Subject: GuiMT example does not calculate all divisors...
Posted by mr_ped on Tue, 18 Sep 2007 01:03:18 GMT
View Forum Message <> Reply to Message

It goes only to sqrt(N) during testing for zero remainders (N mod A == 0).
That is enough to find all divisors, but you need to show not only A, but also B = N/A.

(it's not important in any way to the MT thing, but ... well ... I like when things are exact and accurate)

I would change this:

```
void WorkerThread(DivisorsInfo f)
{
 String r1, r2;
 int divisors = 0;
 uint64 max = (uint64)sqrt((double)f.number) + 1;
 for(uint64 i = 1; i < max; i++) {
  if(f.gui->terminated)
   break;
  if(f.number % i == 0) {
   r1 << ' ' << i;
   divisors++;
   uint64 j = f.number / i;
   if ( j != i ) {
    r2 = " " + AsString(j) + r2;
    divisors++;
   }
   PostCallback(callback2(f.gui, &Divisors::ShowResult, f.line, "working..." + r1 + r2));
  }
 }
 PostCallback(callback2(f.gui, &Divisors::ShowResult, f.line, AsString(divisors) + ": " + r1 + r2));
 AtomicDec(f.gui->threads);
}
```

Subject: Re: GuiMT example does not calculate all divisors...
Posted by mirek on Tue, 18 Sep 2007 15:52:38 GMT
View Forum Message <> Reply to Message

Indeed. Thanks, patch applied.

Mirek