_number(value)", ESC_to_number);
```

```
//...
```

```
//in Esc.h
```

```
double      GetNumber() const    { return IsNumber() ? number : 0; }
bool        IsInt() const;
int         GetInt() const;
//aris +1 line
double      ToNumber(double n)  { Free(); number=n; type = ESC_NUMBER; return n;}
```

10lines=2*5lines ...

I was lazy to go into the details and haven't tested it extensively. But it works for me...
Is it correct from your point of view?

Not quite optimal.... This is simpler and not adding weird methods to EscValue:

```
void ESC_to_number(EscEscape& e)
{
    if(e[0].isArray())
        e = ScanDouble((String)e[0]);
}
```

(now in U++)

Mirek
