
Subject: Re: Improper use of Null

Posted by [Sender Ghost](#) on Mon, 09 Sep 2019 20:27:37 GMT

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mirek wrote on Mon, 09 September 2019 18:59 That said, perhaps we could introduce something like

```
int64 x = NvlTo<int64>(s);  
Something like this?
```

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
template <class T, class C>  
T NvlTo(const C& x)  
{  
    if (IsNull(x))  
        return Null;  
    return x;  
};
```

```
template <class T>  
void Print(const T& x)  
{  
    if (IsNull(x))  
        Cout() << "I wanted this\n";  
    else  
        Cout() << x << '\n';  
}
```

```
CONSOLE_APP_MAIN  
{  
    #if 1  
        int a = Null;  
        int64 b = NvlTo<int64>(a);  
        Print(b);  
  
        a = -10;  
        b = NvlTo<int64>(a);  
        Print(b);  
    #else  
        int a = Null;  
        int64 b, c = 0;  
        const int n = 1000000000;  
        {  
            RTIMING("NvlTo");  
            for (int i = 0; i < n; ++i) {
```

```
b = NvITo<int64>(a);
c += b + 1;
}
}
Print(c);
ASSERT(c == n);

c = 0;
{
    RTIMING("Value");
    for (int i = 0; i < n; ++i) {
        b = Value(a);
        c += b + 1;
    }
}
Print(c);
ASSERT(c == n);
#endif
}
```

With following results:

I wanted this
-10

Thanks.
