Subject: Re: Question about pick behaviour
Posted by mirek on Mon, 28 Mar 2011 10:56:14 GMT

ross_tang wrote on Mon, 28 March 2011 05:25
However I think it is possible to preserve the original variable, while retaining the pick semantics. We can just add a flag to the object to indicate if the object is picked or not.

Correct.

Quote:
Python uses reference extensively. For example:

a = [1,2,3]
b = a
a[1] = 10

If we run the above code, it is totally valid(But in U++, it is an error). And now b is [1, 10, 3] since it shares the same data with a. And I expected U++ to do the same too.

Yes, this is the reason why 'picked' works as is does, 'destroying' the target. In U++, this Python behaviour is considered error-prone.