
Subject: Re: large ArrayCtrl

Posted by [mirek](#) on Sat, 04 Feb 2006 11:10:31 GMT

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Good idea. I have changed it a little

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

```
static String sNumberAsText(int number)
{
    static const char * const digits[20] = {
        "", "one", "two", "three", "four", "five", "six", "seven", "eight", "nine",
        "ten", "eleven", "twelve", "thirteen", "fourteen", "fifteen", "sixteen",
        "seventeen", "eighteen", "nineteen"
    };
    static const char * const tens[10] = {
        "", "ten", "twenty", "thirty", "fourty", "fifty", "sixty", "seventy", "eighty", "ninety"
    };
    if(number < 20)
        return digits[number];
    if(number < 100)
        return tens[number / 10] + String(" ") + sNumberAsText(number % 10);
    if(number < 1000)
        return digits[number / 100] + String(" hundred ") + sNumberAsText(number % 100);
    if(number < 1000000)
        return sNumberAsText(number / 1000) + " thousand, " + sNumberAsText(number % 1000);
    return "";
}
```

```
struct NumberToText : public Convert {
    virtual Value Format(const Value& q) const {
        int n = q;
        return n == 0 ? String("zero") : sNumberAsText(n);
    }
};
```

```
GUI_APP_MAIN
{
    ArrayCtrl array;
    array.AddRowNumColumn("number", 20);
    array.AddRowNumColumn("text", 80).SetConvert(Single<NumberToText>());
    array.SetVirtualCount(900000);
    TopWindow win;
    win.Zoomable().Sizeable();
    win.Add(array.SizePos());
    win.Run();
}
```

```
}
```

and saved as reference/VirtualArray.

Note that some issues you have done in a little bit complicated way - I am not sure whether you wanted to demonstrate other things, however I decided to use the smallest possible code (as I always try for reference examples).

Mirek
