Subject: StrInt returning value
Posted by forlano on Wed, 03 May 2023 06:06:32 GMT
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Hello,

it seems that StrInt() return an integer but it can return even a Null in case the conversion cannot be done.
I would like that StrInt() can return 0 as default instead of Null.
Do we have an alternative version of StrInt() that return 0 as default?

StrInt is based on ScanInt

```
int ScanInt(const char *ptr)
{
 int x;
 bool overflow = false;
 return ScanInt<char, byte, uint32, int, 10>(x, ptr, overflow) && !overflow ? x : Null;
}
```

The syntax is too complicated for me. I wonder if the following version can return 0 as wanted

```
int ScanInt0(const char *ptr)
{
 int x;
 bool overflow = false;
 return ScanInt<char, byte, uint32, int, 10>(x, ptr, overflow) && !overflow ? x : 0; //<----
}
```

Thanks,
Luigi

Subject: Re: StrInt returning value
Posted by Klugier on Wed, 03 May 2023 12:02:00 GMT
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Hello Lugi,

Changes like you proposed all out of scope. The current behavior is with us for a very long period of time and users are used to it. The function behaves in accordance to our documentation. Also changing this behavior to what you have proposed means breaking API change, which should be avoided at all cost. You will literally break dozens of application that relays on this function.

The alternative version doesn't exist, because c++ doesn't allow to have the same functions but with different return type. Anyway, introducing new function we will pollute our API. Keep it simple stupid with one implementation is reasonable in this case.

So, at the moment you just need to align to the current behavior and handle Null as error case.

Klugier

Subject: Re: StrInt returning value
Posted by mirek on Wed, 03 May 2023 13:21:04 GMT
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forlano wrote on Wed, 03 May 2023 08:06Hello,

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Well, we already had Atof, so I guess it is logical to have Atoi and Atoi64.

https://github.com/ultimatepp/ultimatepp/commit/0cea273540d8 f19c65bc6994cb5f40ccafbf1bab

Mirek

Subject: Re: StrInt returning value
Posted by forlano on Wed, 03 May 2023 14:35:06 GMT
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mirek wrote on Wed, 03 May 2023 15:21
Well, we already had Atof, so I guess it is logical to have Atoi and Atoi64.

Mirek

Great!

Thanks,
Luigi
