CoCoALib - Design #1086

New design for interrupt mechanism

30 Jun 2017 17:10 - John Abbott

Status:	Closed	**Start date:**	30 Jun 2017
Priority:	Normal	**Due date:**	
Assignee:	John Abbott	**% Done:**	100%
Category:	Improving	**Estimated time:**	11.11 hours
Target version:	CoCoALib-0.99560	**Spent time:**	11.00 hours

Description

The current desgn for interrupt mechanism is not ideal when CoCoALib is called from other libraries.

Try to make a better design.

Related issues:

Related to CoCoALib - Feature #638: Time limit: let user specify time limit f...	**Closed**	**27 Oct 2014**
Related to CoCoALib - Bug #1458: Redesign interrupt mechanism?	**Rejected**	**10 May 2020**

History

#1 - 30 Jun 2017 17:13 - John Abbott

The function SignalInterruptsCoCoA just overwrites any previously registered signal handler.

A better design might be use a "scoped object" for registering and later deregistering the signal handler.
This should make CoCoALib collaborate more nicely with other libraries.

#2 - 08 Jul 2017 21:15 - John Abbott

- Status changed from New to Feedback

- Assignee set to John Abbott

- % Done changed from 0 to 90

I have changed the implementation considerably (with simplifying consequences for GlobalManager and the interpreter (Main.C and C5.C).
Updated also the documentation. Checked in.

Let's test it for a while :-)
Next step is to complete the "timer".

#3 - 08 Jul 2017 21:31 - John Abbott

- Related to Feature #638: Time limit: let user specify time limit for a computation added

#4 - 08 Nov 2017 16:31 - John Abbott

- Status changed from Feedback to Closed

- % Done changed from 90 to 100

- Estimated time set to 11.11 h

#5 - 10 May 2020 11:54 - John Abbott

- Related to Feature #1457: Make SmoothFactor interruptible added

#6 - 10 May 2020 11:55 - John Abbott

- Related to deleted (Feature #1457: Make SmoothFactor interruptible)

#7 - 10 May 2020 12:06 - John Abbott

- Related to Bug #1458: Redesign interrupt mechanism? added