Subject: String [FEATURE REQUEST]
Posted by amando1957 on Tue, 02 Dec 2008 19:22:48 GMT
View Forum Message <> Reply to Message

Hi to all!

The String is surely topping the std::thingy, but could have two goodies well known from char-pointers:

1
Query if empty with
if (! s) {Cout() << "is empty.\n";}
to wrap the
if (s.GetCount() < 1) {Cout() << "is empty.\n";}

2
With a char-pointer I can do:
char *toRemove = "xxx Some text";
Cout() << (toRemove + 4);

would write "Some text" at screen. Now the String has got
friend String operator+(const String& a, int b) { String c(a); c += b; return c; }
and WString has got
friend WString operator+(const WString& a, char b)
but
Cout() << (s + 4) << '\n';
appends any "fun character" at screen only. Reading the code its no surprise but I cannot see the sense of. I would prefer the same result as with char-pointers.

Martin

Subject: Re: String [FEATURE REQUEST]
Posted by mirek on Wed, 03 Dec 2008 09:07:01 GMT
View Forum Message <> Reply to Message

I am sorry, while it sounds reasonable, it is hitting overloading rules wall. I mean, if you add them, you have nasty problems with overloading ambiguities.

Notes:

if (s.IsEmpty()) {Cout() << "is empty.\n";}

```
Cout() << (~s + 4) << '\n';
```

Mirek
