Subject: Source Code Efficiency Minor Issue
Posted by aminhere on Wed, 08 Jun 2022 16:46:55 GMT
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Hello friends,

I recently discovered the U++ framework and I am having great success using it. I would like to sincerely thank the developers for all the hard work.

One recurring issue I have noticed while examining some code constructs like for example 'CodeEditor.cpp' is that all code does not make use of [else if] statements. For example, let us consider this piece of code from the previously mentioned cpp file:

```
if(IsSelection() && auto_enclose) {
 if(code == '(') {
  Enclose("(", ")");
  return true;
 }
 if(code == '{') {
  Enclose("{", "}");
  return true;
 }
 if(code == '[') {
  Enclose("[", "]");
  return true;
 }
}
```

// MODERATOR: use code tag four source code.

I am a novice programmer, and I am of the opinion that if we used [else if] statements for the 2nd and 3rd [if] cases, we would be able to save some processing power no matter how minute.
I understand that more experienced programmers like yourselves already know about this concept. That leads me to believe that this was done for some other reason. I would very much appreciate it if you would help me understand as to why this was done so that I am able to learn from you.

Thank you kindly,
Amin