Subject: Error in "NTL - moveable" documentation?
Posted by Werner on Sun, 30 Jul 2006 09:00:58 GMT
View Forum Message <> Reply to Message

Unless I'm very much mistaken the SimpleVector template in "Browse topics - srcdoc - Core" cannot work:

When you instantiate the class the constructor sets capacity and items = 0.
When you add an item items is >= 0 and Expand is called.
Expand doubles capacity, but 2 * 0 still yields 0.
So capacity can never grow.

Although the example demonstrates what it is supposed to demonstrate, in my personal opinion it should be faultless - be it just for didactic reasons.

One possible solution might be:

```
void Expand()
{
   if (capacity == 0)
      ++capacity;
   else
      capacity *= 2;
   ...
```

Werner

Subject: Re: Error in "NTL - moveable" documentation?
Posted by mirek on Sun, 30 Jul 2006 09:11:05 GMT
View Forum Message <> Reply to Message

Thanks!

Fixed: capacity = max(1, 2 * capacity);

Mirek

Subject: Re: Error in "NTL - moveable" documentation?
Posted by Werner on Mon, 31 Jul 2006 19:19:59 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 30 July 2006 11:11Thanks!

Fixed: capacity = max(1, 2 * capacity);

Mirek

You're welcome!

May I suggest to check that "Expand" in the second - improved - "SimpleVector" class is also corrected?

There is another error - just a simple typo - in the "Moveable"-documentation:

The last member function of the class "SimpleString" is obviously the destructor, but the tilde (~) in front of "SimpleString" is missing.

By the way, the "Moveable" documentation leads to the following question:

As a "NTL_MOVEABLE"-macro example you provide:

NTL_MOVEABLE(std::string);

This provokes to use STL's "string" instead of UPP's "String". What is there against it? (After all its the standard!)

Werner

Subject: Re: Error in "NTL - moveable" documentation?
Posted by mirek on Mon, 31 Jul 2006 21:28:53 GMT
View Forum Message <> Reply to Message

Werner wrote on Mon, 31 July 2006 15:19luzr wrote on Sun, 30 July 2006 11:11Thanks!

Fixed: capacity = max(1, 2 * capacity);

Mirek

You're welcome!

May I suggest to check that "Expand" in the second - improved - "SimpleVector" class is also corrected?

There is another error - just a simple typo - in the "Moveable"-documentation:

The last member function of the class "SimpleString" is obviously the destructor, but the tilde (~) in

front of "SimpleString" is missing.

By the way, the "Moveable" documentation leads to the following question:

As a "NTL_MOVEABLE"-macro example you provide:

NTL_MOVEABLE(std::string);

This provokes to use STL's "string" instead of UPP's "String". What is there against it? (After all its the standard!)

Werner

Actually, this provokes that I should finally make the pass through NTL documentation.

NTL_MOVEABLE(std::string);

is unfortunately just a guessing - there is nothing in C++ standard about std::string being moveable and, worse, non-moveable implementation makes sense.

There are other troubles with std::string - e.g. copy may depend on the length. That is quite a problem as we are used to store whole files in String...

Mirek
