

U++ - Feature #1893

DropList could support IsEmpty operation

07/20/2018 10:19 PM - Zbigniew Rebacz

Status:	Rejected	Start date:	07/20/2018
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	CtrlLib	Estimated time:	0.00 hour
Target version:	Release 2019.1 - NTH	Spent time:	0.00 hour
Description			
<p>To check whenever DropList is empty you need to write following code:</p> <pre>DropList threads; ... if(threads.GetCount() == 0) { ... }</pre> <p>It should be possible with:</p> <pre>if(threads.IsEmpty()) { ... }</pre>			

History

#1 - 09/21/2018 09:40 AM - Miroslav Fidler

- Status changed from New to Rejected

OK, so I left this for some while because I was undecided. The reason I do not like this is that it is less clear what IsEmpty means - is this related to droplist or to the value of droplist? GetCount() == 0 is just a couple of characters more to type, but is more clear IMO.