Subject: bug in Esc manual page?
Posted by hojtsy on Sat, 01 Apr 2006 12:06:43 GMT
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In Esc manual page there is this line:
s[1, -1] = "xXx"; // s is now "1xXx4"
Is -1 the slice element count here? I supposed that it could only be positive number.
I also think that this other example has some error. How do the interpreter know in the last line that x means var1.x ?
var.x = 0;
var.Next = @() { .x++; };
var.Next(); // var.x is now 1
var1.x = 0;
var.Next()! x; // var1.x is now 1

BTW, I tried searching for esc files in the U++ installation, to see some examples, but there seems to be none. Maybe some example files could be put in, to make the syntax and usage more straightforward. How do you use Esc in a C++ application, how are the functions are invoked, and how are the return values retrieved? Is there a connection between Esc and Usc? Usc files seems to have a different syntax than the one desribed for Esc. Is there a manual for Usc?

Subject: Re: bug in Esc manual page?
Posted by mirek on Sat, 01 Apr 2006 14:17:02 GMT
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Documentation bugs - fixed (negative index is possible, but it should be ":" slice, and "var.Nect() ! var1" instead.

I will try to create some reference\Esc soon.

Usc / Esc relation - Usc is Esc "application" - it is using Esc interpreter as "engine", but (exactly in a Esc design direction - it is "Embeddable Script" adds more syntax to it. But the actual code (in both widget descriptions and TheIDE macros) is Esc.

Mirek

Subject: Re: bug in Esc manual page?
Posted by mirek on Wed, 05 Apr 2006 08:45:26 GMT
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OK, reference/EscDev is the "introductory" Esc example. It does not cover "objects" and uses just trivial script interpretation (without extensions, as with usc)

I will yet have to find some nice simple examples to demonstrate those....

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

void SIC_Print(EscEscape& e)
{
 if(e[0].IsArray())
  Cout() << (String) e[0];
 else
 if(e[0].IsNumber())
  Cout() << e[0].GetNumber();
 else
 if(!e[0].IsVoid())
  e.ThrowError("invalid argument to 'Print'");
}

void SIC_Input(EscEscape& e)
{
 e = ReadStdIn();
}

void SIC_InputNumber(EscEscape& e)
{
 e = atof(ReadStdIn());
}

CONSOLE_APP_MAIN
{
 ArrayMap<String, EscValue> global;
 Escape(global, "Print(x)", SIC_Print);
 Escape(global, "Input()", SIC_Input);
 Escape(global, "InputNumber()", SIC_InputNumber);
 StdLib(global);
```

```
 try {
  Scan(global, LoadFile(GetDataFile("script.esc")));
  Execute(global, "main", INT_MAX);
 }
 catch(CParser::Error e) {
  Cout() << "ERROR: " << e << "\n";
 }
}
```

demonstration Esc script (script.esc):

```
getnumber()
{
 for(;;) {
  h = InputNumber();
  if(h > 0)
   return h;
  Print("Please enter a positive number!\n");
 }
}

main() {
 Print("What is your name?\n");
 name = Input();
 Print("Hi " + name + "!\n");
 Print("How tall are you? (in cm please!)\n");
 h = getnumber();
 Print("What is your weight? (in kg please!)\n");
 w = getnumber();
 bmi = w / (h * h / 10000);
 Print("Your body mass index is " + to_string(bmi) + "\n");
 Print(name + ", ");
 if(bmi >= 35)
  Print("you are morbidly fat!!!");
 else
 if(bmi >= 30)
  Print("you are fat!!!");
 else
 if(bmi >= 25)
  Print("you are overweight!");
 else
 if(bmi >= 18.5)
  Print("your weight is OK.");
 else
  Print("your are too slim!");
 Print("\nThanks for a nice chat!\n");
```

}

Mirek

Subject: Re: bug in Esc manual page?
Posted by groszd on Thu, 31 Aug 2006 14:12:17 GMT
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According to the documentation, function definition is #lambda(){} . Can the # be omitted (like in this code: main() ...)?

Subject: Re: bug in Esc manual page?
Posted by mirek on Thu, 31 Aug 2006 15:27:47 GMT
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No.

However, #lambda() is the shortcut definition INSIDE function body.

Embedding application can implement adding "C-like" function definitions as global lambda variables; Scan function does that too (but you do not need to use Scan to embed Esc).

So the "practical" answer is in fact yes

Mirek
