Subject: Re: DarkThemeCached
Posted by Oblivion on Thu, 20 May 2021 23:52:36 GMT
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To my understanding,

It keeps a little map (icolors = input colors, ocolors = output colors, total: 8 colors);

When you call DarkThemeCached(c)

1) It looks up c in icolors.(keys)
2) If it finds it, it returns the corresponding alternate (dark) theme color, ocolor (values).
3) If it couldn't find it in the keys, then calls DarkTheme(c) to calculate the dark theme color (ocolor). (relatively expensive)
4) Then it puts the new dark theme color variant into the map value and returns it.

Now, probably the confusing part is the index: "cache" structure seems to keep track of the current position, so that it wouldn't overwrite the last cached and used color unless it is necessary. That line with modulo operation is apparently for this purpose.
It will start over from index position 0 only if it is iterated enough (>= 8), i, e. previous lookups failed to find their respective color 'c' value among the keys.

Keep in mind that this is what I see in this piece of code. Not the official explanation. :)

Best regards,
Oblivion