
Subject: Re: Some questions about witz
Posted by [dolik.rce](#) on Fri, 21 Sep 2012 21:34:20 GMT
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Hi Mirek,

I think I found another little bug The subscript operators sometimes work wrong for maps with numeric indices. Testcase:

```
handlerSKYLARK(HomePage, "")
{
  ValueMap m;
  m.Add(1, "first");
  m.Add(2, "second");

  http("TEST", m)
    .RenderResult("Test/index");
}
index.witz<html>
<body>
TEST = $TEST <br>
TEST[0] = $TEST[0] <br>
TEST[1] = $TEST[1] <br>
TEST[2] = $TEST[2] <br>
TEST[3] = $TEST[3] <br>
</body>
</html>
```

This renders as: TEST = { 1: first, 2: second }
TEST[0] = first
TEST[1] = second
TEST[2] = second
TEST[3] =

To fix it, it is necessary to first check for ValueMap and only after that try ValueArray in ExeBracket::Eval():

```
Value Compiler::ExeBracket::Eval(ExeContext& x) const
{
  Value m = value->Eval(x);
  Value q = index->Eval(x);
  if(IsValueMap(m)) {
    ValueMap map = m;
    return map[q];
  }
  if(IsNumber(q) && IsValueArray(m)) {
    ValueArray va = m;
    int i = q;
    if(i >= 0 && i < va.GetCount())
```

```
    return va[i];  
}  
return Value();  
}
```

With this fix it renders correctly as TEST = { 1: first, 2: second }

TEST[0] =

TEST[1] = first

TEST[2] = second

TEST[3] =

Is this solution correct?

Best regards,

Honza
