Subject: Re: Esc: maps nested in arrays and vice versa - underdevelopment or a bug?
Posted by fudadmin on Sat, 13 May 2006 12:03:52 GMT

luzr wrote on Sat, 13 May 2006 06:37fudadmin wrote on Fri, 12 May 2006 18:38Anyway, the difference in Ultimate++ is:
"Don't mess up your maps (and structures) with unquoted keys"...
When you accept that as a fact you can use them a little...

Well, actually, the difference is that in Dialect, keys must be strings and identifiers in initialization list seems to be converted to strings. In Esc, keys can be anything, and in initialization list, both key and value are evaluated as expressions.

Sorry for being ortoghonal

Mirek

Well, in Dialect you can use symbol types as well ('symbol).

But - no need to be sorry - in Esc the instant maps evaluation gives more power to a programmer - the feature I've been missing for years in Dialect...

Just need to know how to switch from "square wheels" to "turbo"...