Subject: Re: Value with type float
Posted by mirek on Fri, 06 Oct 2023 10:51:18 GMT
View Forum Message <> Reply to Message

Tom1 wrote on Wed, 04 October 2023 12:08mirek wrote on Wed, 04 October 2023 10:55Just revisting this issue...

Tom1 wrote on Fri, 03 June 2022 12:03
- I can use Value with float as easily as with double without explicit type casts anywhere

Yes.

Quote:
- Assigning a float to Value reads back from Value exactly the same as it went in

If "reads back" means text output, then yes.

Quote:
- If EditFloat* is again replaced by EditDouble*, the behavior is exactly the same as it is now with EditFloat*

Should work.

Quote:
- float supports Null

No. Is that a problem?

Quote:
Maybe the precision hint you are suggesting could be automatically initialized in Value(double) / Value(float) constructors and assignment operators =(double) / =(float) to suit the assigned data type?

That was exactly the plan.

I think advantage of this solution is that it allows you to specify arbitrary precision for any double-holding Value. E.g.

```
double x = 3.14159;
Value json;
json("pi") = Precision(x, 2); // Precision does not exist yet
DDUMP(AsJSON(json));
```

{"pi":3.14}

Still an idea though.

Hi Mirek,

Thanks for the update on this subject.

For me 'reads back exactly the same' means binary equality:
float a = 1.234562f;
float b = 1.234562f;
Value c = b;
b = c;
if(a == b) Cout() << "Great, it works!\r\n"
else Cout() << "No, it does not read back the same...\r\n";

This works (and I believe it should) right now. Am I missing something?

Quote:

As for float Null, yes, please include the changes shown in:

https://www.ultimatepp.org/forums/index.php?t=msg&th=120 82&goto=59874&#msg_59874

I am reluctant adding yet another Null...

Mirek